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SOG-2020-MTB-2.2 APP

# Olympic Data Feed



**ODF Cycling Mountain Bike Data Dictionary**

**Tokyo 2020 – Games of the XXXII Olympiad**

Technology and Information Department

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14 August 2019



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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

- 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_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_L K	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN E	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	



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DT_LOCAL_ON	Discipline/venue start transmission	
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	<a href="#">CC @Competition</a>	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	<a href="#">SC @Source</a>	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	Level 6
<a href="#">Competition (0,1)</a>					
	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1,N)</a>				
		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	
<a href="#">Discipline (1,1)</a>	
	Code
	IFId
	<a href="#">RegisteredEvent (0,N)</a>
	Event



	Bib <a href="#">EventEntry (0,N)</a> Code Type Pos Value
--	---

### 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-MTB-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	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	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute 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
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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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



			<p>participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
--	--	--	---

**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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	<p>Bib number.</p> <p>Although this attribute is optional, it will be updated and informed as soon as this information is known (example: 8, 10,...).</p> <p>Send only in the Case of Current="true".</p>

**Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)**

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	<p>Element Expected:</p> <p>As soon as the venue results has this information (this information can be sent in both messages)</p>



	Attribute	M/O	Value	Description
	Value	M	S(4)	Send the UCI ranking for the competitor.

### 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	<a href="#">CC @Competition</a>	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 MTB
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in MTB
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies) 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.



		<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	<a href="#">SC @Source</a>	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).

- \* When the last competitor finish (UNOFFICIAL)
- \* After the results for the race are approved (OFFICIAL)

Trigger also after any change.

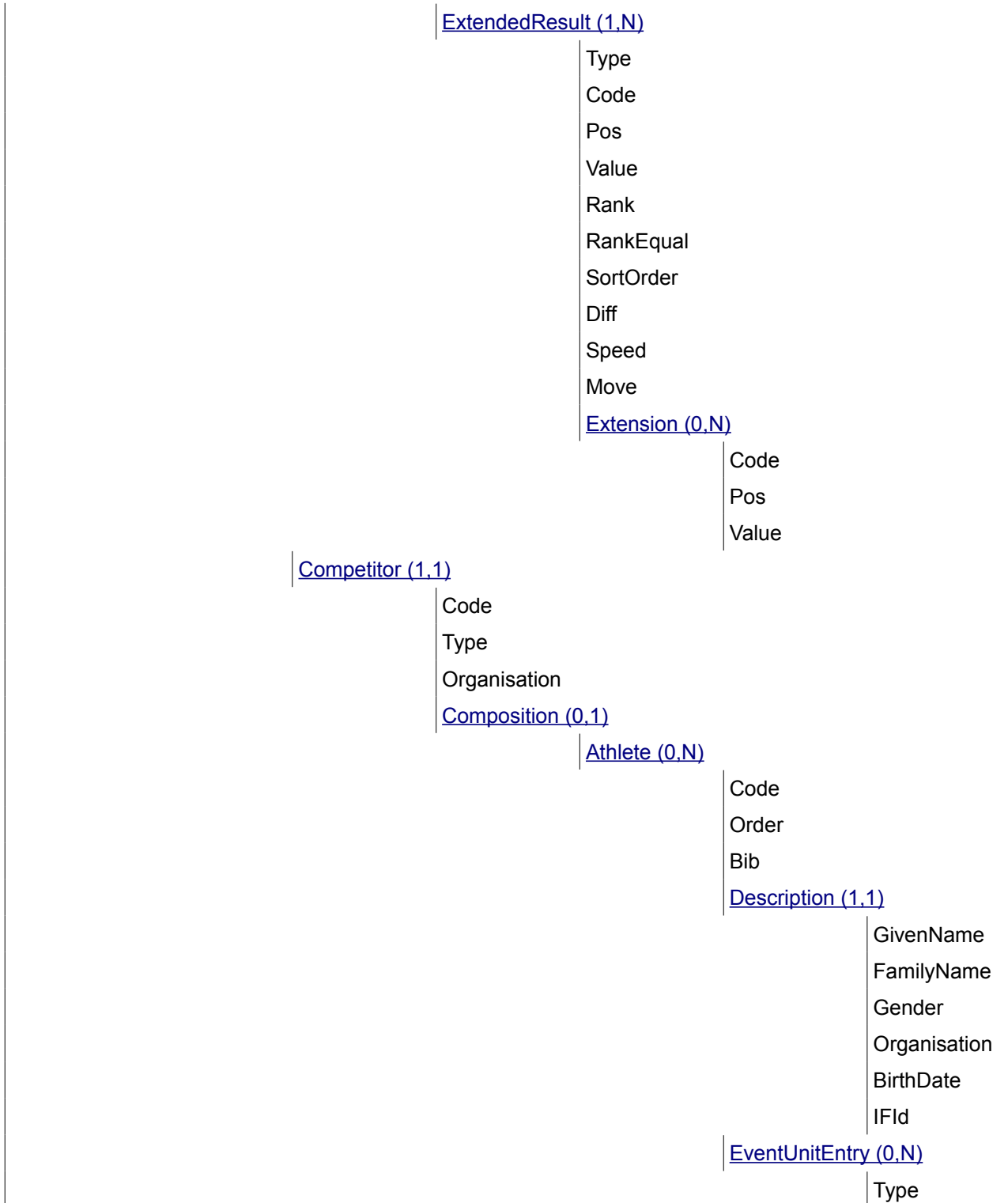
### 2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">UnitDateTime (0,1)</a>				



	StartDate
	EndDate
	<a href="#">ExtendedInfo (0..N)</a>
	Type
	Code
	Pos
	Value
	<a href="#">Extension (0..N)</a>
	Code
	Pos
	Value
	<a href="#">SportDescription (0..1)</a>
	DisciplineName
	EventName
	Gender
	SubEventName
	<a href="#">VenueDescription (0..1)</a>
	Venue
	VenueName
	Location
	LocationName
<a href="#">Result (1..N)</a>	
	Rank
	RankEqual
	Result
	Unchecked
	IRM
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	<a href="#">ExtendedResults (0..1)</a>





	Code
	Pos
	Value

### 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)			
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 and time. Do not include until unit has started.
EndDate	O	DateTime	Actual end date-time. Do not fill before.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	INT_x (x = overall Intermediate Point)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2)  Element Expected: When available and only when the unit is LIVE or UNOFFICIAL. This is used to show the most recent competitors arriving at this intermediate point included in this message. Effectively it is saying who is updated in this message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeroes
			<b>Description</b>
			Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).



UI	AFTER_N	N/A	Element Expected: When was available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Athletes passed point x riders have completed y distance (z Km)
UI	STARTERS	N/A	Element Expected: When was available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Sent the number of competitors on the start list
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ORG		
	Pos	N/A		
	Value	Numeric ##0	Send the number of organisations in the unit	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	y Where y=CC@IRM	Send if any competitors have this IRM	
	Pos	N/A		
	Value	Numeric ##0	Send number of riders who have an IRM.	
UI	FASTEST	Numeric #0	Pos Description: Send the lap's number in which the competitor had the best time.  Element Expected: Send only at the end of the race	



	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	To know the fastest competitor and in which lap happened. Send the ID of the competitor with the fastest lap.
LEADER		CURRENT	S(2)	Pos Description: Send the intermediate point where the current leader has most recently passed  Element Expected: When it is available
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the Current Leader ID at the intermediate point
LEADER		INTERMEDIATE	S(2)	Pos Description: The number that identifies the intermediate result point, from 1 to F intermediate result points. Where F is when finish the race.  Element Expected: When it is available
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss	Time up to that point of athlete who is leader at the intermediate point. Without leading zeros
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
	Attribute	Value	Description	
	Code	LAP_SPEED_AVG		
	Pos	N/A		
	Value	Numeric ##0.000	Average Speed of rider leader at last lap (km/h)	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available</b>				
	Attribute	Value	Description	
	Code	SPEED_AVG		
	Pos	N/A		
	Value	Numeric ##0.000	Average Speed, from the start, for athlete leader at each point.	



LEADER	SECTION	Numeric #0	Pos Description: The number that identifies the lap, from 1 to the total number (n) of laps. According to the @Pos of the INTERMEDIATE code  Element Expected: When it is available
Attribute	M/O	Value	Description
Value	M	h:mm:ss	Time for that lap. Do not send h if it is zero.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available</b>			
Attribute	Value	Description	
Code	SPEED_AVG		
Pos	N/A		
Value	Numeric ##0.000	Leader Average Speed in that section	

**Sample (General)**





```

...
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="30" />
    <Extension Code="COMPLETE" Value="28" />
    <Extension Code="ORG" Value="17" />
    <Extension Code="DNF" Value="1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="AFTER_N" Value="30 riders completed 10Km" />
  <ExtendedInfo Type="UI" Code="FASTEST" Pos="1" Value="1076556" />
  <ExtendedInfo Type="LEADER" Code="CURRENT" Pos="13" Value="1106825" >
  <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="1" Value="0:55">
    <Extension Code="SPEED_AVG" Value="28.800" />
  </ExtendedInfo>
  ...
  <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="13" Value="1:30:52">
    <Extension Code="SPEED_AVG" Value="19.320" />
    <Extension Code="LAP_SPEED_AVG" Value="19.131" />
  </ExtendedInfo>
  <ExtendedInfo Type="LEADER" Code="SECTION" Pos="3" Value="14:46">
    <Extension Code="SPEED_AVG" Value="19.178" />
  </ExtendedInfo>
  ...
  <ExtendedInfo Type="LEADER" Code="SECTION" Pos="13" Value="15:05">
    <Extension Code="SPEED_AVG" Value="19.173" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="1234567" />
  <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="2" Value="1234444" />
  ...
</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	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	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	h:mm:ss	The result of the competitor in the event unit. Do not include h if it is zero.
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send if not "Y".
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned.  Send just in the case @ResultType is IRM or RANK.
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.  Before the race start, content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank.  The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as "did not finish" during the race must be dropped to



			the bottom with no rank. DNF, DSQ and DNF will be grouped separately in the order defined by the international federation. Overlapped (LAP) riders must be dropped to the bottom also but above the DNF/DSQ/DNS riders.
StartOrder	M	Numeric	Line-up (Line number).
StartSortOrder	M	Numeric	Order in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (for leader is +0:00)

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		NEXT	N/A	Element Expected: Always after the first intermediate point
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Next intermediate point for the athlete.  Only included after the first intermediate point for the competitor and until finished.
ER		IRM_LAP	N/A	Element Expected: Only If the @IRM=LAP or @IRM=DNF
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	If the @IRM=LAP Send the laps remaining to finish the race. If the @IRM=DNF Send the lap when the competitor left the race. Example: If the rider abandoned in lap 0 @IRM="DNF" IRM@Value=0  If the rider abandoned in lap 3 @IRM="DNF" IRM@Value=3  If the rider lapped with 4 laps remaining @IRM="LAP" IRM@Value=4



ER		PHOTO	N/A	Element Expected: At the end of the race. Only send for competitor who needs a photo to determine the rank.
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		M	S(1)	To know if the competitor's final result is awaiting a 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		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F)  Element Expected: When it is available
<b>Attribute</b>		<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value		M	h:mm:ss	Cumulative time after the intermediate point (@Pos) Do not send leading zeros.
Rank		O	Text	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
RankEqual		O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
SortOrder		M	Numeric	Send the order of the competitor at the corresponding point.  Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders.



			<p>For tied athletes, the rider with the lowest bib number is listed first.</p> <p>E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point so the values for these athletes are:</p> <p>AT1 @SortOrder 1 INTERMEDIATE 3</p> <p>AT2 @SortOrder 2 INTERMEDIATE 3</p> <p>Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are:</p> <p>AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1</p> <p>AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2</p>
Diff	O	+h:mm:ss or +0:00 (leader)	Send the time behind the leader at the corresponding point. Do not send leading zeros.
Speed	O	Numeric ##0.000	Send the average speed of the competitor up to that point.
Move	O	+/- Numeric	Send the rank progression in the current intermediate compared to the previous intermediate (i.e.: "+2", "0", "-1", etc.) + means moved nearer to the leader.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: When it is available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LAST		
Pos	N/A		
Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the competitor).	



PROGRESS		SECTION	S(2)	Pos Description: Section between the intermediate points delimiting a Lap. The section 1 is the first SECTION (usually Start Loop).  Element Expected: When it is available
Attribute	M/O	Value	Description	
Value	M	h:mm:ss	Time for that lap. Do not send h if it is zero.	
Rank	O	Text	Rank of the competitor in the section.	
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.	
SortOrder	M	Numeric	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first.	
Diff	O	Time	Send the time behind the fastest in the corresponding SECTION. (Format +h:mm:ss or + 0:00 for the leader. Do not send h if zero)	
Speed	O	Numeric ##0.000	Send the average speed of the competitor in the SECTION.	

**Sample (General)**



```

...
<Result Rank="3" ResultType="TIME" Result="1:32:00" SortOrder="3" StartOrder="1" StartSortOrder="2"
Diff="+3:23">
  <ExtendedResults>
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="7:39" Rank="16"
SortOrder="16" Diff="+0:23" Speed="21.568" Move="-1"/>
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="37:26" Rank="3"
SortOrder="3" Diff="+0:02" Speed="19.859" Move="+3"/>
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:34:51"
Rank="3" SortOrder="3" Diff="+1:23" Speed="21.950" Move="0">
      <Extension Code="LAST" Value="Y" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="14:57" Rank="1"
SortOrder="1" Diff="+0:00" Speed="19.344"/>
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="8" Value="13:17" Rank="5"
SortOrder="5" Diff="+0:04" Speed="21.681" />
  </ExtendedResults>
  <Competitor Code="1132993" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1132993" Order="1" Bib="11">
        <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI"
BirthDate="1994-12-15" IFId="123042378"/>
        <EventUnitEntry Type="EUE" Code="RANK" Value="123" />
      </Athlete>
    </Composition>
  </Competitor>
</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	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: 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 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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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

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

**Individual athletes entry information.**

Type	Code	Pos	Description
EUE	RANK	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###0

**Sample (General)**

```

...
<Competitor Code="1106825" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="1106825" Order="1" Bib="4">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
      BirthDate="1996-12-12" IFId="166042378"/>
      <EventUnitEntry Type="EUE" Code="RANK" Value="9" />
    </Athlete>
  </Composition>
</Competitor>
...

```

**2.2.2.6 Message Sort**

Sort by Result @SortOrder



## 2.2.3 Play by Play

### 2.2.3.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	N/A	Not used in MTB
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results 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).



		<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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

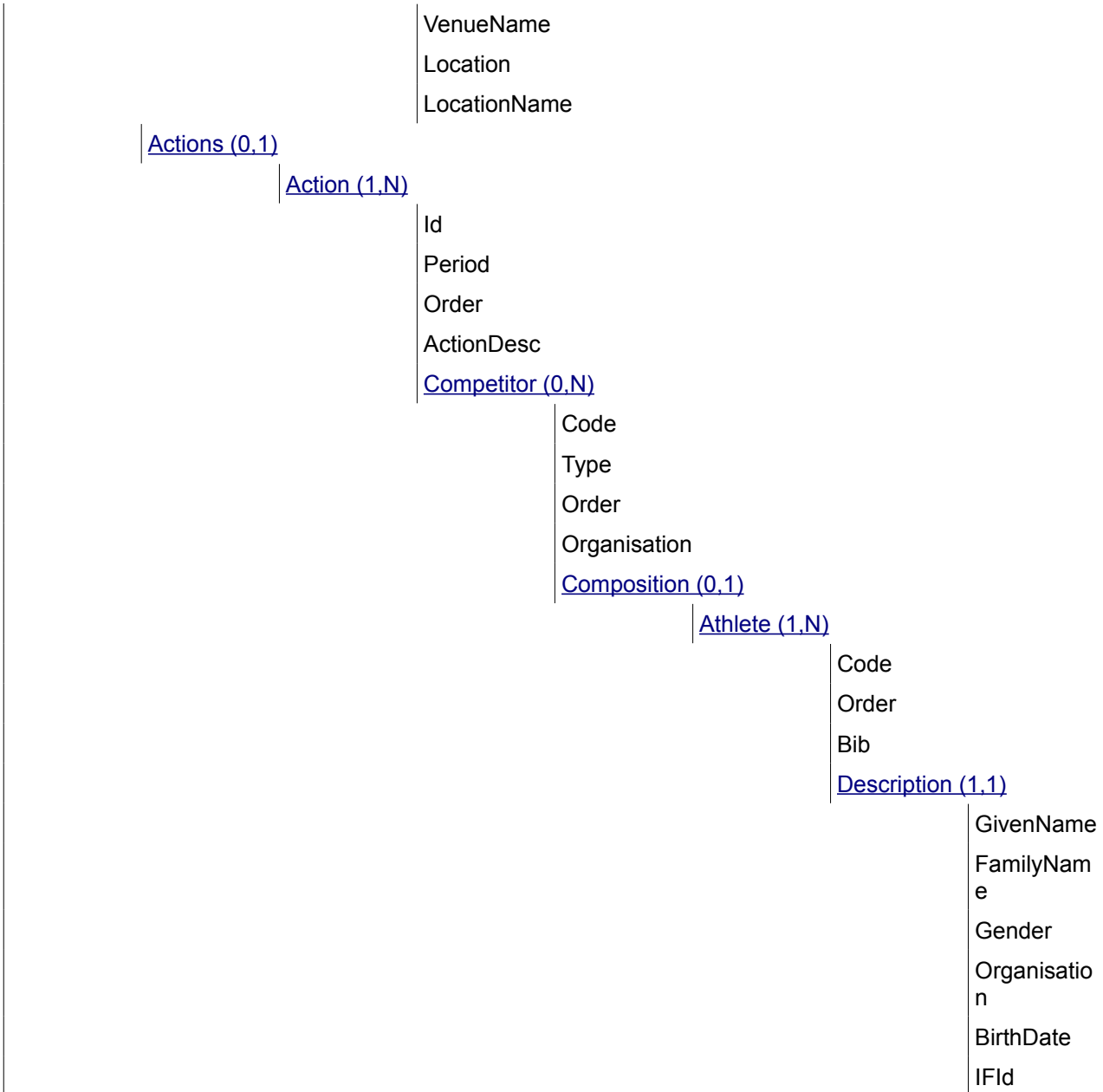
Messages will be generated with this frequency and status

- \* After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official).
- \* After the race (unit) (OFFICIAL).

### 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
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">ExtendedInfo (0.N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0.1)</a>					
			Venue				



### 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: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
EI	AFTER_DIST	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
			<b>Description</b>
			The race distance completed so far Example: Lap 4, 56km or just 56km

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
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	S(20)	When in race, lap number or at start, etc.
Order	M	Numeric	Unique sequential number for all the incidents and



			actions, from 1 to n It is used to sort Action
ActionDesc	O	S(200)	Action/Incident description

**Element: Actions /Action /Competitor (0,N)**

**Competitor participating in the Action. Used when the Action is related to a competitor.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only competitor.
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

**Element: Actions /Action /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 of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.
Bib	O	S(4)	Bib number

**Element: Actions /Action /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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)**



```
...
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="AFTER_DIST" Value="28km" />
  <SportDescription DisciplineName="Cycling Mountain Bike" EventName="Women's Cross-country"
SubEventName="Women's Cross-country" Gender="F" />
  <VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<Actions>
  ...
  <Action Id="123456" Period="Lap 3" Order="3" ActionDesc="Riders 56 and 58 involved in minor crash
at 22 km. No serious injuries.">
    <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
      <Composition>
        <Athlete Code="1008743" Order="1" Bib="2">
          <Description GivenName="Jane" FamilyName="Smits" Gender="F" Organisation="SUI"
BirthDate="1994-12-15" IFId="2206521212"/>
        </Athlete>
      </Composition>
    </Competitor>
    <Competitor Code="1008223" Type="A" Organisation="SUI" Order="2">
      <Composition>
        <Athlete Code="1008223" Order="1" Bib="4">
          <Description GivenName="Mary" FamilyName="Jones" Gender="F"
Organisation="FRA" BirthDate="1992-12-15" IFId="3306521212"/>
        </Athlete>
      </Composition>
    </Competitor>
  ...

```

### 2.2.3.6 Message Sort

Actions /Action @Order.

## 2.2.4 Image

### 2.2.4.1 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.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

Trigger when image available and 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
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">Image (1,N)</a>						
		Pos					
		Version					
		Revision					
		ImageType					
		<a href="#">Result (0,N)</a>					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			<a href="#">Competitor (1,1)</a>				
				Code			
				Type			
				Organisation			
				<a href="#">Composition (0,1)</a>			
						<a href="#">Athlete (1,N)</a>	
							Code





	Order Bib <a href="#">Description (1,1)</a> GivenName FamilyName
<a href="#">ImageData (1,1)</a> -	

### 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: 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	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual 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	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" >
      <Composition>
        <Athlete Code="1234567" Order="1" Bib="1234" >
          <Description GivenName="John" FamilyName="Smith" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  ...
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

#### 2.2.4.6 Message Sort

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

## 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	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		IRM				
		SortOrder				
		<a href="#">Competitor (1,1)</a>				
			Code			
			Type			



Organisation	
<a href="#">Composition (1.1)</a>	
<a href="#">Athlete (0,N)</a>	
Code	
Order	
Bib	
<a href="#">Description (1.1)</a>	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

### 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	<a href="#">CC</a> <a href="#">@DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	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.
IRM	O	<a href="#">SC @IRM</a>	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 /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	<a href="#">CC @Organisation</a>	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each Unit.
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	<a href="#">SC @Source</a>	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 major change, but considering that, if possible, the configuration for one particular event unit must be provided before the start list.

### 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	Level 6
<a href="#">Competition (0,1)</a>	Gen Sport Codes <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value <a href="#">ExtendedConfigItem (0,N)</a>	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	<a href="#">CC @Unit</a>	Full RSC of the Unit.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
COURSE	LENGTH	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0#
COURSE	LAP	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0#
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always when applicable			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	NUM	
	Pos	N/A	
	Value	Numeric 0	Total number of laps in the race (full laps)
COURSE	FINISH_LOOP	N/A	Element Expected: Always if finish loops exist
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0#
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	NUM	
	Pos	N/A	
	Value	Numeric 0	Total number of Finish Loops in the race. Send if any Finish Loops exist.



COURSE		START_LOOP	N/A	Element Expected: Always if start loops exist
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0#	Send the start loop length in km.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always when applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NUM		
	Pos	N/A		
	Value	Numeric 0	Total number of Start Loops in the race. Send if any Start Loops exist.	
EC		FED_RANKING_DATE	N/A	Element Expected: As soon as the venue results has this information
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	YYYY-MM-DD	Send the date for UCI Ranking
EC		INTERMEDIATE	S(2)	Pos Description: Each intermediate point in the race where results are taken (Example: after start loop, after each lap or within a lap, after the finish loop, at the end of the race, ..), from 1 to F. Where 1 is the first intermediate point and F is the finish the race.  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0#	Send distance in km at this intermediate point.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TYPE		
	Pos	N/A		
	Value	<a href="#">SC @IntPtType</a>	Send an indication of whether the timing point is the Start Loop (SL), within a lap (INLAP), a Lap (LAP), or the Finish Loop (FL).	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				



Expected: If it applies				
Attribute		Value	Description	
Code		TYPE_DISTANCE		
Pos		N/A		
Value		Numeric #0.0	Send an indication of the timing point.  Where the TYPE is SL (Start Loop) or FL (Finish Loop) then do not send the TYPE_DISTANCE attribute, for the INLAP points the value is "x.y" where x is the number of completed laps and y is the nearest 1/10 point (for example 3.5 = 3 and a half laps), and for the 'Lap' the value is "x.0" where x is the number of completed laps.	
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	Numeric 0	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.  Element Expected: When available
Attribute		M/O	Value	Description
Value		O	Numeric ##0.0#	Send distance in km.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: When available				
Attribute		Value	Description	
Code		BEGIN		
Pos		N/A		
Value		S(2)	Send the intermediate point for the start of the section.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				



Expected: When available		
Attribute	Value	Description
Code	END	
Pos	N/A	
Value	S(2)	Send the intermediate point which is the end of the section (usually same a SECTION @Pos). For last section, send 'F'.

**Sample (General)**

```

...
<Configs>
  <Config Unit="MTBMXCTRY-----FNL-000100--">
    <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2012-08-25" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="29.26">
    <ExtendedConfig Type="COURSE" Code="LAP" Value="6.25">
      <ExtendedConfigItem Code="NUM" Value="4" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="START_LOOP" Value="1.53">
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" >
      <ExtendedConfigItem Code="TYPE" Value="SL" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.7">
      <ExtendedConfigItem Code="TYPE" Value="INLAP" />
      <ExtendedConfigItem Code="TYPE_DISTANCE" Value="0.3" />
    </ExtendedConfig>
    ...
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="29.26" >
      <ExtendedConfigItem Code="TYPE" Value="LAP" />
      <ExtendedConfigItem Code="TYPE_DISTANCE" Value="6.0" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
    <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7" >
      <ExtendedConfigItem Code="BEGIN" Value="1" />
      <ExtendedConfigItem Code="END" Value="3" />
    </ExtendedConfig>
    ...
    <ExtendedConfig Type="UI" Code="SECTION" Pos="10" Value="4.8" >
      <ExtendedConfigItem Code="BEGIN" Value="12" />
      <ExtendedConfigItem Code="END" Value="F" />
    </ExtendedConfig>
  </Config>
</Configs>

```

**2.2.6.6 Message Sort**

There is no general message sorting rule.



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## 2.2.7 Weather conditions

### 2.2.7.1 Description

The weather conditions is a message containing the current weather conditions in the venue.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
--------	----------------------------	---

### 2.2.7.3 Trigger and Frequency

The message is sent:

- \* Once per session (approximately 30 minutes before start of session)
- \* When conditions change significantly during the session

### 2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen Sport Codes <a href="#">Weather (1,1)</a>	Date <a href="#">Conditions (1,N)</a>	Code Humidity Wind_Direction <a href="#">Condition (0,3)</a>	Code Value  <a href="#">Temperature (0,N)</a> Code Unit Value

### 2.2.7.5 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: Weather (1,1)**

Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

**Element: Weather /Conditions (1,N)**

Attribute	M/O	Value	Description
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction

**Element: Weather /Conditions /Condition (0,3)**

Attribute	M/O	Value	Description
Code	M	SKY	Weather condition type
Value	M	<a href="#">CC @WeatherConditions</a>	Codes that describe the Weather Condition.

**Element: Weather /Conditions /Temperature (0,N)**

Send with different @Code in the case of winter conditions as needed.

Attribute	M/O	Value	Description
Code	M	AIR	Air temperature.
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

### 2.2.7.6 Message Sort

There is no special sort order requirement for this message.

### 3 Message Timeline

Legend						
<b>D</b> Discipline	<b>E</b> Event	<b>P</b> Phase	<b>S</b> Session	<b>U</b> Unit	<b>x</b> Sent on that level	<b>o</b> Includes info from that level

### 4 Document Control

Version history		
Version	Date	Comments
V1.0	15 Oct 2016	First version
V1.1	09 Jan 2017	Updated from Feedback
V1.2	02 Mar 2017	Updated
V1.3	22 Apr 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	24 Jan 2019	Updated, CR
V2.2	14 Aug 2019	Updated, CRs. First version as a full document

**File Reference:** SOG-2020-MTB-2.2 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	Minor typographical errors. DT_RESULT: Clarify the use of DISPLAY extension in ExtendedInfos. DT_CONFIG: Corrected typos in the sample.
V1.2	APP	DT_RESULT: Remove StartListMod in the header. DT_IMAGE: Added elements and attributes.
V1.3	APP	DT_IMAGE: Update sample. DT_PARTIC: Updated to add Passport names (CR15219). Removed reference to 2018 Commonwealth Games.
V2.0	SFA	DT_PARTIC: Remove LICENCE.



		CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	CR16914: Change DT_WEATHER message to venue level. Remove ValueType throughout document. DT_RESULT: Correct typo in ExtendedInfos LEADER/CURRENT. DT_RESULT: Add Move @ExtendedResults INTERMEDIATE. DT_RESULT: Add ER/NEXT @ExtendedResults. DT_PLAY_BY_PLAY: Actions/Action increase size of Period. DT_CONFIG: Update INTERMEDIATE points to be more generic allowing for more split points within a lap.
V2.2	APP	CR16640: Add ODF Version @Competition. CR17516: DT_RESULT: Update DISPLAY/INT_x @ExtendedInfos to send until OFFICIAL. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.