



# Olympic Data Feed



## Speed Skating ODF Data Dictionary

Technology and Information Department  
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# 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 (Y)

\* For Mass Start Events: the DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit (race) (S in SF and Y in Final) and the semifinal phase (Y).

\* For Team Pursuit Events: the DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include the quarterfinal (single unit, Y), each unit (race, S) in the semifinals as well as the phase (Y) and only the individual units in the finals phase (Y).

### 2.2 Applicable Messages

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

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

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



DT_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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending





		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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0..1)</a>	Gen Sport Codes				
	<a href="#">Participant (1..N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender			



### 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: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for



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

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

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

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	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: Competition /Participant /Discipline /RegisteredEvent (0,N)**

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

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	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: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)**

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4)
	<b>Description</b>		World Rank of the athlete
ENTRY	PB	N/A	Element Expected: When known in individual distance events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss.ff
	<b>Description</b>		Personal best time, do not send leading zeros.
ENTRY	SB	N/A	Element Expected: When known in individual distance events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss.ff
	<b>Description</b>		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 be 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending 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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">Team (1.N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		<a href="#">Composition (0.1)</a>	<a href="#">Athlete (0.N)</a>	Code Order	
		<a href="#">Discipline (0.1)</a>	Code IFld <a href="#">RegisteredEvent (0.1)</a>	Event Substitute <a href="#">EventEntry (0.N)</a>	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: Competition /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	<a href="#">CC @Organisation</a>	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: Competition /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: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFld	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

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

Element: Competition /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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	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. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	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	<a href="#">SC.@Source</a>	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

Note: In the case of Team Pursuit semifinals and finals there can only be one record of each type set per phase (the last best time). If the previous record is surpassed multiple times in a phase then some units may need to be updated and re-sent to reflect this requirement.

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+competitor 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 or b.. in individual or a new QF (for example QF5 or QF6...) in Team Pursuit quarterfinals. A "used" re-skate code is next re-used. The StartSortOrder and SortOrder will provide the ordering on the pairs (not necessarily last)
- After the reskate this competitor is removed, and the original time updated if applicable.

Management of Reskate in Team Pursuit semifinals and finals:

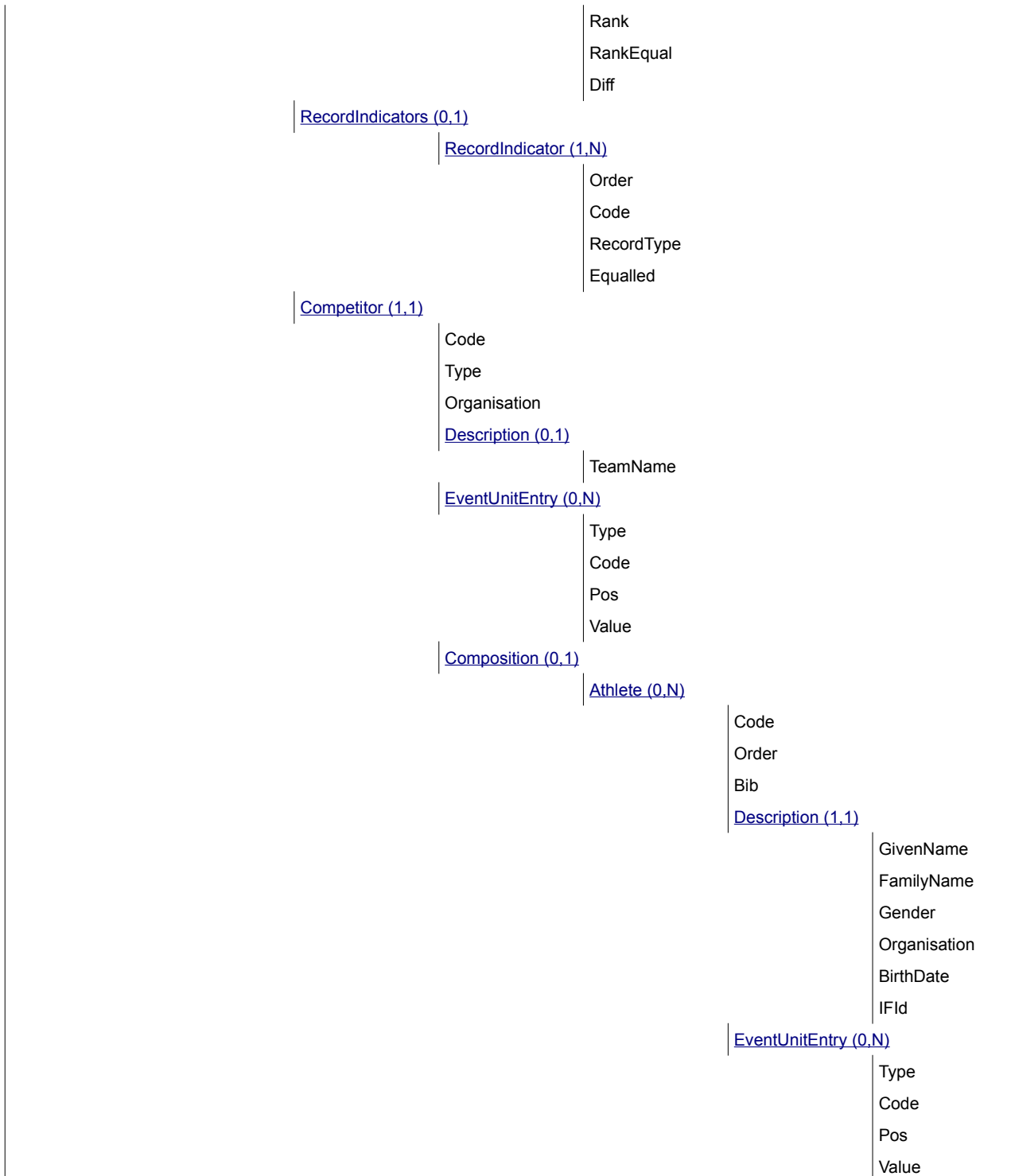
- In the case of a reskate the unit is set to its initial state and DT\_RESULT(START\_LIST) without any result is sent.
- Then the unit is run normally again.

### 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
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0.1)</a>					
		<a href="#">UnitDateTime (0.1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0.N)</a>				
			Type			
			Code			
			Pos			
			Value			
		<a href="#">SportDescription (0.1)</a>				
			DisciplineName			







### 2.3.3.5 Message Values

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

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

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

##### Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15) or SC @Final	Race number. In the case of Team Pursuit this is: - SF1 and SF2 in semifinals - FA, FB, FC, FD in finals

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

##### Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

#### Element: Competition /Officials /Official (1,N)



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	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: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation

**Element: Competition /Result (1,N)**

**For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**

Attribute	M/O	Value	Description
Rank	O	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	mm: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	<a href="#">SC @IRM</a>	The invalid result mark, if applicable
QualificationMark	O	<a href="#">SC @QualificationMark</a>	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 (1,2,... in individual, QF1, QF2 ... in Team Pursuit QF) in the start list. There will be two competitors with the same number. - For Team Pursuit Semifinals and Finals: Use 1 for 'Crossing straight' and 2 for 'Finishing straight' - Update if re-skate 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 crossing straight starting team, and afterwards the finishing straight starting team - For mass start: Same as StartOrder
ResultType	O	<a href="#">SC_@ResultType</a>	Type of the @Result attribute.
Diff	O	+ m:ss.ff or 0.00	Time behind the leader. Send 0.00 for the leader. Do not send minutes if zero Do not send in mass start

Element: Competition /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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm: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.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected In individual events except mass start and in Team Pursuit if more than one pair in the unit (Quarterfinals).</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+m:ss.ff	Send time behind the leader in the pair. Do not send zero minutes or leading zeros. Do not send for leader.	
PROGRESS	SPRINT	SC_@Sprint	Pos Description: Sprint point name (S1, S2, S3, F) Element Expected: If sprint points awarded for the competitor (in Mass Start)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor (for the original



				competitor) is awarded a reskate. Send "P" for the newly added duplicate competitor in the start list. Send "M" if the result for the competitor is modified as a result of the re-skate else do not send after the re-skate.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If the athlete has a reskate in the future.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	It is sent only in close finish cases where Rank is not clear. To know if the competitor's Rank and 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...  Clarification: When the skater/team just finished then send the following: - For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y and no Rank - For the skater/team from any previous heat (for Team Pursuit QF and Individual Events except Mass Start)send PHOTO=P but not Unchecked and no Rank After the photo is evaluated then send PHOTO=Y for all involved and no more Unchecked attribute and include Rank
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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss.ff or mm: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. Do not send leading zeros.



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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of laps completed.
ER	SPEED	N/A	Element Expected: When the competitor has completed the unit.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Average speed in km/h

<b>Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)</b>				
<b>Result's record indicator.</b>				
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value.
	RecordType	M	<a href="#">CC @RecordType</a>	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.

<b>Element: Competition /Result /Competitor (1,1)</b>				
<b>Competitor related to the result of one event unit.</b>				
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	<a href="#">CC @Organisation</a>	Competitor's organisation

<b>Element: Competition /Result /Competitor /Description (0,1)</b>				
<b>Competitors extended information.</b>				
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	TeamName	M	S(73)	Name of the team

<b>Element: Competition /Result /Competitor /EventUnitEntry (0,N)</b>				
<b>For team event information</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	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: Competition /Result /Competitor /Composition /Athlete (0,N)				
	Attribute	M/O	Value	Description
	Code	M	S(20) with no leading zeroes	Athlete's ID
	Order	M	Numeric 0	Order attribute 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: Competition /Result /Competitor /Composition /Athlete /Description (1,1)				
Athletes extended information.				
	Attribute	M/O	Value	Description
	GivenName	O	S(25)	Given name in WNPA format (mixed case)
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
	Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
	BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
	IFId	O	S(16)	International Federation ID

Element: Competition /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	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	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. Ascending 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	<a href="#">SC.@Source</a>	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).

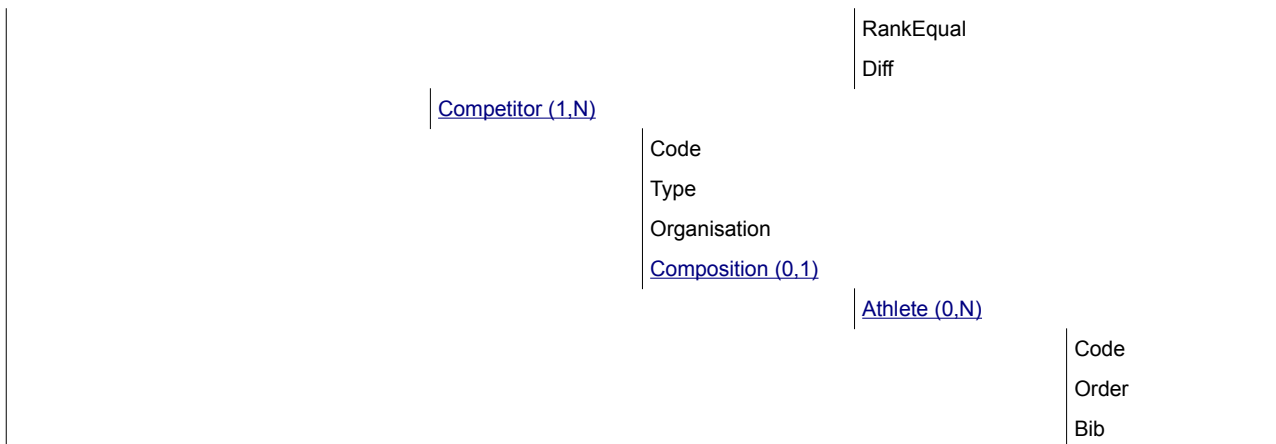
Management of Reskate in Team Pursuit semifinals and finals (FYI):

- 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
<a href="#">Competition (0..1)</a>	Gen				
	Sport				
	Codes				
	<a href="#">ExtendedInfos (0..1)</a>				
		<a href="#">ExtendedInfo (1..N)</a>			
			Type		
			Code		
			Pos		
			Value		
	<a href="#">Result (0..N)</a>				
		Rank			
		RankEqual			
		Result			
		IRM			
		SortOrder			
		StartOrder			
		StartSortOrder			
		ResultType			
		Diff			
		<a href="#">ExtendedResults (0..1)</a>			
			<a href="#">ExtendedResult (1..N)</a>		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	



### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	PAIRS	N/A	Element Expected: When available in individual (not mass start)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
	Send the number of pairs (or partial pairs in the event) The number does not change in the case of re-skate as the total pairs at the end is unchanged.		
DISPLAY	CURRENT	N/A	Element Expected: When available in individual (not mass start)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(3)
	Send the pair number (StartOrder) of the current pair.		
DISPLAY	NEXT	N/A	Element Expected: When available(not mass start)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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	S(20) without leading zeroes	Pos Description: ID if the competitor Element Expected: After each competitor passes an intermediate point. Only for individual (not mass start) and Pursuit QF.
	Attribute	M/O	Value	Description
	Value	M	S(3)	Last intermediate point reached by the competitor (0,1,2,3,..F). For the DNF competitor, the last point is considered the split where the competitor fell/ stopped.

### Sample (Individual)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="7" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="123456" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="123444" Value="3" />
</ExtendedInfos>
```

Element: Competition /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	mm:ss.fff	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules. Do not send leading zeros.
IRM	O	<a href="#">SC @IRM</a>	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. For team pursuit it should be crossing straight followed by finishing straight.
ResultType	O	<a href="#">SC @ResultType</a>	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: Competition /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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss.ff	Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero or leading zeros.
	Value2	O	ss.ff	Time for the section ending at the intermediate point @Pos. Do not send leading zeros.
	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 or 0.0	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.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In individual events except mass start plus team pursuit quarterfinals.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+m:ss.ff	Send time behind the leader in the pair. Do not send zero minutes or leading zeros. Do not send for leader.	
ER	RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if the competitor received a reskate.
ER	PHOTO	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	It is sent only in close finish cases where Rank is not clear. To know if the competitor's Rank and 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...  Clarification: When the skater/team just finished then send the following:



				<p>- For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y and no Rank</p> <p>- For the skater/team from any previous heat (for Team Pursuit QF and Individual Events except Mass Start) send PHOTO=P but not Unchecked and no Rank</p> <p>After the photo is evaluated then send PHOTO=Y for all involved and no more Unchecked attribute and include Rank</p>
ER		TIME	N/A	Element Expected: Send if the competitor time is evaluated to 3 decimals to split tie
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss.ff	Race time (two decimals). Only send if applicable. Do not send leading zeros

**Element: Competition /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; T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Competition /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>

```



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#### **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.

Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

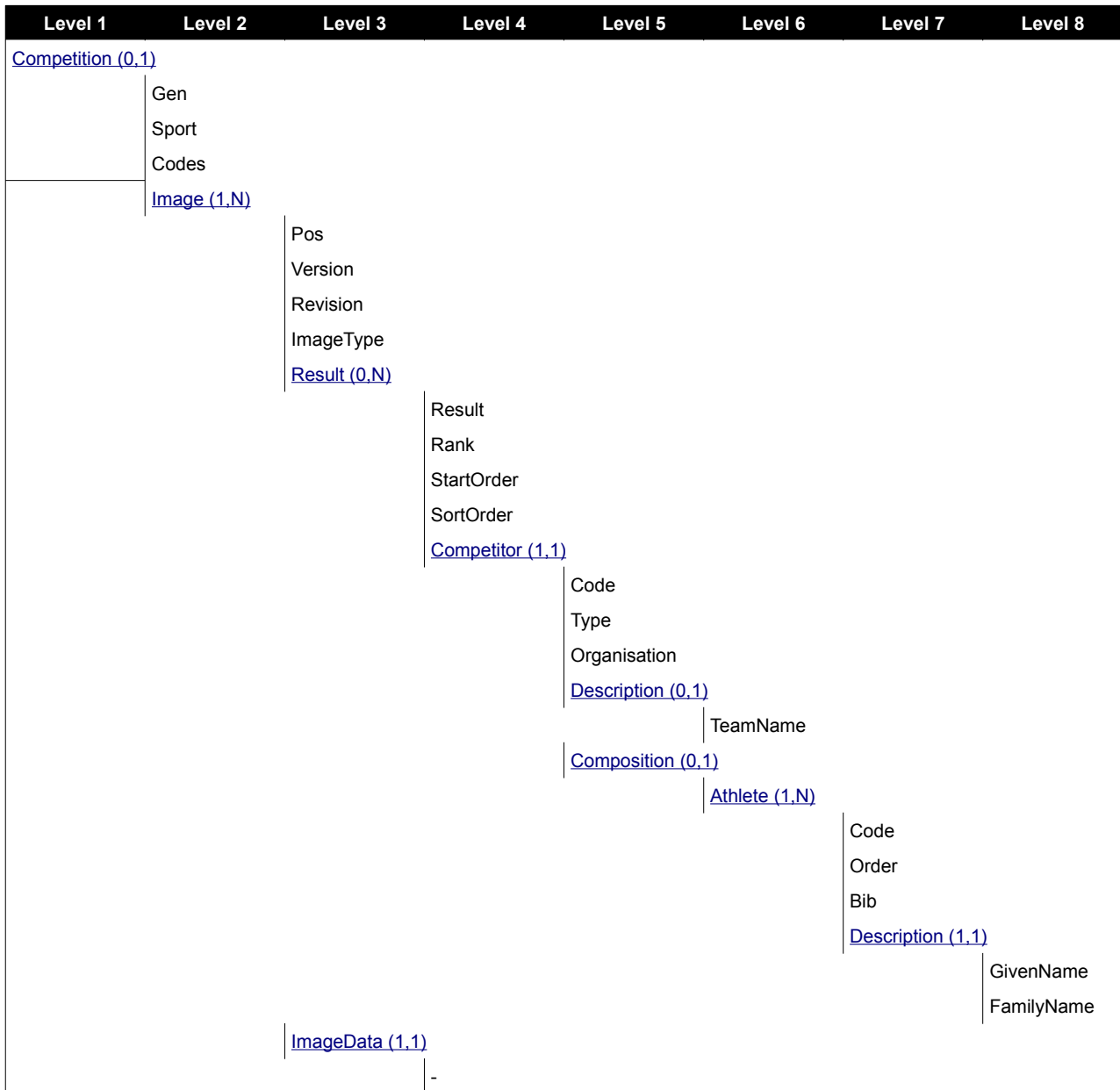
Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC at unit level
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	<a href="#">CC.@ResultStatus</a>	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	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	<a href="#">SC.@Source</a>	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.



### 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)			
Always only one image per message			
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)			
This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor at the end of the unit Rank will not be included in events where competitors complete in pairs
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
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	<a href="#">CC @Organisation</a>	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/4AAQSkZJRgABAQEAAAAAAAAA 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	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. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>									
	Gen								
	Sport								
	Codes								
	<a href="#">ExtendedInfos (0,1)</a>								
		<a href="#">SportDescription (0,1)</a>							
			DisciplineName						
			EventName						
			Gender						
	<a href="#">Bracket (1,N)</a>								
		Code							
		<a href="#">BracketItems (1,N)</a>							
			Code						
			<a href="#">BracketItem (1,N)</a>						
				Code					
				Order					
				Position					
				Date					
				Time					
				Unit					
				<a href="#">CompetitorPlace (1,N)</a>					
					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: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /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: Competition /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: Competition /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. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
- If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). Crossing straight is 1 and Finishing straight is 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. Not included in team pursuit quarterfinals
Rank	O	Numeric 0	Rank in the quarterfinal phase. Only send for quarterfinal.
Result	O	m:ss:fff	The team time. Decimals vary on sport rules
IRM	O	<a href="#">SC @IRM</a>	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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric 0	Arm band of the athlete, also used to sort the athletes.

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Sample (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>
  </BracketItems>
</Bracket Code="FNL">
```

### 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	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. Ascending 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	<a href="#">SC @Source</a>	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.

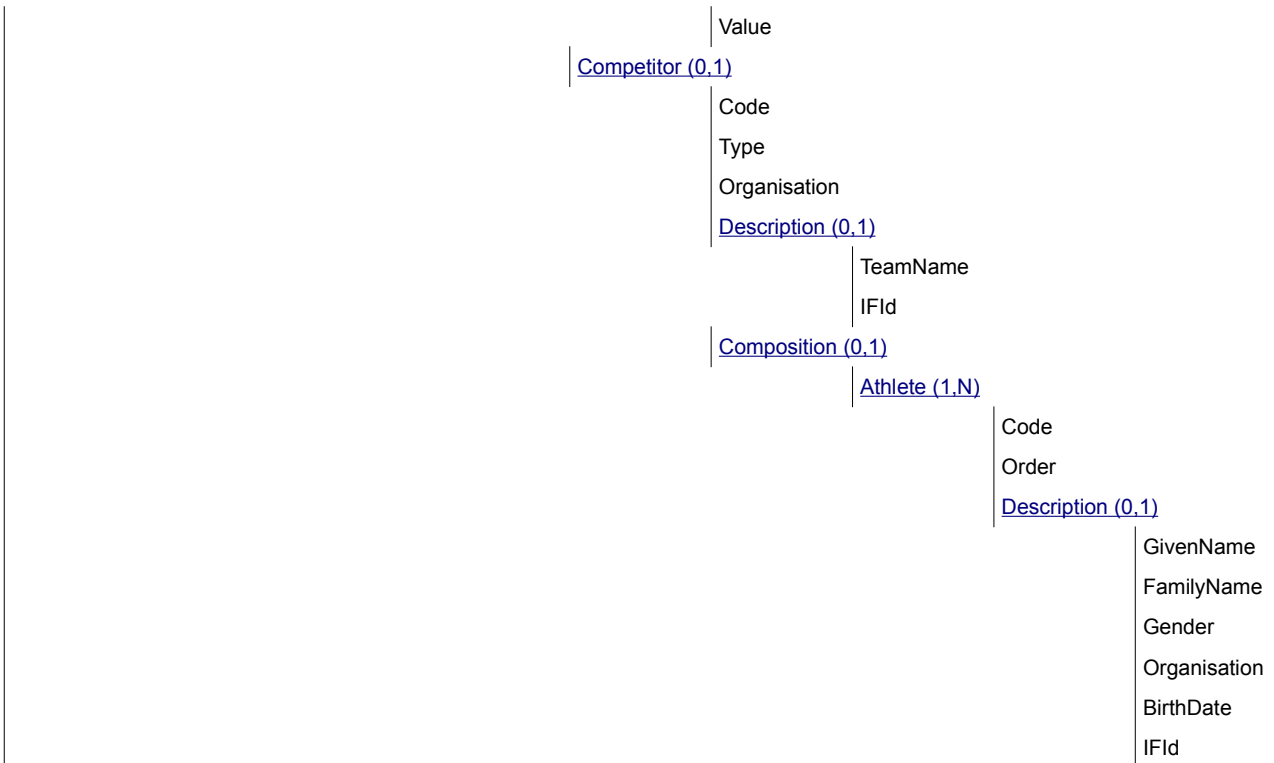


### 2.3.7.4 Message Structure

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
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
	<a href="#">Record (1.N)</a>							
		Code						
		<a href="#">Description (1.1)</a>						
			Name					
		<a href="#">RecordType (1.N)</a>						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			<a href="#">RecordData (0.N)</a>					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Unconfirmed				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				<a href="#">Extension (0.N)</a>				
					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: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

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

Element: Competition /Record /Description (1,1)			
---	--	--	--



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

**Element: Competition /Record /RecordType (1,N)**  
**It is possible to have more than one element with the same type (as in the case of National Records).**

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

**Element: Competition /Record /RecordType /RecordData (0,N)**  
**RecordData is not sent for NotEstablished Records unless a "standard" applies**

Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	<a href="#">SC @ResultType</a>	TIME", indicating that the result type for the record is a time.
Result	M	mm: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. Leading zeros or zero minutes are removed.
Unit	O	<a href="#">CC @Unit</a>	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	<a href="#">CC @Country</a>	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: Competition /Record /RecordType /RecordData /Extension (0,N)				
Type		Code	Pos	Description
ER		INTERMEDIATE	S(2)	Pos Description: Sequential number from 1, 2...F 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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss.ff	Split time in the record. Do not send leading zeros. Number of decimals varies by sport rules. Leading zeros or zero minutes are removed.
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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss.ff	Time for the section ending at the intermediate point @Pos. Number of decimals varies by sport rules. Leading zeros removed.



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

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".

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

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available.

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

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

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Sample (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	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	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. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	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	<a href="#">SC_@Source</a>	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
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0.1)</a>					
		<a href="#">SportDescription (0.1)</a>				
			DisciplineName			
			EventName			
			Gender			
	<a href="#">Result (1.N)</a>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		<a href="#">ExtendedResults (0.1)</a>				
			<a href="#">ExtendedResult (1.N)</a>			
				Type		
				Code		
				Pos		
				Value		
		<a href="#">Competitor (1.1)</a>				
			Code			
			Type			
			Organisation			
			<a href="#">Description (0.1)</a>			
				TeamName		
			<a href="#">Composition (1.1)</a>			
				<a href="#">Athlete (0.N)</a>		
				Code		
				Order		
				Bib		
				<a href="#">Description (1.1)</a>		
					GivenName	
					FamilyName	



	Gender
	Organisation
	BirthDate
	IFId

### 2.3.8.5 Message Values

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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	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	<a href="#">SC @ResultType</a>	Result type, for the corresponding event, mandatory if Result or IRM is included. (TIME/POINTS not included for mass start or team pursuit)
Result	O	mm:ss.fff	Time of the athlete in individual (not mass start) Decimals very depending on sport rules. No leading zeros Not included in mass start or team pursuit.
IRM	O	<a href="#">SC @IRM</a>	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: Competition /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: Competition /Result /Competitor (1,1)**

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, 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".
Bib	O	S(5)	Bib number in individual events except mass start Not applicable in mass start In Team Pursuit it is the arm band number.

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Sample (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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	CC @Event CC @Phase	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. Ascending 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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0.1)</a>	Gen Sport Codes			



	<a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Unit	
			<a href="#">ExtendedConfig (1,N)</a>	
		Type		
		Code		
	Pos			
	Value			

### 2.3.9.5 Message Values

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

Element: Competition /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: Competition /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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Split or ##000	In pursuit and mass start send the intermediate name ("Split 9" etc.). In other events send the distance from the start in metres.
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mass Start events only</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SPRINT		
	Pos	N/A		
	Value	SC @Sprint	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>
</Configs>
```

### 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.10.3 Trigger and Frequency

The message is sent for each session:

\* Before the start of the session and then periodically (greater than 15 minute interval) 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
<a href="#">Competition (0.1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Weather (1.1)</a>	Date		
		<a href="#">Conditions (1.N)</a>		
				Code



Humidity			
<a href="#">Condition (0,3)</a>			Code
			Value
<a href="#">Pressure (0,N)</a>			Unit
			Value
<a href="#">Temperature (0,N)</a>			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: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint	GEN for general only
Humidity	O	Numeric ##0	Humidity in %

Element: Competition /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: Competition /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





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Element: Competition /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.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_SCHEDULE		x		o		o
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_RECORD (Full)		x				
	DT_PDF C08 Schedule (by VRM)		x				
	DT_PDF C35 Competition Officials (by VRM)		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change (by OVR)	DT_PDF C08 Schedule (by OVR)		x				
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
4 days before 1st draw	DT_PDF C30 - Number of Entries by NOC		x				
4 days before 1st draw	DT_PDF C32A - Entry List by NOC		x				
24 hours before draw	DT_PDF C32C - Entry List by Event			x			
After the Draw - Individuals	DT_PDF C51A - Start List						x
After the Draw - MS and TP	DT_PDF C51X - Start List				x		
Only Team Pursuit	DT_PDF C74E - Event Summary			x			
For each individual event and for each phase in TP and MS	DT_CONFIG			x	x		
	DT_RESULT	START_LIST					x
Only Team Pursuit	DT_BRACKETS	START_LIST		x			

#### 3.3 During Competition - Individual

Trigger	Message	Status	D	E	P	S	U
Some minutes before competition starts	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_CURRENT						x
	DT_RESULT	LIVE					x



Split Time - Pair	DT_CURRENT								X
	DT_RESULT	LIVE							X
When last pair finished	DT_SCHEDULE_UPDATE	FINISHED	X						O
Finish - Pair (unofficial times, Unchecked=Y)	DT_CURRENT								X
After every pair (with results) except the last (both skaters finished)	DT_RESULT	INTERMEDIATE							X
After last pair (with results)	DT_RESULT	UNCONFIRMED							X
Finish - Pair (photofinish times)	DT_CURRENT								X
After last pair with times	DT_RESULT	UNOFFICIAL							X
If new record	DT_RECORD (PARTIAL with DocumentSubcode)		X						

### 3.4 After Competition - Individual

Trigger	Message	Status	D	E	P	S	U
Results confirmed	DT_RESULT	OFFICIAL					X
	DT_RANKING	OFFICIAL		X			
	DT_MEDALLISTS	OFFICIAL		X			
	DT_MEDALLISTS_DISCIPLINE		X				
	DT_MEDALS		X				
	DT_PDF C73A - Results	OFFICIAL					X
	DT_PDF C77A - Distance Analysis						X
Not for Individuals: 500m, 1000m	DT_PDF C77C - Distance Analysis - Graphical						X
If New Record	DT_PDF C81A - Records Broken/Equalled			X			
If New Record	DT_PDF C81C - Records Summary		X				
After competition	DT_PDF C82A - Ice & Climatic Conditions			X			
	DT_PDF C92A - Medallists			X			
	DT_PDF C93 - Medallists by Event		X				
	DT_PDF C95 Medal Standings		X				

### 3.5 During Competition - Team Pursuit

Trigger	Message	Status	D	E	P	S	U
3 starting members announced	DT_SCHEDULE_UPDATE	SCHEDULED	X		O		O
	DT_RESULT	START_LIST					X
	DT_BRACKETS			X			
	DT_PDF C51E - Start List	START_LIST			X		
Before Start QFNs/Each Semifinal/Each Final	DT_SCHEDULE_UPDATE	GETTING_READY	X		O		O
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	X		O		O





	DT_PDF C74E - Event Summary		x				
	DT_PDF C77E - Distance Analysis			x			
	DT_PDF C77G - Distance Analysis - Graphical			x			
If New Record	DT_PDF C81E Records Broken/Equalled			x			
If New Record	DT_PDF C81C Records Summary		x				
	DT_PDF C82E Ice & Climatic Conditions			x			
	DT_PDF C92B Medallists		x				
	DT_PDF C93 Medallists by Event	x					
	DT_PDF C95 Medal Standings	x					

### 3.7 During Competition - Mass Start

Trigger	Message	Status	D	E	P	S	U
Some minutes before Start each Semifinal and Final	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE					x
Split Time / Sprint points - Semifinals/Final	DT_RESULT	LIVE					x
Each Semifinal Finished	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Each Semifinal results confirmed	DT_RESULT	OFFICIAL					x
Both semifinals results confirmed	DT_RESULT	START_LIST					x
	DT_RANKING	PARTIAL		x			
	DT_PDF C73B - Results	OFFICIAL					x
	DT_PDF C77B - Distance Analysis						x
	DT_PDF C51B - Start List	START_LIST					x

### 3.8 After Competition - Mass Start

Trigger	Message	Status	D	E	P	S	U
Final results confirmed	DT_RESULT	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C73B - Results	OFFICIAL					x
	DT_PDF C74B - Event Classification			x			
	DT_PDF C77B - Distance Analysis						x
	DT_PDF C82A - Ice & Climatic			x			



	Conditions						
	DT_PDF C92A - Medallists		x				
	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 - Medal Standings		x				

### 3.9 Exceptional Situations

Trigger	Message	Status	D	E	P	S	U
If Withdrawal before the comp./Re-arrange 20 m. before	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
	DT_SCHEDULE_UPDATE (Team pursuit only)		x				o
	DT_RESULT	START_LIST					X
	DT_PDF C51X - Start List	START_LIST			x		x
	DT_PDF C67 - Official Communication			x			
	DT_COMMUNICATION		x				
If Ties and Photo-Finish	DT_CURRENT						x
	DT_RESULT	UNCONFIRMED			x		x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_CURRENT						x
	DT_RESULT	UNOFFICIAL			x		x
	DT_RESULT	OFFICIAL			x		x
	DT_IMAGE						x
	DT_PHOTOFINISH_LK						x
If DQB after event and up to the Day after the Closing Cer.	DT_RESULT	OFFICIAL			x		x
	DT_RANKING	OFFICIAL		x			
	DT_BRACKETS	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE			x			
	DT_MEDALS		x				
Send also the rest of the reports affected	DT_PDF - C73X - Results	OFFICIAL			x		x
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				
If Change of Schedule (Postponed, Re-scheduled..)	DT_SCHEDULE_UPDATE		x		o	o	
After rescheduled, cancelled (but not yet once Postponed or Delayed)	DT_PDF - C08 - Competition Schedule		x				
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				



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Legend:

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





## 4 Document Control

Version history		
Version	Date	Comments
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
V1.3	25 Sep 2020	Updated, CR020643
V1.4	11 Dec 2020	Updated with CR021150
V1.5	22 Jan 2021	Updated with CR021257
V1.6	5 Mar 2021	Updated with CR021689 and CR021512
V1.7	23 Apr 2021	Improvement for language management
V1.8	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.9	9 Aug 2021	Updated after Homologation
V2.0	15 Oct 2021	Editorial improvement
V2.1	4 Nov 2021	Updated with CRs
V2.2	12 Nov 2021	Updated

### File Reference: WOG-2022-SSK-2.2 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 possible 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
V1.3	APP	DT_RESULT: Update UnitNum at ExtendedInfos /SportDescription (does not change value sent, only for translation purposes) DT_RESULT: Update @Pos of PROGRESS/SPRINT at Result /ExtendedResults /ExtendedResult (does not change value sent, only for translation purposes) DT_CURRENT: Update DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo DT_CURRENT: Clarify DISPLAY/PAIRS at ExtendedInfos /ExtendedInfo
V1.4	APP	DT_RESULT: Update description for ExtendedInfos /SportDescription /SubEventName DT_RESULT: Update @Pos Description at DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Update Description at Result/StartOrder to change the order in Team Pursuit DT_RESULT: Update Description at Result/StartSortOrder to change the order in Team Pursuit DT_RESULT: Typographical correction for Pos Description at UI/BREAK_PAIR at ExtendedInfos /ExtendedInfo DT_RESULT: Description clarification at Result/Diff DT_RESULT: Update triggering for re-skate DT_RESULT: Update ER/RE_RUN Description at Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/PHOTO at Result /ExtendedResults /ExtendedResult to clarify when to send. DT_RESULT: Clarify time format throughout (as already used) DT_CURRENT: Clarify time format throughout (as already used) DT_CURRENT: Update ER/PHOTO at Result /ExtendedResults /ExtendedResult to clarify when to send. DT_CURRENT: Update Description at Result/StartSortOrder to clarify the order in Team Pursuit DT_CURRENT: Update expected for PROGRESS/INTERMEDIATE/PAIR_DIFF at Result /ExtendedResults /ExtendedResult to match the current implementation by OVR. DT_CURRENT: Update Description at Result/Competitor/Type to include T for team to match the current implementation by OVR. DT_BRACKETS: Update description at Bracket /BracketItems /BracketItem /CompetitorPlace /WLT to exclude quarterfinals and match the current implementation by OVR. DT_BRACKETS: Update description at Bracket /BracketItems /BracketItem /CompetitorPlace /Pos to clarify the order expected. DT_BRACKET: Fix typographical error in the Description at at Bracket /BracketItems /BracketItem /Time DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result for clarity DT_RECORD: Clarify Record /RecordType /RecordData /Result DT_RECORD: Clarify ER/INTERMEDIATE/Value at Record /RecordType /RecordData /Extension DT_RECORD: Clarify ER/SECTION/Value at Record /RecordType /RecordData /Extension
V1.5	APP	DT_RESULT: Update triggering. DT_RANKING: Clarify Result/ResultType Description to follow expectation and OVR implementation. DT_RECORD: Update @Pos at ER/INTERMEDIATE at Record /RecordType /RecordData /Extension to include F to match the OVR implementation.
V1.6	APP	DT_PARTIC: Update ENTRY/PB & ENTRY/SB at Participant /Discipline /RegisteredEvent /EventEntry to match as correctly implemented by OVR [HPQC196705] DT_RESULT: Update Expected for DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo to match as correctly implemented by OVR [HPQC196686] DT_RESULT: Update PROGRESS/INTERMEDIATE/DIFF_PAIR at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196686] DT_CURRENT: Update PROGRESS/INTERMEDIATE/DIFF_PAIR at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196687] DT_CURRENT: Update PROGRESS/INTERMEDIATE/Diff at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196687] DT_RANKING: Update Result/Result to match the correct OVR implementation [HPQC196688] DT_RESULT: Clarify value expected in Result/StartOrder [HPQC196284 & CR021689] DT_RESULT: Update triggering to clarify reskate values [HPQC196284 & CR021689] DT_WEATHER: Update triggering [CR021512]
V1.7	APP	DT_CONFIG: Update EC/INTERMEDIATE @Value at Configs /Config /ExtendedConfig to use sport codes



		for translation (no change in data, same values are sent) DT_CONFIG: Update EC/INTERMEDIATE/SPRINT @Value at Configs /Config /ExtendedConfig to use sport codes for translation (no change in data, same values are sent)
V1.8	APP	DT_IMAGE: Update message description [CR022136] DT_IMAGE: Update DocumentSubcode & Version in header [CR022136] DT_IMAGE: Update expected in Competition/Image [CR022136] DT_IMAGE: Update expected and attributes in Competition/Image/Result [CR022136]
V1.9	APP	DT_RANKING: Add Result /Competitor /Composition /Athlete /Bib [HPQC197740]
V2.0	APP	DT_RANKING: Update Result/Competitor/Composition/Athlete/Bib for clarity (editorial clarification)
V2.1	APP	DT_RESULT: Update Result/Diff for mass start
V2.2	APP	DT_WEATHER: Editorial update to match triggering from provider