Olympic Data Feed

Speed Skating
ODF Data Dictionary
Technology and Information Department

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Table of Contents

1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Speed Skating Overview

MESSAGES IN EACH EVENT
* Individual Events (except Mass Start): DT_RESULT for the start list and results with DT_CURRENT sent for each pair.

* Mass Start: DT_RESULT for each race only.

* Team Pursuit: DT_RESULT for each race in the semifinals and finals. One DT_RESULT for the phase in the quarterfinals as the result is taken over all pairs as well as DT_CURRENT for the pairs.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include:
* For Individual Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE will include the schedule of the unit

* For Mass Start Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (race) and the semifinal phase.

* For Team Pursuit Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include the quarterfinal (single unit), each unit (race) in the semifinals as well as the phase and only the individual units in the finals phase.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X

DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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

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

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

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

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message 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.

2.3.1.2 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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		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	
			EventEntry (0,N)	
				Type
				Code
				Pos
				Value

2.3.1.5 Message Values

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

Sample (General)

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

Element Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
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. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element 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. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

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(5)	Bib number from OVR.
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send.

Element Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Rank of the athlete
ENTRY		PB	N/A	Element Expected: When known in individual distance events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Personal best time, do not send leading zeros.
ENTRY		SB	N/A	Element Expected: When known in individual distance events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Season best time, do not send leading zeros.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

2.3.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up

to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		Gender			
		Current			
		TeamType			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
		Discipline (0,1)			
			Code		
			IFId		
			RegisteredEvent (0,1)		
				Event	
				Substitute	
				EventEntry (0,N)	
					Type
					Code
					Pos
					Value

2.3.2.5 Message Values

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

Element Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Always ORG in this discipline.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element Team /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric 0	Team member order, mandatory if available.

Element Team /Discipline (0,1) Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Substitute	O	S(1)	1, 2 or 3 for reserve number else do not send

Element Team /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific team's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	World Rank of the team

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports.

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	One message per unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc.). START_LIST LIVE (used when the unit starts and after every update (intermediates etc.)) INTERMEDIATE (used after each pair during the unit in ind. Non-mass start) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent:
- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

- In the case of Team Pursuit & Mass Start
  - When the unit starts and after every update (intermediates etc.) (LIVE)
- In the case of individual (except mass start) events and Team Pursuit quarterfinals
  - When the unit starts and during each pair for each update with splits (LIVE)
  - After each pair during the unit (INTERMEDIATE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

Management of Reskate in individual events (not Mass Start) and Team Pursuit quarterfinals:
- In the case of a reskate a new "competitor" is added to the message with the competitor code "RS+competitor ID" for example RS1234567. Code "RS+comptetitor ID" should be send in the Competitor element.
- The new "pair", if a new pair is needed will use "a" after the order for example if after pair 10 then 10a. (startorder attribute).
- If a Reskate is needed on another pair then letter "a" will be used, for example if Reskate is decided on pair 12 then the new "pair" is 12a.
- After the reskate this competitor is removed, and the original time updated if applicable.

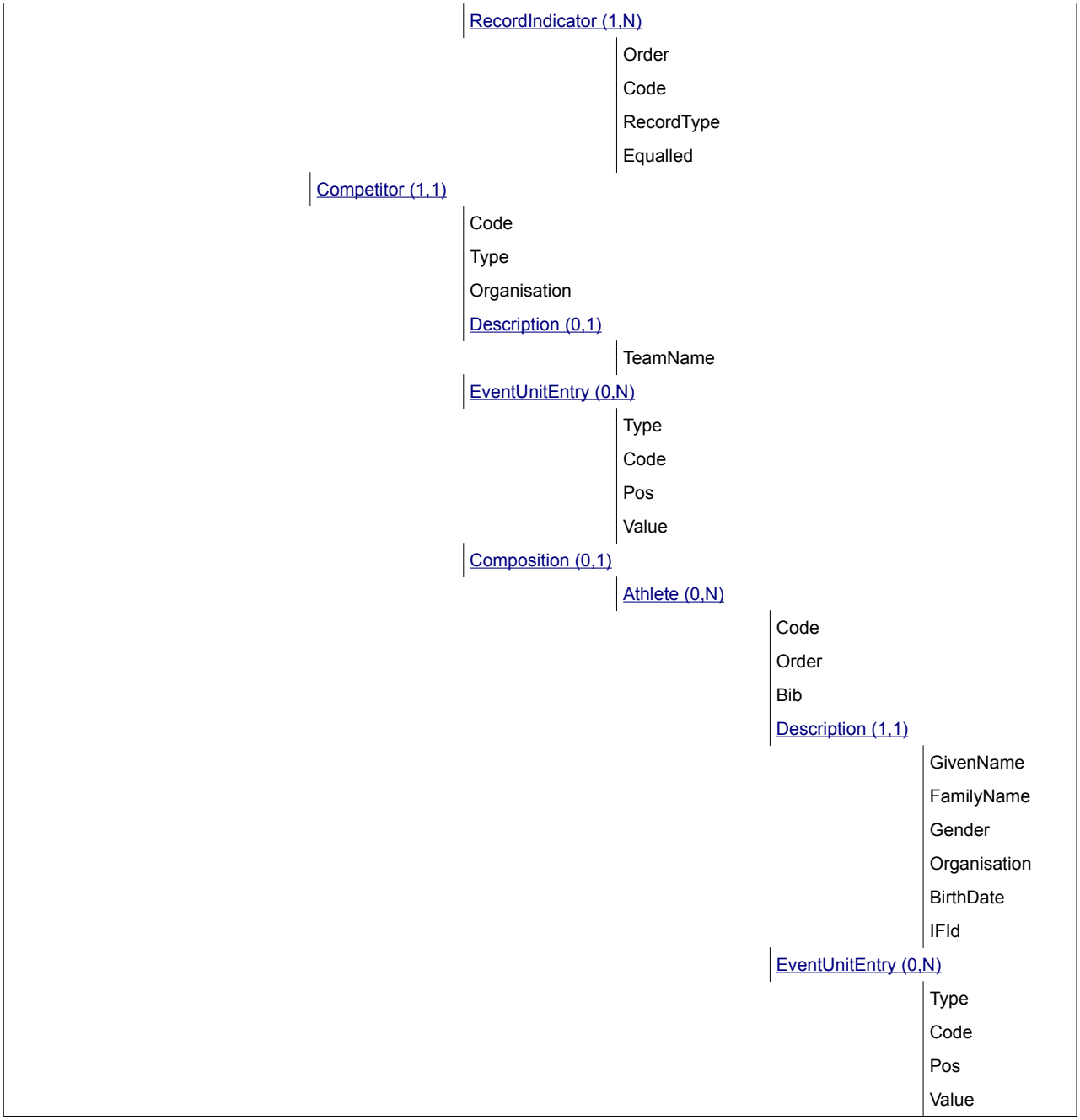
Management of Reskate in Team Pursuit semifinals and finals:
- In the case of a reskate the unit is set to its initial state and DT_RESULT(START_LIST) without any result is sent.
- Then the unit is run normally again.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			

- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
  - Attendance
- Officials (0,1)
- Official (1,N)
  - Code
  - Function
  - Order
  - Description (1,1)
    - GivenName
    - FamilyName
    - Gender
    - Organisation
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - Unchecked
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Value2
      - Rank
      - RankEqual
      - Diff
  - RecordIndicators (0,1)



2.3.3.5 Message Values

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

			message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element 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	M	DateTime	Actual start date-time. Do not include until unit starts.

Element ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors on the start list
	Sub Element ExtendedInfos /ExtendedInfo /Extension **Expected Always if the status is not START_LIST and at least one competitor has completed the unit without IRM**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LEADER	N/A	Element Expected: When known in individual events (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the ID of the leading competitor.
UI		BREAK_PAIR	Numeric #0	Pos Description: he order number of the 'Ice preparation' event, 1.. Element Expected: When known in individual events (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	The number of the last pair before the ice preparation's break.
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Send a unique number for each competitor In individual events send one for Inner lane, 2 for outer lane. In team and mass start send 1.. for each participant modified in the message. Element Expected: When available and only when the unit is

				LIVE, INTERMEDIATE or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to compete and receive result data.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LEADER" Value="123456" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="1" Value="4" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="2" Value="8" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" />
    <Extension Code="COMPLETE" Value="9" />
  </ExtendedInfo>
```

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 @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(15)	Race number. In the case of Team Pursuit this is: - SF1 and SF2 in semifinals - FA, FB, FC, FD in finals

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 Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

Element Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC

			message.
Order	O	Numeric #0	Order of officials.

Element Officials /Official /Description (1,1) **Officials 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 official
Organisation	M	CC @Organisation	Officials' organisation

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	String	Rank of the competitor in the event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled, send Y if applicable else not sent
Result	O	m:ss.fff or Numeric #0	Time for the competitor except in mass start. Do not send leading zeros. Decimals vary according to sport rules. In mass start send the points.
Unchecked	O	S(1)	Send "Y" if this result needs to be validated else do not send.
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the 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. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	S(3)	- For individual events and Team Pursuit Quarterfinals: Pair number in the start list. There will be two competitors with the same number. - For Team Pursuit Semifinals and Finals: Use 1 for 'Finishing straight' and 2 for 'Crossing straight' - Update if reskate is required in Team Pursuit. - For mass start simply the start order.
StartSortOrder	M	Numeric #0	Unique number for sorting. To sort out competitors from its @StartOrder attribute, however - For individual events: placing first the inner lane skater, and afterwards the outer lane skater - For team events: Order by pair and then the finishing straight starting team, and afterwards the crossing straight starting team - For mass start: Same as StartOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+ m:ss.ff	Time behind the leader. Send 0.00 for the leader.

		or 0.00	

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Cumulative time at the intermediate point in the current race. Do not send minutes if zero.
	Value2	O	ss.ff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equaled else not sent.
	Diff	O	[+/-]m:ss.ff	Send the time behind the leader in the unit at the split. Negative if faster than leader or + for slower than leader. Do not send leading zeros. Send 0.00 for the leader.
	Sub Element Result /ExtendedResults /ExtendedResult /Extension **Expected In individual events except mass start and in Team Pursuit if more than one pair in the unit (Quarterfinals).**			
	Attribute	**Value**	**Description**	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+s.ff	Send time behind the leader in the pair. Do not send for leader.	
PROGRESS		SPRINT	S(2)	Pos Description: Sprint point name (S1, S2, S3, F) Element Expected: If sprint points awarded for the competitor (in Mass Start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	The sprint points awarded at this @Pos
ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send “Y” if the competitor is awarded a reskate.
	Sub Element Result /ExtendedResults /ExtendedResult /Extension **Expected If the athlete has a reskate in the future.**			
	Attribute	**Value**	**Description**	

	Code	PAIR		
	Pos	N/A		
	Value	S(3)	Send the pair number of the reskate. For example, if the reskate is after pair 10 then send 10a. Remove after reskate is complete.	
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If 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,,,4… and SortOrder = 1,2,3,4…
ER		TIME	N/A	Element Expected: Send in Mass Start for competitors with same points or without points or for competitors who have earned points at intermediate sprints but did not complete all laps the race (LAPPED) and in other events if the competitor time is evaluated to 3 decimals to break a tie.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff or m:ss.fff	Race time. Mass Start: two decimals if total time is different or three decimals if total time with two decimals is the same, all other Events three decimals. Only send if applicable.
ER		LAPS	N/A	Element Expected: Mass start only and only when this competitor has completed at least one lap and does not have an IRM.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of laps completed.
ER		SPEED	N/A	Element Expected: When the competitor has completed the unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Average speed in km/h

Element Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference for

			the order, not value).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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 SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit Quarterfinals only)
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element Result /Competitor /EventUnitEntry (0,N)

For team event information

Type		Code	Pos	Description
EUE		COLOUR	N/A	Element Expected: When available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Designated team colour, relating to starting position.
EUE		LANE	N/A	Element Expected: Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Lane	C – For Crossing Straight F – For Finishing Straight

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	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".

Bib	O	S(5)	Bib number or in the case of Team Pursuit the arm band number or in Mass Start the helmet 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

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		LANE	N/A	Element Expected: Individual (not mass start) events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Lane	I – For Inner lane skater O – For outer lane skater
EUE		COLOUR	N/A	Element Expected: Individual (not mass start) events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Athlete colour relating to starting position
EUE		ARMBAND	N/A	Element Expected: Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Armband	Athlete armband colour

Sample (individual, not mass start)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="34.59" Diff="0.00" StartOrder="4" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.59" Value2="9.59" Diff="+0.06" Rank="4"
SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.59" Value2="25.00" Diff="0.00" Rank="1"
SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039779" Organisation="GER" >
    <Composition>
      <Athlete Code="2039779" Bib="81" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <EventUnitEntry Type="ENTRY" Code="LANE" Value="O" />
        <EventUnitEntry Type="ENTRY" Code="COLOUR" Value="R" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="5" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Diff="+0.04" Rank="2" SortOrder="2" /
>
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.58" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.05" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
```

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit. The message is only used in individual events (except mass start) and team pursuit quarterfinals with a message for the pairs.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent:
- At any time a competitor/pair starts. (This/these athlete(s) will be considered current) and there will be a new “next” (unless the current is the last pair).
- Immediately after every addition/change in data during the race.
- Immediately after each competitor completes the race and the data is available. (must be sent so a new leader can receive a negative time relative to current leader).

Each message will only include the athletes currently racing and the one to follow (“Next”); this is not more than four competitors. Next is to inform end users who is next.

Management of Reskate in individual events (not Mass Start) and Team Pursuit quarterfinals:

- In the case of a reskate a new “competitor” is used with the competitor code “RS+competitor ID” for example RS1234567. However the athlete maintains the original ID.
- The new “pair”, if a new pair is needed will use “a” after the order for example is after pair 10 then 10a. (startorder attribute).

Management of Reskate in Team Pursuit semifinals and finals (FYI):
- In the case of a reskate the unit is set to its initial state and DT_RESULT(START_LIST) without any result is sent.
- Then the unit is run normally again.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		
	Result (0,N)				
		Rank			
		RankEqual			
		Result			
		IRM			
		SortOrder			
		StartOrder			
		StartSortOrder			
		ResultType			
		Diff			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	

RankEqual
Diff
Competitor (1,N)
Code
Type
Organisation
Composition (0,1)
Athlete (0,N)
Code
Order
Bib

2.3.4.5 Message Values

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

Element ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		PAIRS	N/A	Element Expected: When available in individual (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of pairs (or partial pairs in the event)
DISPLAY		CURRENT	N/A	Element Expected: When available in individual (not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send the pair number (StartOrder) of the current pair.
DISPLAY		NEXT	N/A	Element Expected: When available(not mass start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Send the pair number (StartOrder) of the next pair to start.
DISPLAY		STARTED	N/A	Element Expected: Send only once for each pair (assuming no false start)

	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the pair number (StartOrder) of the pair most recently started.
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Used to identify the lane of the competitor. Send 1 for the 'Inner lane' and 2 for the 'Outer lane' Element Expected: After each athlete passes an intermediate point.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Last intermediate point reached by the competitor (0,1,2,3,..F). For the DNF athlete, the last point is considered the split where s/he fell.

Sample (Individual)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="7" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="3" />
</ExtendedInfos>
```

Element Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	m:ss.fff	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
IRM	O	SC @IRM	The invalid result mark, if applicable
SortOrder	M	Numeric 0	Order by StartSortOrder for the competitors in the file (1, 2, 3..).
StartOrder	O	S(3)	Pair number in the start list. There will be two competitors with the same number.
StartSortOrder	M	Numeric 0	Unique number for sorting. To sort out competitors from its @StartOrder attribute however placing first the inner lane skater, and afterwards the outer lane skater
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	[+/-]m:ss.ff	Time behind the leader. Send 0.00 for the leader. Can be negative if faster than current leader or + if slower than the leader. Do not send leading zeros.

Element Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**

PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2…F). Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero.
	Value2	O	s.ff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Diff	O	[+/-]m:ss.ff	Send the time behind the leader in the unit at the split. Negative if faster than the leader or + if slower than the leader. Do not send leading zeros.
	Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected In individual events except mass start.			
	Attribute	**Value**	**Description**	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+s.ff	Send time behind the leader in the pair. Do not send for leader.	
ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send “Y” if the competitor received a reskate.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor’s final result was decided by photo. Send Y for Evaluated, P for Pending otherwise do not send. If 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,,,4… and SortOrder = 1,2,3,4…
ER		TIME	N/A	Element Expected: Send if the competitor time is evaluated to 3 decimals to split tie
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Race time (two decimals). Only send if

				applicable.

Element Result /Competitor (1,N) 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. Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit quarterfinals)
Type	M	S(1)	A for athlete
Organisation	M	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	Athletes ID
Order	M	Numeric 0	1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

Sample (Individual)

```
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="6" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Value2="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Value2="25.05" Diff="+0.04" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
      <Athlete Code="2039710" Bib="63" Order="1" />
    </Composition>
  </Competitor>
</Result>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder.

2.3.5 Image

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

- Revision
- ImageType
- Result (0,N)
  - Result
  - Rank
  - StartOrder
  - SortOrder
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
    - Composition (0,1)
      - Athlete (1,N)
        - Code
        - Order
        - Bib
        - Description (1,1)
          - GivenName
          - FamilyName
- ImageData (1,1)
  - -

2.3.5.5 Message Values

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

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

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

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

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

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

Element Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric 0	Value is 1
Bib	O	S(5)	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 (Team Pursuit)

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

2.3.5.6 Message Sort

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

2.3.6 Brackets

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

- Before the competition.
- After every unit in the preliminaries which determines a position in the bracket.
- After every unit during final phases.
- Trigger after any change

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

Send when an event unit is completed, do not trigger with a change of status of the unit unless the bracket data changes.

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

- Send with ResultStatus = "START_LIST" if no units are complete
- Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal unit) is Unofficial (i.e. for all event units up until the Gold Medal unit is completed for an event)
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal unit) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal unit) has Official status.

Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

2.3.6.5 Message Values

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

Element 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 @SportGender	Gender code for the event unit

Element Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinal or semifinal etc.

Element Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Unique number for all BracketItems in the message 1,...
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	YYYY-MM-DD. Must be filled if known
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 ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known yet (TBD) or when both competitors are disqualified or Withdraw (NCT)
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known
Rank	O	Numeric 0	Rank in the quarterfinal phase. Only send for quarterfinal.
Result	O	m:ss:fff	The team time or IRM if applicable. Decimals vary on sport rules
IRM	O	SC @IRM	The invalid result mark, if applicable
StrikeOut	O	S(1)	The competitor should be struck out in the bracket item, usually only used for DQB.
StartOrder	O	S(1)	Send C or F denoting starting in Crossing or Finishing straight.

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 unless coming from a pool.			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.

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)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric 0	Arm band of the athlete, also used to sort the athletes.

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 (Team Pursuit)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="5" Order="1" Position="1" Date="2014-02-22" Time="15:22" Position="1" Unit="SSKMTEAMPU----------
SFNL0001----" >
      <CompetitorPlace Pos="1" WLT="W" Result="3:08.48" StartOrder="C" >
        <PreviousUnit Unit="SSKMTEAMPU----------QFNL0003----" />
        <Competitor Type="T" Code="SSKMTEAMPU--CAN01" Organisation="CAN">
          <Composition>
            <Athlete Code="2013323" Order="1" >
              <Description GivenName="Jay" FamilyName="Smith" Gender="M" Organisation="CAN" BirthDate="1994-12-15" />
            </Athlete>
            <Athlete Code="2013339" Order="2" >
              <Description GivenName="Jim" FamilyName="Brown" Gender="M" Organisation="CAN" BirthDate="1993-12-15" />
            </Athlete>
            <Athlete Code="2013344" Order="4" >
              <Description GivenName="Jim" FamilyName="Green" Gender="M" Organisation="CAN" BirthDate="1992-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L" Result="3:09.33" StartOrder="F" >
        <PreviousUnit Unit="SSKMTEAMPU----------QFNL0004----" />
        <Competitor Type="T" Code="SSKMTEAMPU--KOR01" Organisation="KOR">
          <Composition>
            <Athlete Code="2031624" Order="2" >
              <Description GivenName="Jim" FamilyName="Lee" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
            </Athlete>
            <Athlete Code="2031626" Order="3" >
              <Description GivenName="Jim" FamilyName="Kwan" Gender="M" Organisation="GER" BirthDate="1993-12-15" />
            </Athlete>
            <Athlete Code="2031721" Order="4" >
              <Description GivenName="Jim" FamilyName="Ko" Gender="M" Organisation="GER" BirthDate="1992-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

2.3.6.6 Message Sort

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

2.3.7 Records

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

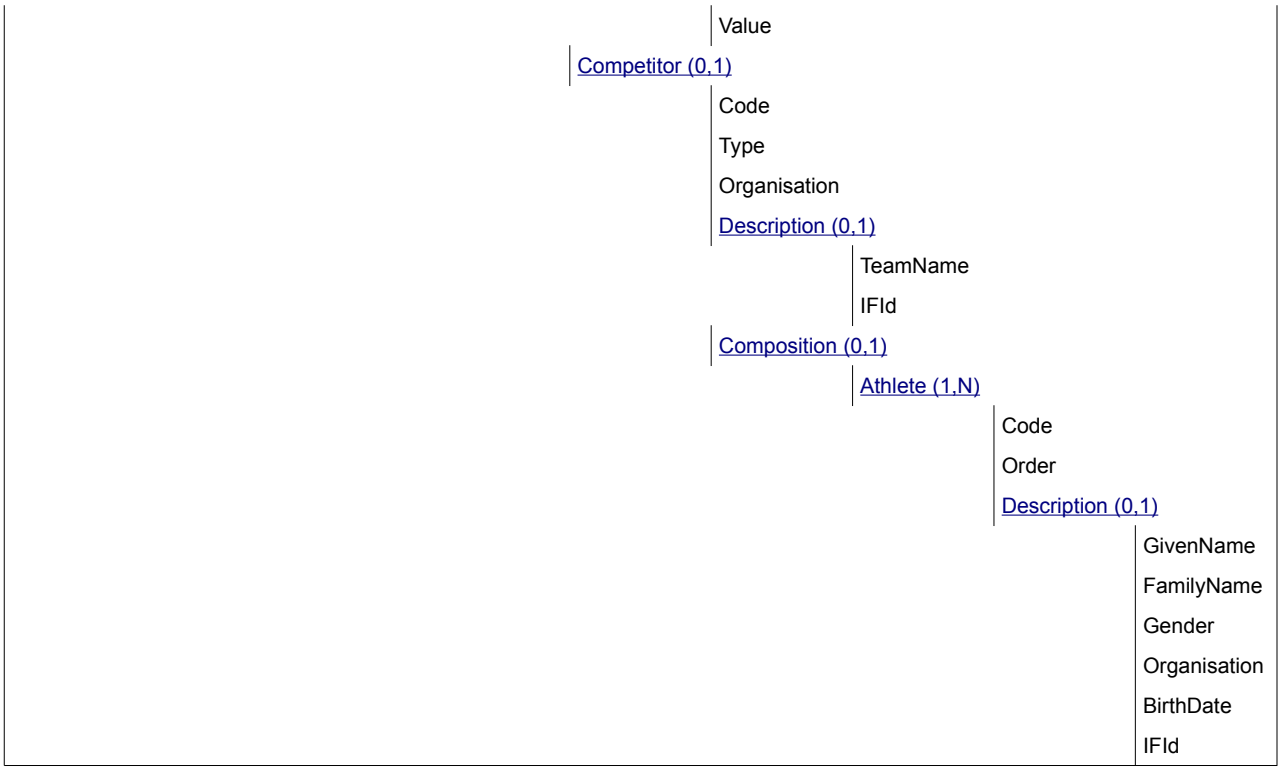
The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode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

Note: It is sent by central systems before the competition with the historical records and by OVR after competition starts with each new record set or equalled.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



2.3.7.5 Message Values

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

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

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

Element Record /Description (1,1)

Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

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

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

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

Element Record /RecordType /RecordData /Extension (0,N)				
Type		**Code**	**Pos**	**Description**
ER		INTERMEDIATE	S(2)	Pos Description: Sequential number from 1.. for each intermediate point in the record, to indicate its number (DT_CONFIG). It can be one or more (depending on the distance of the event unit). Element Expected: When available for each intermediate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Split time in the record. Do not send leading zeros. Number of decimals varies by sport rules.
ER		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from the start to 1 and F is the last intermediate to the finish. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	s.fff	Time for the section ending at the intermediate point @Pos. Number of decimals varies by sport rules.

Element Record /RecordType /RecordData /Competitor (0,1) Competitor to whom the record is assigned. Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element Record /RecordType /RecordData /Competitor /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available.

Element Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1) Athletes extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (Records)

```
<Record Code="SSKM1000M------------------------">
  <RecordType Order="1" Code="WR" Shared="N">
    <RecordData Order="1" ResultType="TIME" Result="1:07.18" Country="USA" Place="Salt Lake City, UT" Date="2002-02-16"
Competition="Olympic Games" Historical="Y" Current="Y" >
      <Extension Type="ER" Pos="1" Code="INTERMEDIATE" Value="16.33"/>
      <Extension Type="ER" Pos="2" Code="INTERMEDIATE" Value="41.00"/>
      <Extension Type="ER" Pos="F" Code="INTERMEDIATE" Value="1:07.18"/>
      <Extension Type="ER" Pos="1" Code="SECTION" Value="16.33"/>
      <Extension Type="ER" Pos="2" Code="SECTION" Value="24.67"/>
      <Extension Type="ER" Pos="F" Code="SECTION" Value="26.18"/>
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" BirthDate="1983-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
```

2.3.7.6 Message Sort

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

2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

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

The message is expected at the end of each unit during finals along with each change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		
				Pos		
				Value		
		Competitor (1,1)				
			Code			
			Type			
			Organisation			
			Description (0,1)			
				TeamName		
			Composition (1,1)			
				Athlete (0,N)		
					Code	
					Order	
					Description (1,1)	
						GivenName
						FamilyName
						Gender

	Organisation BirthDate IFId

2.3.8.5 Message Values

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

Element 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 @SportGender	Gender code for the event unit

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	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included. (not included for mass start or team pursuit)
Result	O	m:ss.fff	Time of the athlete in individual (not mass start) Decimals very depending on sport rules. Not included in mass start or team pursuit.
IRM	O	SC @IRM	The invalid result mark, if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
UNIT_LAST	LANE	N/A	Element Expected: Team Pursuit only where the competitor was in the finals phase.

	Attribute	**M/O**	**Value**	**Description**

	Value	M	SC @Lane	Starting point used in the final for this team C – For Crossing Straight F – For Finishing Straight
UNIT_LAST		HEAT	N/A	Element Expected: Element Expected: Team Pursuit only where the competitor was in the finals phase.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Final	Which final participated in (FA, FB etc.)

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

Element Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element 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

Sample (Individual)

```
<Result Rank="3" SortOrder="3" ResultType="TIME" Result="69.46">
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Mass Start)

```
<Result Rank="3" SortOrder="3" >
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder

2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.
Send before the competition for each event in separate message for individual (not mass start) events.
Send before the competition for each phase in separate messages for mass start and team pursuit events.

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase/event.
Trigger also after any change, but considering that, if possible, the configuration for each event must be provided before the start list.
If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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

	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

2.3.9.5 Message Values

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

Element Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Event CC @Phase	Full RSC (34) at event level (individual not mass start) Full RSC (34) at phase level (mass start and team pursuit)

Element Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start. Element Expected: Always

	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(10)	In pursuit and mass start send the intermediate name ("Split 9" etc.). In other events send the distance from the start in metres.
	Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mass Start events only			
	Attribute	**Value**	**Description**	
	Code	SPRINT		
	Pos	N/A		
	Value	S(2)	Send the sprint name if there is a sprint at this intermediate: S1, S2, S3, F	

EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points where the time or points are recorded, including F.
EC		LAPS	N/A	Element Expected: In mass start
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of laps
EC		SPRINTS	N/A	Element Expected: In mass start
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of sprints
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.

Sample (1500m)

```
<Configs>
  <Config Unit="SSKM1500M------------------------">
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="700" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1100" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
  </Config>
```

Sample (Pursuit)

```
<Configs>
  <Config Unit="SSKMTEAMPU----------SFNL--------">
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="Split 9" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="Split 10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="Split 11" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 12" />
  </Config>
</Configs>
```

Sample (Mass Start)

```
<Configs>
  <Config Unit="SSKMMS----------FNL---------">
    <ExtendedConfig Type="EC" Code="LAPS" Value="16" />
    <ExtendedConfig Type="EC" Code="SPRINTS" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" >
      <ExtendedConfigItem Code="SPRINT" Value="S1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" >
      <ExtendedConfigItem Code="SPRINT" Value="S2" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
    ...
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 16" >
      <ExtendedConfigItem Code="SPRINT" Value="S4" />
    </ExtendedConfig>
  </Config>
```

2.3.9.6 Message Sort

There is no message sorting rule.

2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	CC @Location	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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

The message is sent
- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	

	Humidity	
	Condition (0,3)	
		Code
		Value
	Pressure (0,N)	
		Unit
		Value
	Temperature (0,N)	
		Code
		Unit
		Value

2.3.10.5 Message Values

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

Element 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	SC @WeatherPoint	GEN for general only
Humidity	O	Numeric ##0	Humidity in %

Element Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(3)	Weather condition type, send ICE only
Value	M	CC @SnowConditions	Weather condition type, send ICE only

Element Weather /Conditions /Pressure (0,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	S(3)	Send "hPa" as unit for pressure
Value	M	Numeric	Air pressure

		###0	

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	S(4)	Temperature type, send AIR, ICE
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric -##0.0 or ##0.0	Temperature of the @Code. Negative is applicable

Sample (General)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="31" >
    <Condition Code="ICE" Value="nor" />
    <Pressure Unit="hPa" Value="1005" />
    <Temperature Code="AIR" Unit="C" Value="15.3" />
    <Temperature Code="ICE" Unit="C" Value="-5.8" />
  </Conditions>
</Weather>
```

2.3.10.6 Message Sort

There is no special sort order requirement for this message.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	1 May 2019	First Version
V0.2	24 Feb 2020	Updated
V0.3	13 Mar 2020	Updated
V0.4	20 Mar 2020	Updated
V1.0	9 Apr 2020	Updated after PT0
V1.1	5 Jun 2020	Updated
V1.2	14 Aug 2020	Updated to APP

File Reference: WOG-2022-SSK-1.2 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First Version
V0.2	SFA	DT_RESULT: Added armband colour for individual events
V0.3	SFA	DT_PHASE_RESULT: Message added DT_RANKING: Add ER/HEAT @Result /ExtendedResults /ExtendedResult DT_CURRENT: Add DISPLAY/PAIRS @ExtendedInfos /ExtendedInfo DT_CONFIG: Add EC/SPRINTS @Configs /Config /ExtendedConfig Applicable Messages: Add note about messages and responsibilities
V0.4	SFA	DT_PHASE_RESULT: Message removed (was added in error)
V1.0	SFA	DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update triggering to remove Youth Olympic reference DT_RESULT: Update expected at UI/STARTERS @ExtendedInfos /ExtendedInfo DT_RESULT: Update typo for value at Result/Diff DT_RESULT: Update Value for Value2 at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update EUE/COLOUR @Result /Competitor /EventUnitEntry DT_RESULT: Update EUE/COLOUR @Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add EUE/ARMBAND @Result /Competitor /Composition /Athlete /EventUnitEntry DT_CURRENT: Update DocumentCode Comment in the header DT_BRACKETS: Remove UNCONFIRMED as a possbile ResultStatus DT_RANKING: Remove Result/ExtendedResults DT_CONFIG: Change the message to send by event or phase depending on the event. Update errors where Value is incorrectly optional (at least one attribute should be mandatory) Editorial improvements without changing the intent.
V1.1	SFA	DT_RESULT: Update Diff at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/LAPS at Result /ExtendedResults /ExtendedResult DT_RESULT: Update EUE/ENTRY to use SC @Lane for translation without changing the values sent.
V1.2	APP	Add Section 2.1 DT_RANKING: Add Result /ExtendedResults /ExtendedResult