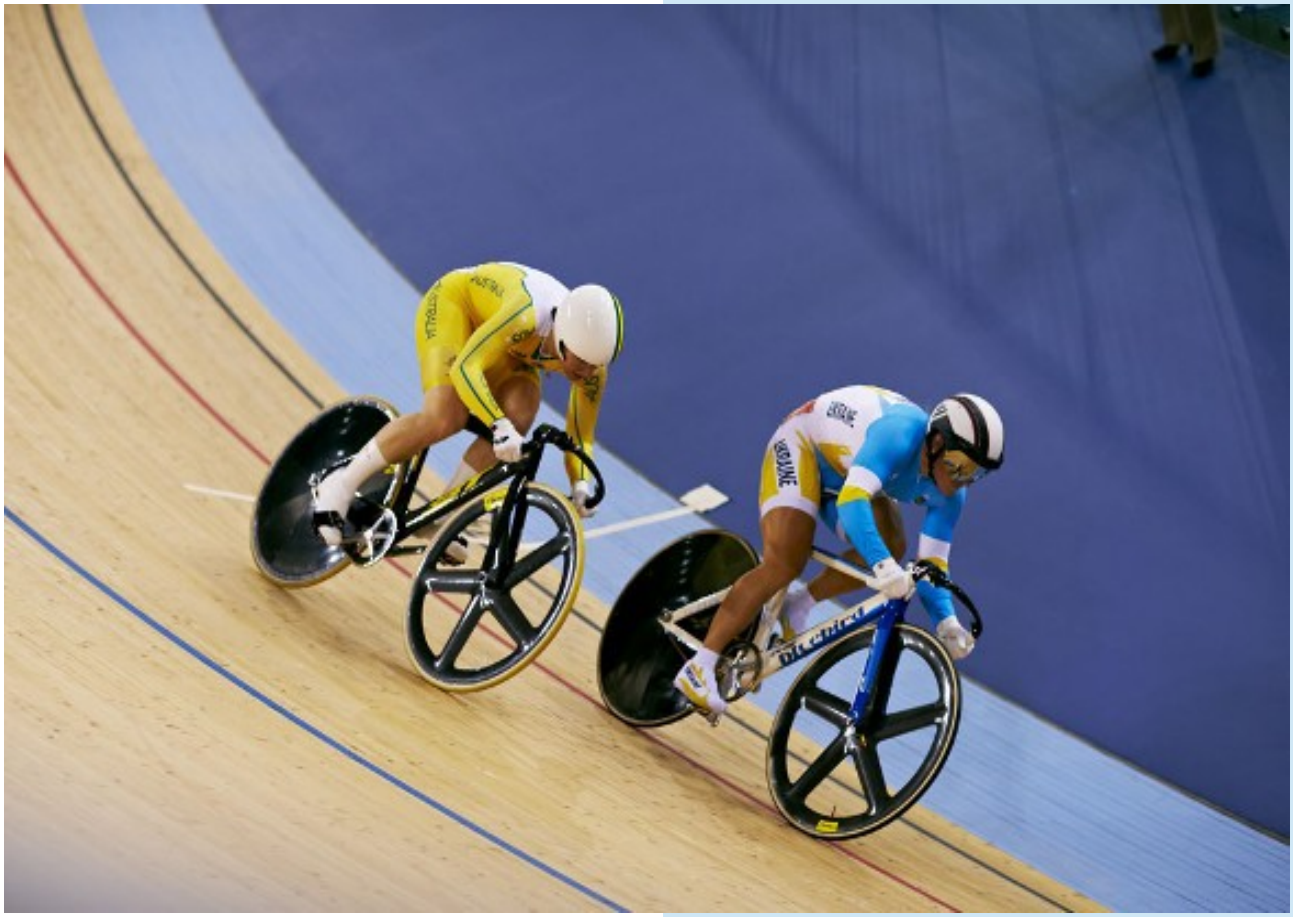
Olympic Data Feed



Cycling Track
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Cycling Track Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Cycling Track Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Cycling Track Overview

2.2 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in this discipline.

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	

DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone

		where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			

- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - Class
    - Substitute
    - EventEntry (0,N)
      - Type
      - Code
      - Pos
      - Value

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-CTR-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's

			valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of

			officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	UCI Id. (competitor's federation number for the discipline).

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description

Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Athlete Bib / Race Number, to be sent in UPDATE message only (if available).
Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Cycling Track
Substitute	O	S(1)	Send "Y" if substitute else do not send

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		GUIDE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID to identify the pilot for para cycling events.
ENTRY		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		TVTeamName		
		Gender		
		Current		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (0,N)	
				Code
				Order
		Discipline (0,1)		
			Code	
			RegisteredEvent (0,1)	
				Event

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation

			participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline

Element: Competition /Team /Discipline /RegisteredEvent (0,1) **Each current team is assigned to one event. Historical teams will not be registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (heat/race as applicable)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
* As soon as the start list is known and with any changes / IRMs before the start. (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
* As soon as the competition starts (LIVE)
* After any addition / change in any data during the competition (LIVE)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks:
* For Sprints event, when progression of phase is the best of three races, (INTERMEDIATE) is used at the end of Race 1 and 2.
* After all competitors have finished the unit (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)
* Trigger after any change

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					

- Result
- IRM
- QualificationMark
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Diff
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
    - IRM
    - Rank
    - RankEqual
    - SortOrder
    - Diff
- RecordIndicators (0,1)
  - RecordIndicator (1,N)
    - Order
    - Code
    - RecordType
    - Equalled
- Competitor (1,1)
  - Code
  - Type
  - Bib
  - Organisation
  - Description (0,1)
    - TeamName
    - IFId
  - EventUnitEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - Composition (0,1)

- Athlete (0,N)
  - Code
  - Order
  - Bib
  - Description (1,1)
    - GivenName
    - FamilyName
    - Gender
    - Organisation
    - BirthDate
    - IFId
    - Class
    - GuideID
    - GuideFamilyName
    - GuideGivenName
  - EventUnitEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value

2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
	Type	**Code**	**Pos**	**Description**
UI		ELAPSED_TIME	Numeric #0	Pos Description: Send 1, 2 or 3 in Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals, Points Race, Omnium Points Race, Omnium Tempo Race, Scratch Race, Omnium Scratch Race/ Elimination Race and Madison
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Keirin and Individual m:ss.fff other races mm:ss	Send the elapsed time for the winner of the event unit. Do not send minutes if zero.
UI		SPEED_AVG	Numeric #0	Pos Description: Send 1, 2 or 3 in Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals, Madison, Points Race, Omnium Points Race, Omnium Tempo Race, Scratch Race, Omnium Scratch Race/Elimination Race
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.000	Send the average speed in km/h of the winner during the event unit
DISPLAY		CURRENT	N/A	Element Expected: Individual Sprint Qualifying, Time Trial and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the competitor currently riding. Remove only for new competitor or the unit is finished.
DISPLAY		NEXT	N/A	Element Expected: Individual Sprint Qualifying, Team Sprint Qualifying, Team Pursuit Qualifying and Time Trial and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID of the next competitor to ride after current.
DISPLAY		UNIT_CURRENT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Individual Pursuit and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the current heat/race number
DISPLAY		LAST_UNIT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Individual Pursuit. (Update just at the end of Heat/race), and

				only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the last heat/race number
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Send a numeric (1, 2..) to allow more than one competitor to be applicable. Only send if more than 1. Element Expected: Individual Sprint, Omnium Points Race, Omnium Tempo Race, Team Sprint, Madison and Team Pursuit and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20)	Send the competitor ID (team in team events) of the last competitor(s) to ride, or in Omnium Points Race ID's of athletes to Score in the Recent Sprint.
DISPLAY		LAST_QUAL	N/A	Element Expected: As soon as it is known (Only for Individual Sprint and Team Sprint)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (in Qualifying round) In the situation where insufficient riders have participated to show the last qualifying position then show the current last place.
DISPLAY		RECENT_SPRINT	N/A	Element Expected: Send in Madison, Points Race, Omnium Points Race, Omnium Tempo Race and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the most recent sprint number
DISPLAY		LAPS_REMAIN	N/A	Element Expected: Send in Madison, Omnium Scratch Race, Omnium Tempo Race, Omnium Points Race and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of laps remaining (to go)
DISPLAY		ELIMINATED	Numeric #0	Pos Description: Send sprint number for eliminated competitor Element Expected: Send in Omnium Elim Race for most recently eliminated competitor only when LIVE or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the last eliminated competitor ID

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Heat number for the event unit where applicable.

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank for the competitor at the event unit. The Rank is by phase in case of Finals
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send.
Result	O	m:ss.fff (time) or Numeric #0 (points) or -Numeric -#0 (points)	The result of the competitor in the event unit. Send if ResultType is different from IRM except in the case OVL in Team Pursuit where no result is applicable for the winner. Time result or Points In the case of Para Cycling time trial this is the factored time.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_TIME or IRM_POINTS
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Always expected where the competitor progresses.
SortOrder	M	Numeric	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Competitor's start order.

			Send according to the sport rules and in the special case of Team Pursuit Qualifying & Team Sprint Qualifications this is the Start Order/Heat Number.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute Not required for winner in Team Pursuit in OVL.
Diff	O	[+/-]s.fff or 0.000	Time Behind Leader Display the time / value behind the leader. All fill when applicable, 0.000 for leader, negative for in front of leader, positive for behind. For example +3.450 means 3.45 sec behind the leader, -1.237 means -1.237 sec in front of (better than) the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point) Element Expected: Units with defined intermediates
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Competitors intermediate point time (from the start to this point. In the case of Para Cycling time trial this is the factored time.
	IRM	O	SC @IRM	IRM code is applicable in sprint (for a single race)
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult, rank at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	[+/-]s.fff or 0.000	Time behind the leader at the corresponding intermediate point. Display the time / value behind the leader. All fill when applicable, 0.000 for the leader, negative for in front of leader, positive for behind. For example +3.450 means 3.45 sec behind the leader, -1.237 means 1.237 sec in front of (better than) the leader.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension			

	Expected Sprint finals			
	Attribute	**Value**	**Description**	
	Code	WINNER		
	Pos	N/A		
	Value	S(1)	Send "Y" if this competitor has won the race.	
PROGRESS		SECTION	Numeric ##0	Pos Description: Section number as defined in DT_CONFIG, from 2 to the total number of sections. (Section 1 is start to first intermediate) Element Expected: Units with defined intermediates
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Competitor's time for this section In the case of Para Cycling time trial this is the factored time.
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank in the section.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the section as well – after the ones who have, but before the IRMs. Sorted by the section passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
PROGRESS		LAP	Numeric 0	Pos Description: Lap number, 1.. (Lap 1 etc) Element Expected: Units with lap times
	Attribute	**M/O**	**Value**	**Description**
	Value	M	s:fff	Time for each completed lap (not cumulative) In the case of Para Cycling time trial this is the factored time.
PROGRESS		SPLIT	Numeric 0	Pos Description: Each half lap point from the start 1..n (half Lap 1 etc) for events (where n is the finish point) Element Expected: For Team Pursuit and Team Sprint
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss:fff	Time for the split to @Pos. Do not send minutes if zero. In the case of Para Cycling time trial this is the factored time.
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank in the split

	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the lap as well – after the ones who have, but before the IRMs. Sorted by the half lap passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+s.fff	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding split.
PROGRESS		LAST_QUAL	N/A	Element Expected: Sprint Qualifying
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send “Y” if this competitor is in the last qualifying place else do not send.
PROGRESS		DIFF_LAST	N/A	Element Expected: For Ind/Team Pursuit Qualifying
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+m:ss.fff	Time behind last qualifying positioned team. Do not send minutes if zero. Only send if not in qualifying position.
PROGRESS		SPEED_AVG	N/A	Element Expected: For Ind. Sprint Qualifying. Time Trial, Ind/Team Pursuit all phases and Team Sprint all phases.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.000	Average speed in km/h in the race
PROGRESS		STATUS	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send the status
PROGRESS		WARNING	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the competitor has received a warning
PROGRESS		LAP_PTS	Numeric 0	Pos Description: Send 1 for points gained, 2 for points lost and 3 for balance Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+Numeric +#0	Send the number of lap points (gained, lost or balance) (1 for points gained, 2 for points

				lost and 3 for balance)
PROGRESS		PTS_SPRINT	Numeric #0	Pos Description: Send the sprint number @Pos 1..n and TOT for total of all sprints Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of points at the sprint
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on points obtained in each sprint (only for riders who get points, sorted first rider who get more points in the sprint to less points), but in last Sprint will be used to get finish order for all riders.
PROGRESS		LAPS_DOWN	N/A	Element Expected: For Scratch, Omnium Scratch Race/Elimination
	Attribute	**M/O**	**Value**	**Description**
	Value	M	-Numeric -0	Send the number of laps down
PROGRESS		EXPLANATION	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send the incident explanation
PROGRESS		PHOTO	Numeric	Pos Description: Send 1, 2 or 3 for Sprint Finals, to know the race affected by Photo-finish decision, otherwise Do not send anything Element Expected: Sprint Finals, Keirin and Omnium Scratch Race At the end of the race. Only send for competitor who needs that otherwise DO NOT send.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send P for Pending Status. Send Y when evaluated Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7… and SortOrder = 1,2,3,4,5,6,7
PROGRESS		LAST_SPRINT	N/A	Element Expected: Points Race/Omnium Points Race, Omnium Tempo Race, Madison

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the last sprint number completed by the competitor
ER		REAL_TIME	N/A	Element Expected: Para Cycling Time Trial if it is a factored race.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Unfactored time for the competitor.

Sample (Team Pursuit Qualifying)

```
<Result Rank="1" ResultType="TIME" Result="3:52.499" QualificationMark="Q" SortOrder="1" StartOrder="3" StartSortOrder="3" Diff="0.000" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:05.209" Rank="1" Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:04.826" Rank="1" Diff="0.000" SortOrder="1"/>
....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="59.617" Rank="1" SortOrder="1"/>
".
    <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="1" Value="13.116" Rank="1" Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="2" Value="20.808" Rank="1" Diff="0.000" SortOrder="1"/>
....
    <ExtendedResult Type="PROGRESS" Code="LAP" Pos="1" Value="20.808" Rank="1" Diff="0.000" SortOrder="1"/>
    <ExtendedResult Type="PROGRESS" Code="LAP" Pos="2" Value="14.040" Rank="1" Diff="0.000" SortOrder="1"/>
....
    <ExtendedResult Type="PROGRESS" Code="SPEED_AVG" Value="61.935" />
  </ExtendedResults>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. “OR”). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)

Type	M	S(1)	A for athlete, T for team
Bib	O	S(4)	Team Bib number (Madison only)
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /EventUnitEntry (0,N)

For team event information

Type	Code	Pos	Description
EUE	WARNING	N/A	Element Expected: If applicable for all phases in Team Pursuit and Team Sprint

	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the team has received a warning in a previous race else do not send

Element: Competition /Result /Competitor /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(26) or S(4)	Race number Individual athlete's race number (if Competitor @Type="A") or team member's race number (if Competitor @Type="T")

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).

GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		LINEUP	N/A	Element Expected: Send for Points Race, Tempo Race and Omnium Scratch Race/Elimination, Madison,
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Line-up location. Send 1 for fence and 2 for the blue band Send 1 for black and 2 for red in Madison
EUE		STATUS	N/A	Element Expected: Team events in the case of replacement
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send R for replaced athlete
EUE		WARNING	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the rider has received a warning in a previous race else do not send.
EUE		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member extended result.**				
Type		**Code**	**Pos**	**Description**
PROGRESS		PULLED_OUT	N/A	Element Expected: For Team events if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in case of the rider pulled out before the finish else do not send.

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Cumulative Results

2.3.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In cycling track, the cumulative results message is used only in the omnium.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

The cumulative results accumulate results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

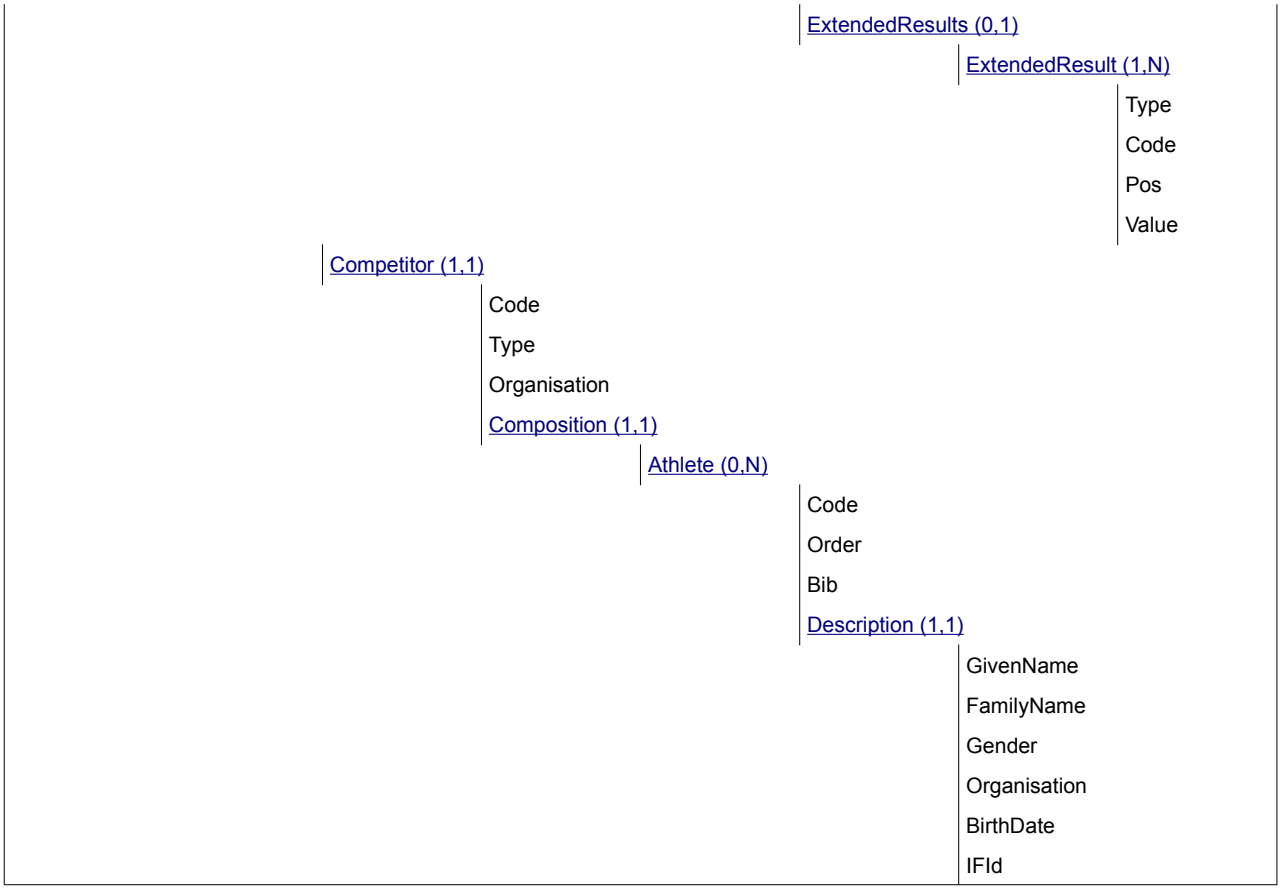
The first version should be triggered at the same time as the start list of the first unit is triggered and then:
* Send as LIVE when any sub-event is in progress, or after any change in global rank (except Scratch Race).
* Send as INTERMEDIATE after each sub-event.
* Send as UNCONFIRMED (optional, will be used only in special cases) / UNOFFICIAL / OFFICIAL after the

point race.
* Send for any other change

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		
					RankEqual		
					ResultType		
					ResultPoints		
					IRM		
					SortOrder		



2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**

DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0	The cumulative result of the competitor. Send the total number of points won by the competitor.
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ResultItems /ResultItem (1,N)

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full phase level RSC of the latest schedule item which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else

			not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem. Only send in the case of IRM.
ResultPoints	O	Numeric #0	The points achieved in the phase identified by /ResultItems /ResultItem. Send just in case of @ResultType is not IRM and the value not 0.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		PROG_RANK	N/A	Element Expected: Send where the data exists
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Text	Rank of the athlete after this phase
ER		PROG_PTS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Overall points of the athlete after this phase

Sample (Omnium)

```
<Result Rank="1" ResultType="POINTS" ResultPoints="36" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="CTRMSCRATCH....." Order="1">
      <Result Rank="3" ResultPoints="36" SortOrder="3" >
        <ExtendedResults>
          <ExtendedResult  Type="ER" Code="PROG_RANK" Value="3"/>
          <ExtendedResult  Type="ER" Code="PROG_PTS" Value="36"/>
        <ExtendedResults>
      </Result>
```

Element: Competition /Result /Competitor (1,1) **Competitor related to one cumulative result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Athlete's ID

		zeroes	
Order	M	Numeric	Send 1 as the competitor is an athlete
Bib	O	S(4)	Athlete Bib / Race Number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.3.4.6 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder

2.3.5 Image

2.3.5.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

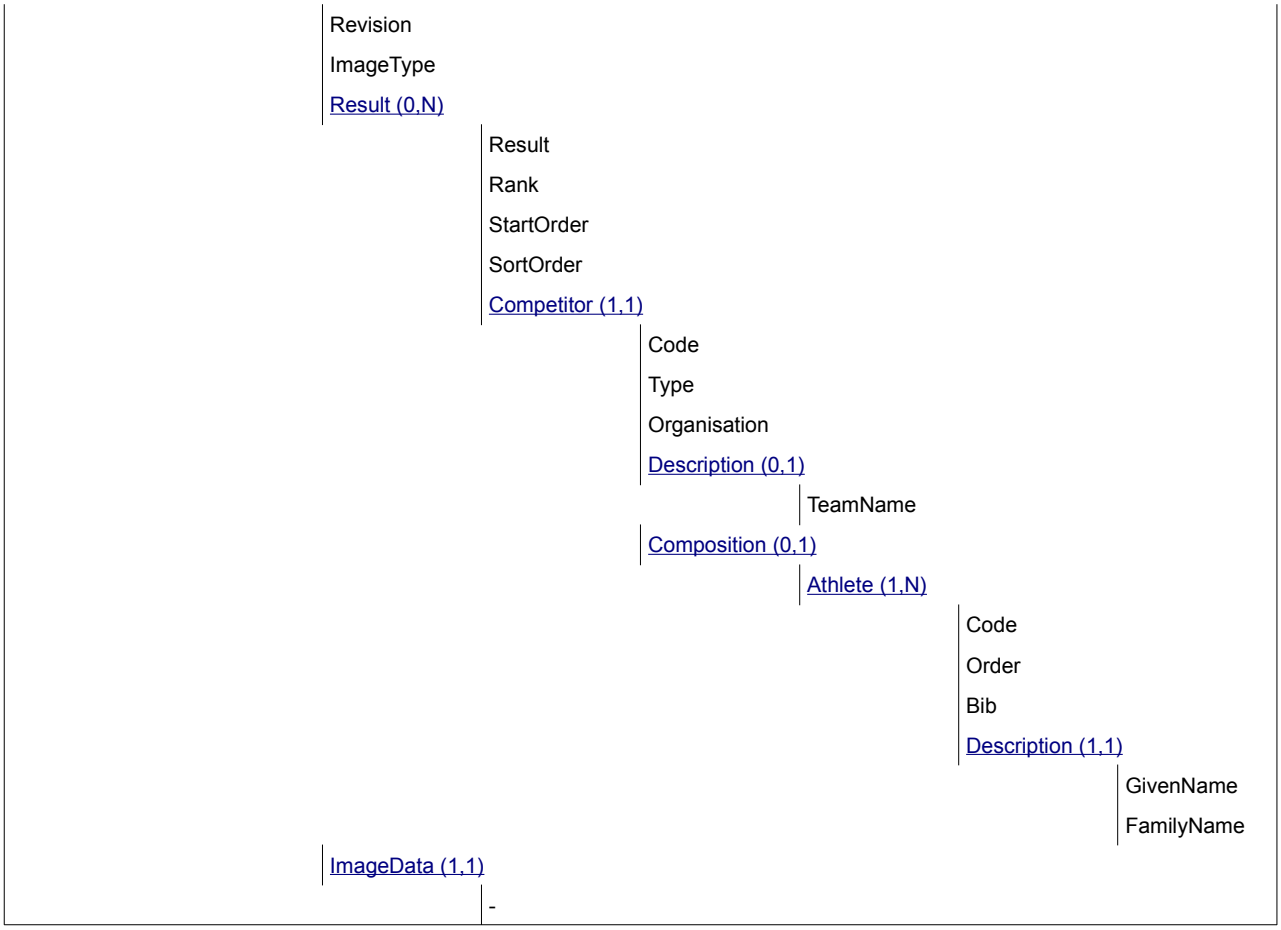
2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					



2.3.5.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision

ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the Team.

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric 0	The value is 1
Bib	O	S(4)	Athlete Bib / Race Number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Photofinish)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="T" Organisation="ESP" >
      <Description TeamName="Spain"/>
  </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.5.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

2.3.6 Brackets

2.3.6.1 Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

This message is used in the sprint events in cycling track.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when an event unit is completed with and Official status. The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

* Send with ResultStatus = ‘START_LIST’ before the start of the competition
* Send with ResultStatus = ‘INTERMEDIATE’ after the start and until the last event unit (Gold Medal Match) is official (i.e. for all event units up until the Gold Medal match is completed for an event)
* Send with ResultStatus = ‘OFFICIAL’ when the last event unit for an event (Gold Medal match) has Official

status.
* Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
		VenueDescription (0,1)							
			Venue						
			VenueName						
	Bracket (1,N)								
		Code							
		BracketItems (1,N)							
			Code						
			BracketItem (1,N)						
				Code					
				Order					
				Position					
				Date					
				Time					
				Unit					
				CompetitorPlace (1,N)					
					Pos				
					Code				
					WLT				
					IRM				
					StrikeOut				
					PreviousUnit (0,1)				
						Unit			
						WLT			
					Competitor (0,1)				
						Code			

Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**

Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem. In general, it will be sent the heat number for each bracket item (e.g.: 17, 18, 19, 20 …). However, it may include "TBD" for to be defined, if the heat number is not known
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) **- If the competitors are known, this element is used to place the competitors in the bracket.** **- If they are not yet known, it contains some information (on the rule to access to this bracket...)**			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace or SC @IRM	When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
IRM	O	SC @IRM	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) **Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.**			
Attribute	**M/O**	**Value**	**Description**

Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
WLT	O	SC @WLT	Send W or L for winner or loser of previous match.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	1 for Competitor @Type="A".

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Sample (Sprint)

```
<Bracket Code="FNL">
  <BracketItems Code="QFL">
…
  <BracketItem Order="2" Position="2" Unit=”CTRMSPRINT----------QFNL00020000” >
    <CompetitorPlace Pos="1" WLT="W">
      <Competitor Code="1126413" Type="A" Organisation="ESP" >
      <Composition>
        <Athlete Code="1126413" Order="1" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
      </Competitor>
    </CompetitorPlace>
    <CompetitorPlace Pos="2" WLT="L">>
      <Competitor Code="1093294" Type="A" Organisation="SUI" >
      <Composition>
        <Athlete Code="1093294" Order="1" >
          <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" />
        </Athlete>
      </Composition>
      </Competitor>
    </CompetitorPlace>
  </BracketItem>
```

2.3.6.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.3.7 Records

2.3.7.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations – Not Established Records:
There are some situations where there are no records for a particular event. This can happen,for example, when the sport rules change (different weights or distances) or new events are introduced.
If this occurs then the NotEstablished flag is used to indicate this situation.
If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			RecordData (0,N)					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				Extension (0,N)				
					Type			
					Code			
					Pos			
					Value			
				Competitor (0,1)				
					Code			

- Type
- Organisation
- Description (0,1)
  - TeamName
- Composition (0,1)
  - Athlete (1,N)
    - Code
    - Order
    - Description (0,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId
      - Class
      - GuideID
      - GuideFamily Name
      - GuideGiven Name

2.3.7.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

Element: Competition /Record (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Competition /Record /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
Name	M	S(40)	Record description (not code) from Common Codes

Element: Competition /Record /RecordType (1,N) It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N) RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Indicates whether the record result is a distance, a time, etc.
Result	M	m:ss.fff	The performance of the competitor for the record or standard. Do not send minutes if zero.
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Always send for new records and where known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".

Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Competition /Record /RecordType /RecordData /Extension (0,N)

Type	Code	Pos	Description
ER	AVG_SPEED	N/A	Element Expected: Always, if available

	Attribute	M/O	Value	Description
	Value	M	Numeric #0.000	Speed of the record in km/h

Element: Competition /Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete

Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
GuideID	O	S(20) without leading zeros	ID of the Guide used in the record, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

2.3.7.6 Message Sort

The following order applies:
- Record @Code
- RecordType @Order
- RecordData @Order

2.3.8 Event Final Ranking

2.3.8.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

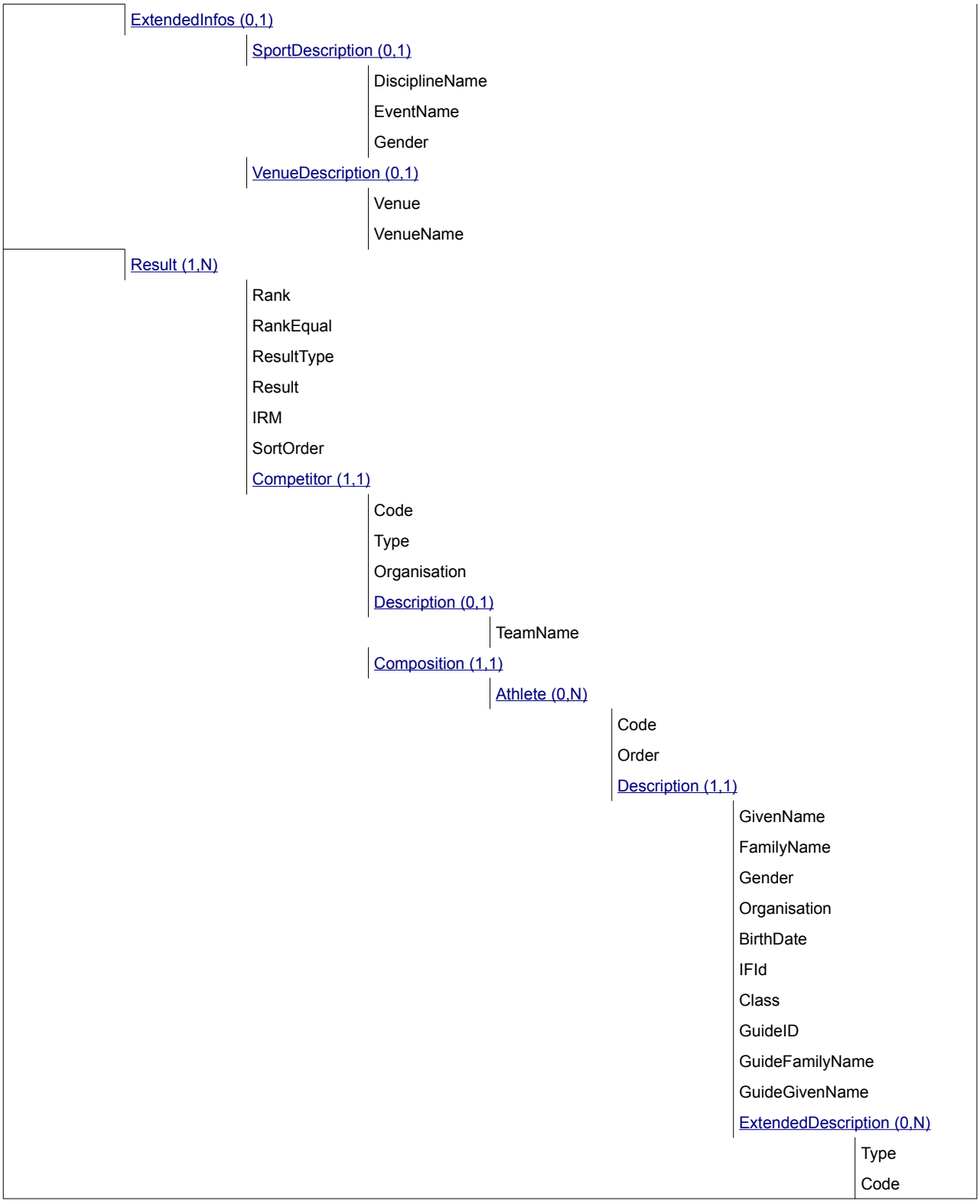
2.3.8.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.
Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						


ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
VenueDescription (0,1)
Venue
VenueName
Result (1,N)
Rank
RankEqual
ResultType
Result
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
GuideID
GuideFamilyName
GuideGivenName
ExtendedDescription (0,N)
Type
Code

	Pos Value

2.3.8.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event. Must be included if it is a single gender

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute (only for Omnium event)
Result	O	Numeric #0	The result of the competitor in the event. (only for Omnium event) Send just if ResultType is different from IRM
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1) Used in Team events only			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Order attribute. Send 1 when Competitor @Type="A".

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
EUE		STATUS	N/A	Element Expected: Team events in the case of replacement
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send R for replaced athlete

2.3.8.6 Message Sort

Sort by Result @SortOrder

2.3.9 Event's Medallists

2.3.9.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC at event level
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the result status: OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

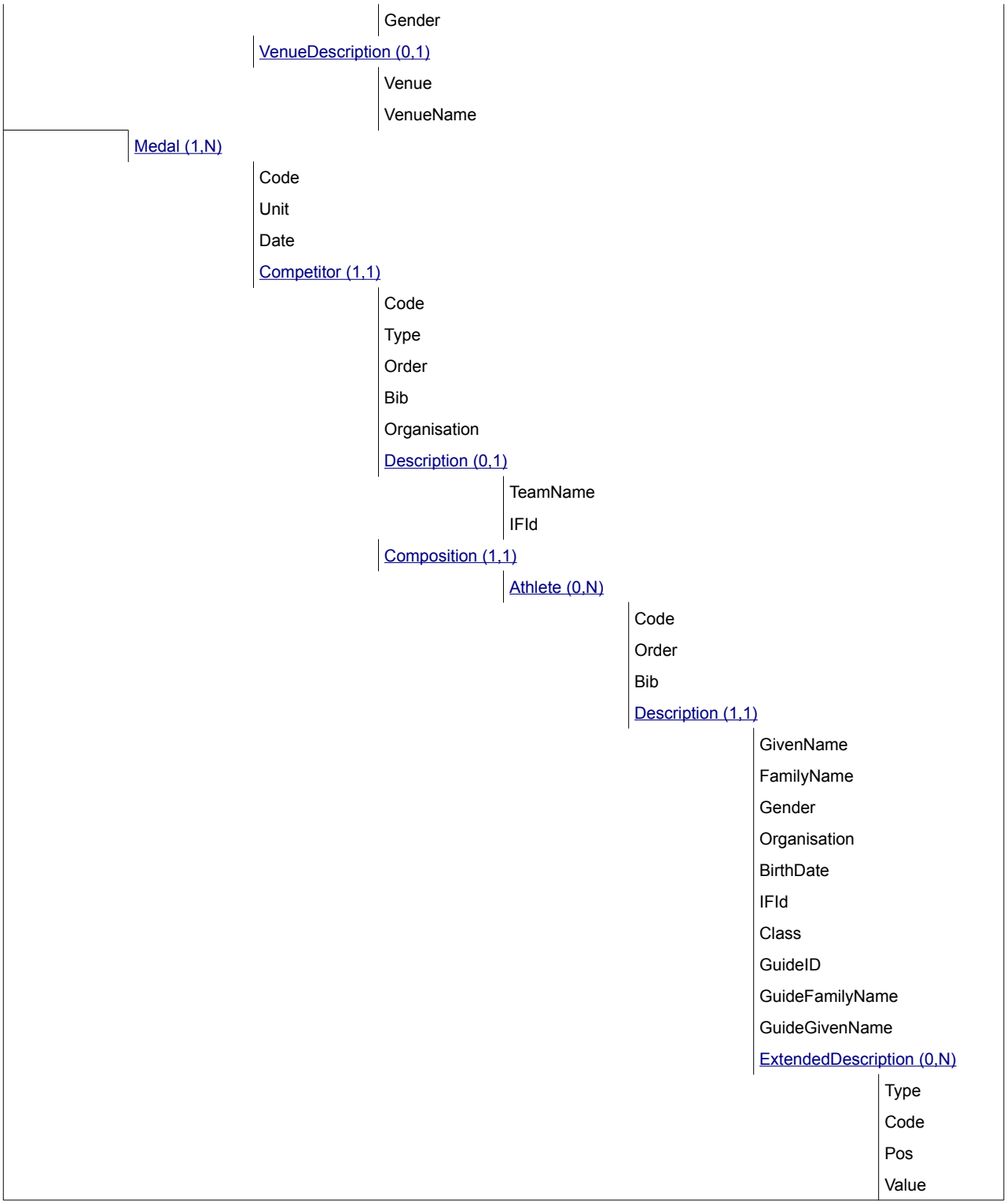
2.3.9.3 Trigger and Frequency

The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport. Trigger also after any change.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				


Gender
VenueDescription (0,1)
Venue
VenueName
Medal (1,N)
Code
Unit
Date
Competitor (1,1)
Code
Type
Order
Bib
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (0,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
GuideID
GuideFamilyName
GuideGivenName
ExtendedDescription (0,N)
Type
Code
Pos
Value

2.3.9.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Medal (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC @Unit	Full RSC Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Bib	O	S(4)	Bib number, send if available (team bib)
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Medal /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Medal /Competitor /Composition /Athlete (0,N) (Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number, send if available

Element: Competition /Medal /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Competition /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)				
Type		**Code**	**Pos**	**Description**
EUE		STATUS	N/A	Element Expected: Team events in the case of replacement.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send R for replaced athlete

2.3.9.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

2.3.10 Configuration

2.3.10.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase.

Trigger also after any change, but considering that, if possible, the configuration for one phase must be provided before the start list or resend the DT_RESULT if there are changes in DT_CONFIG.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	

	ExtendedConfig (1,N)	
		Type
		Code
		Pos
		Value

2.3.10.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Phase	Full RSC of the phase.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		DISTANCE	N/A	Element Expected: If available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Race distance for one specific unit (in metres)
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Do not send for finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Explanation on how the riders advance to the next round. Should include date and time for next phase, e.g., Fastest 8 teams qualify for the first round (on 18 AUG at 20:15)
EC		INTERMEDIATE	S(2)	Pos Description: Send the intermediate number from 1 to F.

				Where 1 is the first intermediate point and F is the finish the race Individual Pursuit/Team Pursuit: @Pos 1, 2, 3, F @Value 1000, 2000, 3000,4000 or @Pos 1, 2, F @Value 1000, 2000, 3000 (depends on distance) 1000m Time Trial: @Pos 1, 2, 3, F @Value 250, 500, 750, 1000 500m Time Trial: @Pos 1, F @Value 250, 500 Team Sprint: @Pos 1, 2, F @Value: 250, 500, 750 Individual Sprint (Qualifying): @Pos 1, F @Value: 100, 200 Individual Sprint (Finals): @Pos 1..3 (related to number of races of the phase) @Value: N/A Element Expected: Send as explained for each event
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #000	Distance in metres from the beginning of the race to this intermediate point.
EC		INTERMEDIATES_NUM	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points including the finish
EC		SECTION	S(2)	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n)., from 2 to the total number of sections, the last one being F. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send distance in m
EC		GROUPS_NUM	N/A	Element Expected: Send for Individual Pursuit, Team Pursuit

				(First round), Team Sprint (first round), Individual Sprint (1/32, 1/16 finals, 1/8 finals, repêchages, quarterfinals and semifinals) and Keirin (all phases).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of heats by phase
EC		SPRINTS_NUM	N/A	Element Expected: Send for Points Race, Tempo Race (inc. Omnium) and Madison
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of sprints
EC		LAPS_NUM	N/A	Element Expected: Send for Individual Sprint, Keirin, Madison, Omnium (Scratch Race, Tempo Race and Points Race) and Madison events and Team Sprint events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.#	Send the number of laps
EC		SPLIT	Numeric #0	Pos Description: The number that identifies the Split. A Split is between two half lap points, from 1 and n. Example: Split 1 is the split between start the race and first half lap. @Pos 1..31 Element Expected: Send for Team Sprint & Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send distance in m. @Value 125, 250, … 4000
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	BEGIN		
	Pos	N/A		
	Value	S(2)	Send the half lap point for the start of the split or S if the start of the race.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A		
	Value	S(2)	Send the half lap point which is the end of the split or for last section, send “F”.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			

	Attribute	Value	Description
	Code	IS_LAP	
	Pos	N/A	
	Value	S(2)	Send the lap number if this is a full lap (1, 2, 3 …)

2.3.10.6 Message Sort

There is no message sorting rule.

3 Message Timeline

Legend:
D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit
x Sent on that level; **o** Includes info from that level

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	2 Mar 2017	First version
v1.1	23 Jun 2017	Extended document for other competitions
v1.2	12 Jul 2017	Minor update
v1.3	1 Aug 2017	Updated
v1.4	15 Sep 2017	Updated
v1.5	20 Feb 2018	Updated
V2.0	4 Jan 2019	Updated
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	30 May 2019	Updated
V2.4	14 Aug 2019	Updated
V2.5	11 Sep 2019	Updated
V2.6	16 Jan 2020	Updated
V2.7	27 Mar 2020	Updated

File Reference: SOG-2020-CTR-2.7 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	DT_CONFIG: Add configuration for Madison DT_RESULT: Update to include Madison All: Update for changed subevents in Omnium
v1.2	SFA	DT_RESULT: Add SPEED_AVG for Individual Sprint Qualifying
v1.3	APP	DT_CONFIG: change intermediate management to be consistent with rest of cycling (use INTERMEDIATE_NUM and include F in the number)
v1.4	APP	DT_RESULT: Add EUE/UNIT_NUM at Result/Competitor/Composition/Athlete /EventUnitEntry
v1.5	APP	DT_RESULT: Add LAPS_REMAIN at ExtendedInfos. DT_PARTIC: Updated to add Passport names (CR15219) Remove references to 2018 Commonwealth Games
V2.0	SFA	DT_PARTIC: Remove LICENCE CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit. DT_CONFIG: Update to use Type QUALIFICATION for consistency Remove ValueType throughout the document.
V2.1	SFA	DT_RESULT: Remove @Pos for Keirin in ExtendedInfos UI/ELAPSED_TIME & UI/SPEED_AVG DT_RESULT: Add reference to Team Sprint Qualifications in Result/StartOrder DT_RESULT: Update EUE/LINEUP to specify red and black in Madison DT_RESULT: Add DISPLAY/ELIMINATED in ExtendedInfos DT_RESULT: Add @Pos in DISPLAY_LAST_COMP in ExtendedInfos DT_CONFIG: Correct inconsistency between unit and phase.

		DT_CONFIG: EC/GROUPS_NUM add 1/32 in sprint DT_CONFIG: Add more applicable events in EC/LAPS_NUM DT_CONFIG: Updated qualification to be consistent with other sports to be languate independent (from and to rank)
V2.2	APP	DT_CONFIG: Update EC/SPLIT to exclude Madison (not applicable) DT_CONFIG: Update EC/LAPS_NUM to allow decimals DT_RESULT: ExtendedInfos, only send RECENT_SPRINT & LAPS_REMAIN when LIVE DT_RESULT: ExtendedResults SPLIT to send in all phases, not only qualifying. DT_RESULT: Update WARNING @ Result /ExtendedResults /ExtendedResult to be for the competitor (team or athlete) DT_RESULT: Add IRM at PROGESS/INTERMEDITE at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove EUE/UNIT_NUM for athletes DT_RESULT: ExtendedResults: Add @Pos TOT for PTS_SPRINT for total sprint points. DT_RESULT: In ExtendedInfos add DISPLAY/NEXT DT_BRACKETS: Update with status START_LIST Editorial improvements without changing the intent.
V2.3	APP	CR16640: Add ODF Version @Competition DT_PARTIC: Add Factor DT_RESULT: Add Factor DT_RESULT: Clarify UNCONFIRMED as a possible status (as from GEN) DT_RESULT: Add ExtendedResult for REAL_TIME DT_BRACKET: Add athlete Class DT_CUMULATIVE_RESULT: Add athlete Class DT_RESULT: Update intermediate/section times to be clear that these are factored times in Para Cycling Time Trial where applicable. Editorial improvements without changing the intent.
V2.4	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Fix typographical errors and editorial improvements without changing the intent
V2.5	APP	DT_RESULT: Update Result/Result & Result/ResultType for OVL DT_RESULT: Add STATUS @ Result /Competitor /Composition /Athlete /EventUnitEntry
V2.6	APP	DT_CUMULATIVE_RESULT: Update the description of ResultPoints @ Result /ResultItems /ResultItem /Result DT_RANKING: Add Result /Competitor /Composition /Athlete /Description /ExtendedDescription DT_MEDALLISTS: Add message DT_RESULT: Update description at Result/QualificationMark CR18565 DT_PARTIC: Update the description of Participant/Weight Typographical clarifications
V2.7	APP	DT_RESULT: Update Result/Result and Result/ResultType related to OVL (also applicable in First Round)