



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-BMX-2.5 APP

Olympic Data Feed



ODF Cycling BMX Racing Data Dictionary

Tokyo 2020 – Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

SOG-2020-BMX-2.5 APP

14 August 2019



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-BMX-2.5 APP



Table of Contents

1 Introduction.....	6
1.1 This document.....	6
1.2 Objective.....	6
1.3 Main Audience.....	6
1.4 Glossary.....	6
1.5 Related Documents.....	6
2 Messages.....	7
2.1 Applicable Messages.....	7
2.2 Messages.....	9
2.2.1 List of participants by discipline / List of participants by discipline update.....	9
2.2.1.1 Description.....	9
2.2.1.2 Header Values.....	9
2.2.1.3 Trigger and Frequency.....	10
2.2.1.4 Message Structure.....	10
2.2.1.5 Message Values.....	12
2.2.1.6 Message Sort.....	15
2.2.2 Event Unit Start List and Results.....	16
2.2.2.1 Description.....	16
2.2.2.2 Header Values.....	16
2.2.2.3 Trigger and Frequency.....	17
2.2.2.4 Message Structure.....	17
2.2.2.5 Message Values.....	20
2.2.2.6 Message Sort.....	29
2.2.3 Image.....	30
2.2.3.1 Description.....	30
2.2.3.2 Header Values.....	30
2.2.3.3 Trigger and Frequency.....	31
2.2.3.4 Message Structure.....	31
2.2.3.5 Message Values.....	32
2.2.3.6 Message Sort.....	34
2.2.4 Brackets.....	35
2.2.4.1 Description.....	35
2.2.4.2 Header Values.....	35
2.2.4.3 Trigger and Frequency.....	36
2.2.4.4 Message Structure.....	36
2.2.4.5 Message Values.....	38
2.2.4.6 Message Sort.....	41
2.2.5 Event Final Ranking.....	42
2.2.5.1 Description.....	42
2.2.5.2 Header Values.....	42
2.2.5.3 Trigger and Frequency.....	43
2.2.5.4 Message Structure.....	43
2.2.5.5 Message Values.....	44
2.2.5.6 Message Sort.....	48
2.2.6 Configuration.....	49



2.2.6.1	Description.....	49
2.2.6.2	Header Values.....	49
2.2.6.3	Trigger and Frequency.....	50
2.2.6.4	Message Structure.....	50
2.2.6.5	Message Values.....	50
2.2.6.6	Message Sort.....	52
3	Message Timeline.....	53
4	Document Control.....	53

1 Introduction

1.1 This document

This document includes the ODF Cycling BMX Racing Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Cycling BMX Racing.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Cycling BMX Racing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Cycling BMX Racing 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 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Cycling BMX Racing.

- 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 should follow the general definition rules.

Message Type	Message Name	Message extended
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_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LINK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	



INTERNATIONAL
OLYMPIC
COMMITTEE

SOG-2020-BMX-2.5 APP

DT_KA	Keep Alive	
-------	------------	--

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 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.

2.2.1.4 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			
	Participant (1,N)			
		Code		



Parent	
Status	
GivenName	
FamilyName	
PassportGivenName	
PassportFamilyName	
PrintName	
PrintInitialName	
TVName	
TVInitialName	
TVFamilyName	
LocalFamilyName	
LocalGivenName	
Gender	
Organisation	
BirthDate	
Height	
Weight	
PlaceofBirth	
CountryofBirth	
PlaceofResidence	
CountryofResidence	
Nationality	
MainFunctionId	
Current	
OlympicSolidarity	
ModificationIndicator	
Discipline (1,1)	
	Code
	IFId
	RegisteredEvent (0,N)
	Event



	Bib Substitute
--	-------------------

2.2.1.5 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-BMX-1.10" Codes="SOG-2020-1.20" >

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p>



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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. "-" may be used where the data is 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: 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	Full RSC of the Discipline
IFld	O	S(16)	UCI code (competitor's federation number for the discipline).

Element: 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)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known (example: 8, 10,...). Send only in the Case of Current="true".
Substitute	O	S(1)	Substitute information. By default send "Y" if substitute else do not send.

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 Event Unit Start List and Results

2.2.2.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one 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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	N/A	Not used in BMX
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in BMX
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 LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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



		<p>extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 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 available and any changes [inc. IRMs] (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- * When the competition starts and all changes/additions in data (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 official/unofficial status is included in the ODF headers (ResultStatus attribute).

- * After each run where there are multiple runs (INTERMEDIATE)
- * When the last competitor finishes (UNOFFICIAL)
- * After the results for the unit are approved (OFFICIAL)

Trigger also after any change.

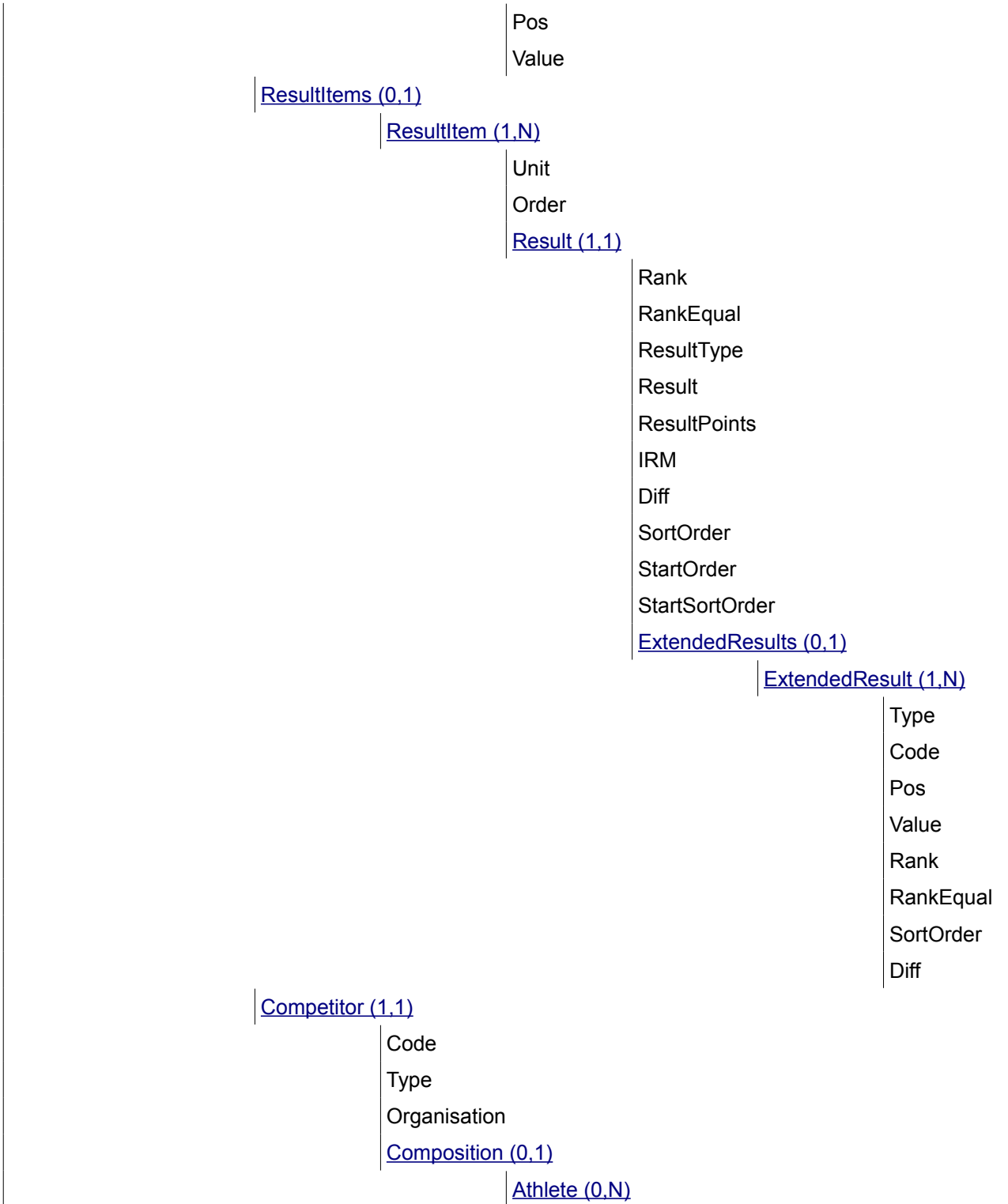
2.2.2.4 Message Structure

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						



<u>ExtendedInfos (0,1)</u>	
<u>UnitDateTime (0,1)</u>	
	StartDate
<u>ExtendedInfo (0,N)</u>	
	Type
	Code
	Pos
	Value
<u>SportDescription (0,1)</u>	
	DisciplineName
	EventName
	Gender
	SubEventName
<u>VenueDescription (0,1)</u>	
	Venue
	VenueName
	Location
	LocationName
<u>Result (1,N)</u>	
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
<u>ExtendedResults (0,1)</u>	
<u>ExtendedResult (1,N)</u>	
	Type
	Code





	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.2.2.5 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: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. Do not include until unit has started.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT_RUN	N/A	Element Expected: At the beginning of each run where there are multiple runs. Not included when official.	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	The number that identifies the current Run for this event unit, according to the defined number of



				runs per phase. Do not send for final.
--	--	--	--	---

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-08T15:40:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT_RUN" Value="1" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: 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 of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	m:ss.fff or	Total result of the competitor for the particular event unit.



		Numeric ##	Send just in the case @ResultType is Time or Points, according to expected result in this event phase: -In the quarterfinals and semifinals send the Total Points achieved in all runs for this heat. -In the final send the Time. Do not send minutes if they do not apply.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM or both points and IRM.
QualificationMark	O	SC @QualificationMark	The code which gives the information on the qualification of the competitor for the next round of the competition. Don't send for the Final. Only send if applicable.
SortOrder	M	Numeric	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the particular event unit, 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. 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	M	Numeric	Start order of the competitor in the start list, which is the gate selection order in the first race.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM with/without points for the corresponding event unit.
Diff	O	+m.ss.fff	Time Behind leader. Only applicable in final.



			(not sent for leader)
--	--	--	-----------------------

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	WARNING	N/A	Element Expected: Send for any athlete in case of Warning	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Warning indicator. Send 'Y' when it has received a Warning else do not send

Element: Result /ResultItems /ResultItem (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Run	Run code
Order	M	Numeric #0	Order of the result items

Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor for the event unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send 'Y' if applicable else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem, either time or IRM with/without points.
Result	O	m:ss.fff	Total result of the competitor for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is Time.
ResultPoints	O	Numeric #0	Only for quarterfinals and semifinals, send points in the race.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM or both



			points and IRM.
Diff	O	+m.ss.fff	Time Behind leader (not sent for leader)
SortOrder	M	Numeric	Used to sort all the results of the run. - Gate selection order before gate selected - Gate order when gates selected - Rank order after the race
StartOrder	O	Numeric	Start order of the competitor in the start list. This is the selected gate. This is not known in advance as the Gate Selection Order, so: 1. When the gate selection order is known for all participants in Run "X" but gates not selected: - No StartOrder/StartSortOrder attributes at this point. 2. When gates are selected for all participants in Run "X": - Add StartOrder/StartSortOrder attributes with this information.
StartSortOrder	O	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	S(1)
			Send when a photo has been required to determine any result for this competitor after this run. Send 'P' if Photo is needed else 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
ER	CUMULATIVE	N/A	Element Expected: Always for each run except final



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Cumulative points after this run.
	Rank	O	Text	Cumulative rank after this run.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Send the order of the competitor in the run (based on rank).
ER		GATE_SELECTION	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Gate selection order to start in this run (e.g.: 1..8)
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Send the intermediate position 1..., etc. for each intermediate point where time is recorded. (Including the Finish point) Element Expected: Always where time is recorded but only included at the end of each race.
	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Send the time for the competitor in the corresponding intermediate point if a time is recorded. Do not send minutes if not applicable.
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the cumulative rank of the competitor up to this intermediate point.
	RankEqual	O	S(1)	Send 'Y' where Rank at this specific ExtendedResult is equalled, otherwise do not send.
	Diff	O	+s.fff	Time Behind leader at this ExtendedResult (not sent for leader)

Sample (Start List)



```
<Result StartOrder="3" StartSortOrder="3" SortOrder="3">
  <ResultItems>
    <ResultItem Unit="RUN1" Order="1">
      <Result SortOrder="3">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="GATE_SELECTION" Value="3" />
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
  ...

```

Sample (Results (QF, SF))



```
<Result StartOrder="3" StartSortOrder="3" SortOrder="1" Rank="1" ResultType="POINTS" Result="1"
QualificationMark="q">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="WARNING" Value="Y" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="RUN1" Order="1">
      <Result Rank="1" SortOrder="1" StartOrder="3" StartSortOrder="3" ResultPoints="1"
ResultType="TIME" Result="36.939">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="GATE_SELECTION" Value="5"/>
          <ExtendedResult Type="ER" Code="CUMULATIVE" Value="1" Rank="1"
SortOrder="1"/>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1.544"
Diff="+0.547" Rank="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6.480"
Diff="+0.027" Rank="3" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3"
Value="14.533" Diff="+0.7" Rank="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4"
Value="22.082" Rank="1" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F"
Value="36.939" Rank="1" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="RUN2" Order="2">
      <Result Rank="1" SortOrder="1" StartOrder="3" StartSortOrder="3" ResultPoints="1"
ResultType="TIME" Result="36.939">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="GATE_SELECTION" Value="5"/>
          <ExtendedResult Type="ER" Code="CUMULATIVE" Value="1" Rank="1"
SortOrder="1"/>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1.544"
Diff="+0.547" Rank="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6.480"
Diff="+0.027" Rank="3" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3"
Value="14.533" Diff="+0.7" Rank="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4"
Value="22.082" Rank="1" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F"
Value="36.939" Rank="1" />
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
</Result>
```



Sample (Results (Final))

```
<Result StartOrder="2" StartSortOrder="2" SortOrder="1" Rank="1" ResultType="TIME" Result="36.939">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="WARNING" Value="Y" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="FINAL" Order="1">
      <Result Rank="1" SortOrder="1" StartOrder="2" StartSortOrder="2" ResultType="TIME"
Result="36.939">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="GATE_SELECTION" Value="2"/>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1.544"
Diff="+0.547" Rank="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6.480"
Diff="+0.027" Rank="3" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3"
Value="14.533" Diff="+0.7" Rank="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4"
Value="22.082" Rank="1" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F"
Value="36.939" Rank="1" />
        </ExtendedResults>
      </ResultItem>
    </ResultItems>
    ...
  </Result>
```

Element: 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 TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: 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	Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number



Element: 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

2.2.2.6 Message Sort

Sort by Result @SortOrder

2.2.3 Image

2.2.3.1 Description

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

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p>



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

Trigger when image available and after any change.

2.2.3.4 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						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Composition (0,1)			
						Athlete (1,N)	
							Code



	Order Bib Description (1,1) GivenName FamilyName e
ImageData (1,1) -	

2.2.3.5 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 /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 way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor.
StartOrder	O	S(4)	Start position
SortOrder	M	Numeric	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. If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
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	Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	Bib 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 (General)



```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="A" Organisation="GBR" >
      ...
    </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="A" Organisation="ESP" >
      ...
    </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.2.3.6 Message Sort

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

2.2.4 Brackets

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	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: As soon as the start list for Quarterfinals is known 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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available (after quarterfinal draw).

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:

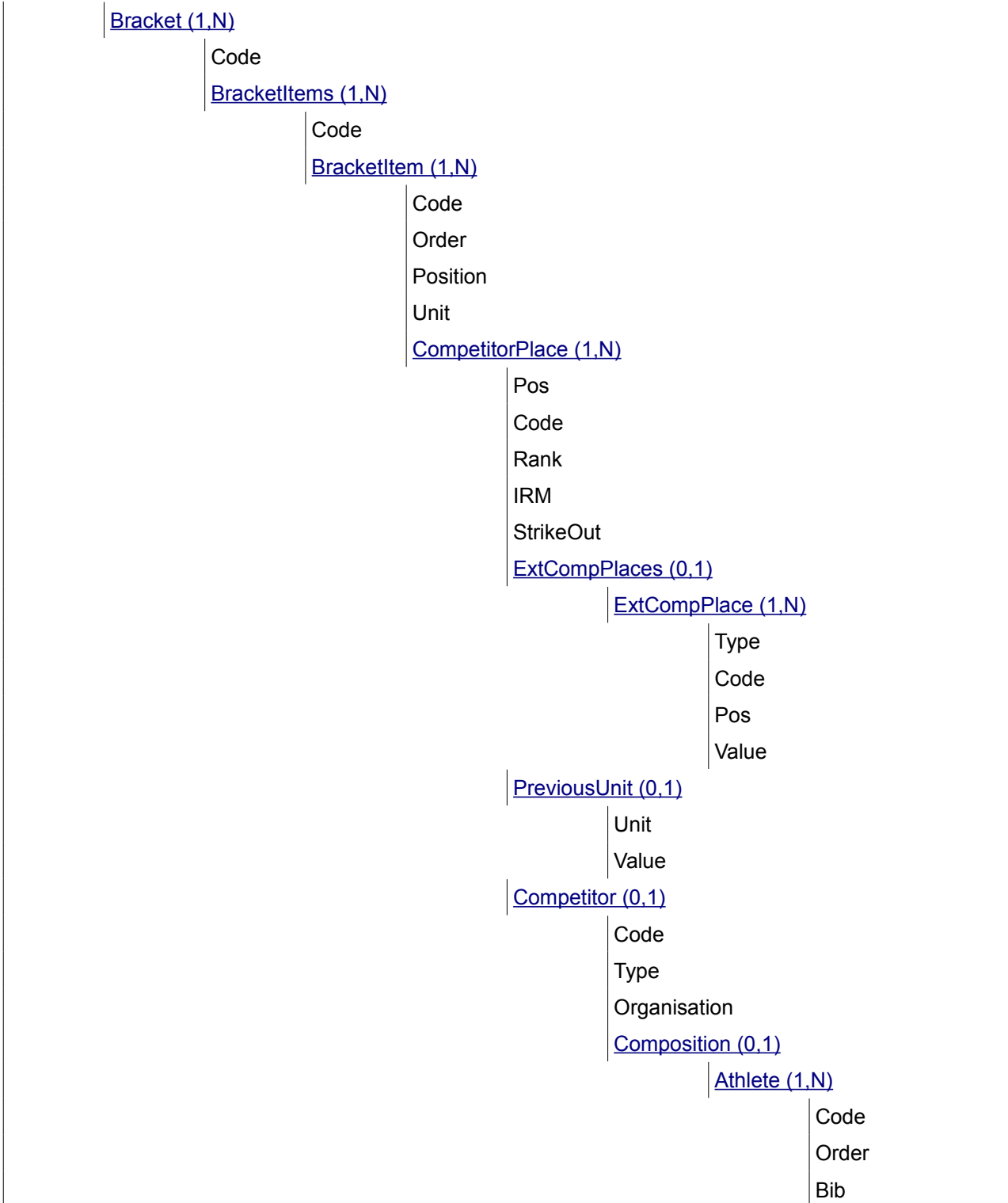
- Quarterfinals, Semi-finals:
 - * After draw for quarterfinals (START_LIST)
 - * After the last run of each phase (INTERMEDIATE)
- Finals:
 - * After the run (UNOFFICIAL/OFFICIAL)

Trigger also after any change.

2.2.4.4 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	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
			VenueDescription (0,1)						
			Venue						
			VenueName						





		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId

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

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

Element: Bracket (1,N)



Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item.

Element: 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: Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	O	SC @BracketItem	Bracket code to identify a bracket item. It is referred to the related unit of phase. It will be sent the heat number within the phase (for Quarterfinals and Semi-finals), or final for Final. (E.g.: it could be for Quarterfinals): H1-Heat 1, ..., H4-Heat 4)
Order	M	Numeric	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.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element: 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 ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...) (before race with Gate selection order and after race by Result)
Code	O	SC @CompetitorPlace	When the competitor for this bracket item is not known yet (TBD).
Rank	O	Text	Rank of the competitor in the unit (if not @IRM)
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: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Type	Code	Pos	Description
ECP	WARNING	N/A	Element Expected: If warning is applicable
Attribute	M/O	Value	Description
Value	M	S(1)	Send 'Y' if a warning is applicable.

Element: 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.
Should be informed in the case of the Final, and Semifinals

Attribute	M/O	Value	Description
Unit	M	Full RSC (unit level)	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if not the first bracket column.
Value	M	Numeric 0	Rank in the previous unit.

Element: 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: 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	Order attribute, use 1 if Competitor @Type="A" .
Bib	O	S(4)	Bib number

Element: 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

Sample (General)

```

<Bracket Code="FNL">
...
  <BracketItems Code="QFL">
    <BracketItem Code="H1" Order="1" Position="1" Unit="BMXMINDVRACE-----QFNL000100--" />
      <CompetitorPlace Pos="1" Rank="1">
        <Competitor Code="1131831" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1131831" Order="1" Bib="123" >
              <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" IFId="12007789"/>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    ...
  
```

2.2.4.6 Message Sort

The following order applies:

- * Bracket @Code if more than one '@Code'.
- * BracketItems according to its @Code attribute.
- * Then, the BracketItem /Unit, @Unit are sorted according to their scheduled start time.



2.2.5 Event Final Ranking

2.2.5.1 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 Result Mark (disqualified, etc.), or both.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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. OFFICIAL PARTIAL
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. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or



		Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

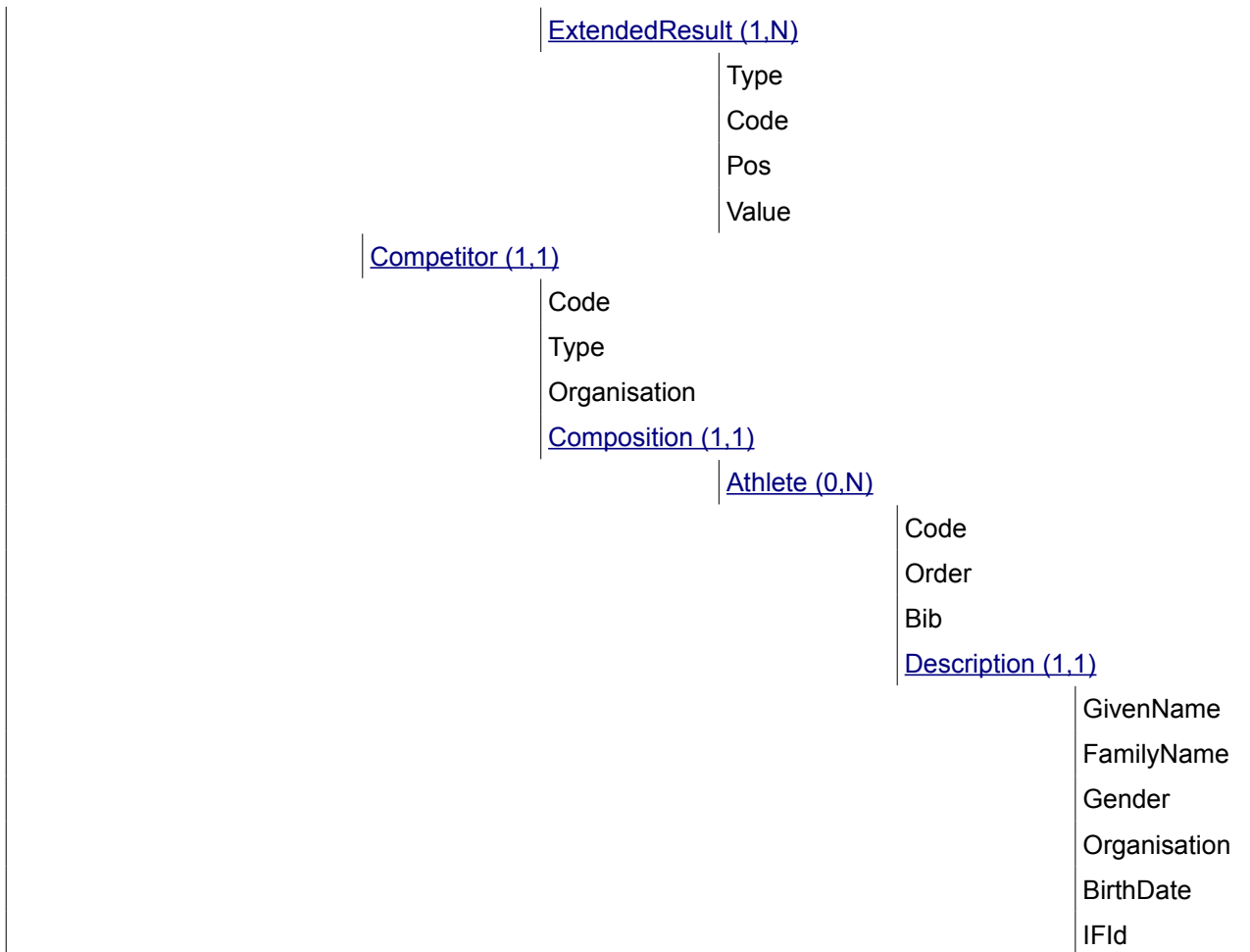
2.2.5.3 Trigger and Frequency

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.

2.2.5.4 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
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				
		ExtendedResults (0,1)				



2.2.5.5 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: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description



DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: 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" only if applicable.
ResultType	M	SC @ResultType	Type of the @Result attribute, either time or points or IRM with/without points for the corresponding event
Result	O	m:ss.fff	Time of the competitor in the corresponding event, i.e. Total time. Send just in the case @ResultType is Time or IRM, according to the expected result in this event phase: -For the Final: send the Time unless IRM. -For the Quarterfinals and Semifinals: send the time where required to split ties else do not send.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
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: Result /ExtendedResults /ExtendedResult (1,N)



Type		Code	Pos	Description
ER		AFTER_PHASE	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	CC @Phase	Full (34) phase code of the phase after which the ranking corresponds. It means the last phase of the event in which the rider has participated.
ER		HEAT	N/A	Element Expected: When the phase has finished, and the athlete has not progressed. (not applicable in Final phase)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Heat number within the phase of the event for which the rider participates and the event ranking corresponds. (except for the Final phase)
ER		HEAT_RANK	N/A	Element Expected: When the highest phase reached has finished
	Attribute	M/O	Value	Description
	Value	M	Numeric #	Position in their heat within the phase or the final run, for which the rider participates and the event ranking corresponds.
ER		PTS	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Send the points the competitor accumulated in the highest phase reached except for those reaching the final.

Sample (General)



```

...
<Result Rank="2" ResultType="TIME" Result="36.833" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="BMXMINDVRACE-----
FNL-----" />
    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="2" />
  </ExtendedResults>
  ...
</Result>
...
<Result Rank="9" ResultType="TIME" Result="36.569" SortOrder="9">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="BMXMINDVRACE-----
SFNL-----" />
    <ExtendedResult Type="ER" Code="HEAT" Value="1" />
    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="5" />
    <ExtendedResult Type="ER" Code="PTS" Value="15" />
  </ExtendedResults>
  ...
...
<Result Rank="17" ResultType="TIME" Result="37.817" SortOrder="17">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="BMXMINDVRACE-----
QFNL-----" />
    <ExtendedResult Type="ER" Code="HEAT" Value="1" />
    <ExtendedResult Type="ER" Code="HEAT_RANK" Value="5" />
    <ExtendedResult Type="ER" Code="PTS" Value="15" />
  </ExtendedResults>
  ...
...

```

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	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
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: 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	Send 1 when Competitor @Type="A".
Bib	O	S(4)	Athlete Bib

Element: 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

2.2.5.6 Message Sort

Sort by Result @SortOrder

2.2.6 Configuration

2.2.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the



	message.
--	----------

2.2.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, the configuration for one particular event unit must be provided before the start list. If this message is re-sent then a DT_RESULT message should follow.

All messages are at phase level.

2.2.6.4 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

2.2.6.5 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: Configs /Config (1,N)



Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC of the Phase.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	GROUPS_NUM	N/A	Element Expected: (Quarterfinals and Semifinals), when it is available.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of heats (groups) per phase (only applies for the Quarterfinals and the Semifinals).
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from S to F. Where S is the start, intermediate point 1 is following ... and F is the finish. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send distance in metres at this intermediate point. Not expected for S (which by definition is zero)
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 where a time is recorded including the finish. (Do not consider S)
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	String	Full text of qualification information for example: - For example: "1-4 from each heat after 3 runs qualify for the Semifinals; Remainder are eliminated." etc.



EC	RUNS_NUM	N/A	Element Expected: Always in quarterfinals and semifinals.	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Total number of runs (races) in this unit.
QUALIFICATION	FROM_RANK	N/A	Element Expected: Always except Final	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Indicates qualification for the next round (quarterfinals, semifinal, final), based on rank for each unit in the phase Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION	TO_RANK	N/A	Element Expected: Always except Final	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify for each unit in the phase.

Sample (Quarterfinals)

```
<Configs>
  <Config Unit="BMXMINDVRACE-----QFNL-----">
    <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="RUNS_NUM" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="Riders ranked 1-4 from
each heat after three runs qualify for the Semifinals; the remainder are eliminated." />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="200" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="375" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="4" />
  </Config>
</Configs>
```

2.2.6.6 Message Sort

There is no general 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	23 Jun 2017	First version
V1.1	13 Jul 2017	Updated
V1.2	03 Jan 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated, BMF information removed (CR)
V2.5	14 Aug 2019	Updated, CRs. First version as a full document

File Reference: SOG-2020-BMX-2.5 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_CONFIG: Update intermediates for consistency (use INTERMEDIATES_NUM and include F)
V1.2	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	DT_PARTIC: Remove LICENCE DT_RESULT: Adjusted to support Freestyle Park and intermediates in racing. Typographical correction in samples CR15039: Add DT_PARTIC_NAME to applicable messages.



		CR16671: Add TVFamilyName in DT_PARTIC message. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_RESULT: Clarify the use of StartOrder in BMX Freestyle Park
V2.2	SFA	DT_RESULT: Diff are intermediate removed, was included in error. Typographical corrections without changing the definition.
V2.3	APP	DT_RESULT: Update CURRENT and LAST_COMP in ExtendedInfos. DT_RESULT: Result/StartOrder description clarified. DT_RESULT: Intermediate Diff values added. DT_RESULT: Add Start List sample. DT_RESULT: In ExtendedInfos update expected for DISPLAY/CURRENT. DT_RESULT: Add DISPLAY/CURRENT/NEED @ExtendedInfos /ExtendedInfo. DT_CONFIG/DT_RESULT: Clarify the use of S in intermediates.
V2.4	APP	CR17265: Document split between Racing and Freestyle
V2.5	APP	CR16640: Add ODF Version @Competition. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.