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OLYMPIC
COMMITTEE

WOG-2022-STK-1.4 APP

Olympic Data Feed



Short Track Speed Skating ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Short Track 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 Short Track 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 Short Track Speed Skating Overview

MESSAGES IN EACH EVENT

All events

* There will be a DT_RESULT for each unit (race) and a DT_PHASE_RESULT message for each phase.

SCHEDULE

* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (race) and each phase.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
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



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DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.



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

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Participant (1.N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate			



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

2.3.1.5 Message Values

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

Sample (General)

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

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



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



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

Element Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.



IFld	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).
------	---	-------	--

Element Participant /Discipline /RegisteredEvent (0,N)

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current="true".
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send.

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	S(4)	Pos Description: Send 500, 1000, 1500 for each event and only for the generic event. (Only in DT_PARTIC, removed in DT_PARTIC_UPDATE when events assigned) Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(4)
	Description		World Rank of the athlete.
ENTRY	RANK_ASSIGN	N/A	Element Expected: Only in DT_PARTIC_UPDATE
	Attribute	M/O	Value
	Value	M	S(4)
	Description		Rank assigned to the athlete in case of no World Rank exists.

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

The List of teams message 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. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. 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.

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 (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.

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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



2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Team (1,N)	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		Composition (0.1)	Athlete (0,N)	Code Order	
		Discipline (0.1)	Code IFId		
			RegisteredEvent (0.1)	Event EventEntry (0,N)	Type Code Pos Value



2.3.2.5 Message Values

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

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

Element Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

Element Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC.@Discipline	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 Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

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

Element Team /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(4)
			Description
			World Rank of the team

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the unit starts and after every update (lap) (LIVE)

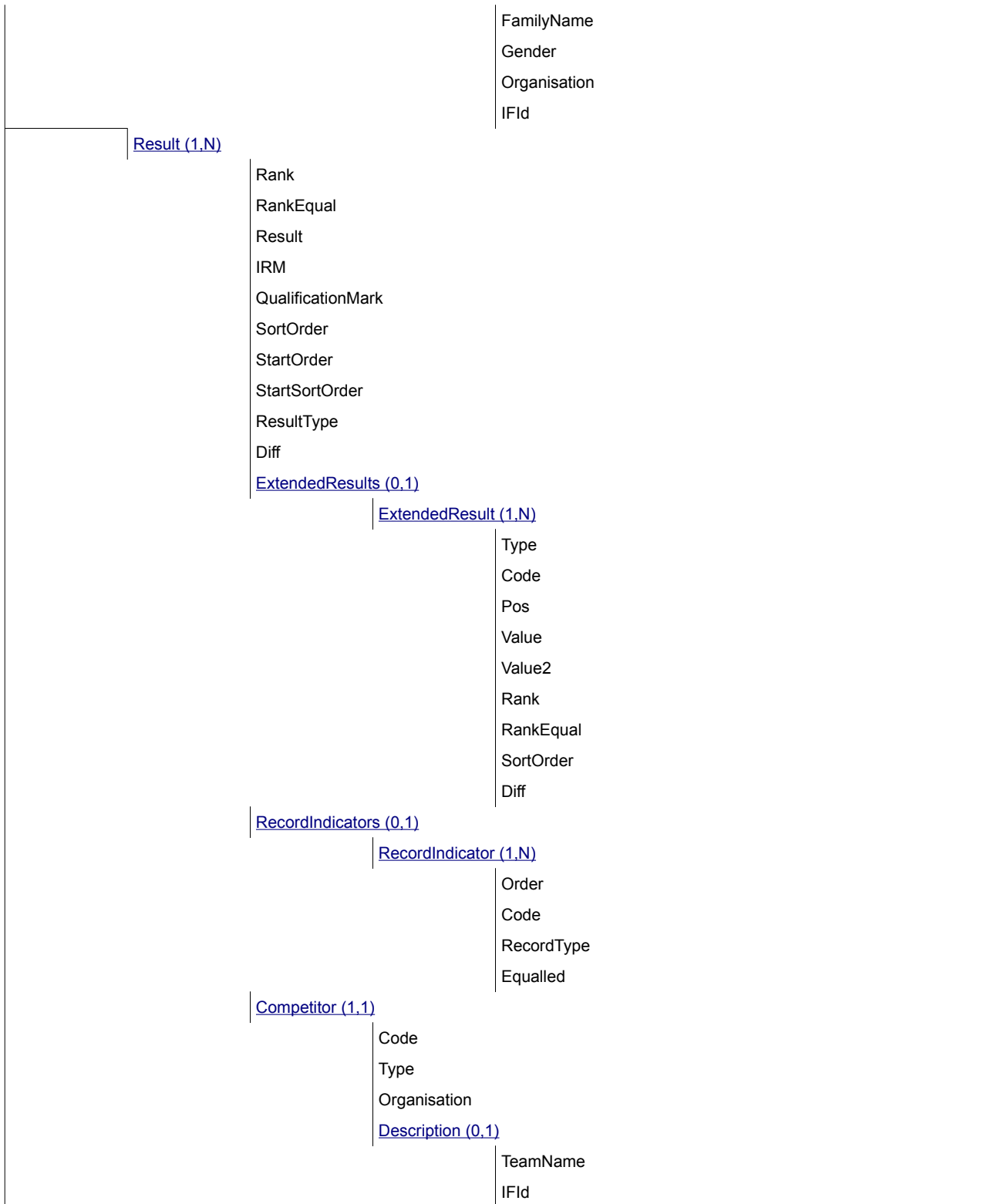


- After the race is finished
 - UNCONFIRMED: Until the last photofinish time is available
 - UNOFFICIAL: After the last photofinish time is available but results are not approved
 - OFFICIAL: Results are approved
- After any change

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		UnitDateTime (0.1)					
			StartDate				
		ExtendedInfo (0.N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0.1)					
			Venue				
			VenueName				
			Location				
			LocationName				
			Attendance				
	Officials (0.1)						
		Official (1.N)					
			Code				
			Function				
			Order				
			Description (1.1)				
				GivenName			





2.3.3.5 Message Values

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

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

Element ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	



UI	LEADER	S(2)	Pos Description: Send the identifier of the intermediate point (1, 2, ...F). Element Expected: When available for each intermediate.	
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID of the leading competitor at each intermediate.
DISPLAY	LAST_INTERMEDIATE	N/A	Element Expected: When LIVE after the first intermediate.	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the intermediate number most recently passed by the leader (1, 2...F)
DISPLAY	LEADER_SPEED	N/A	Element Expected: When available for each intermediate	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Leader speed in the last completed lap in km/h.
DISPLAY	LAPS_TO_GO	N/A	Element Expected: When available for each intermediate	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Remaining laps. Value updated once the leader completes a lap.

Sample (General)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendedInfo Type="UI" Code="LEADER" Pos="1" Value="123456" />
<ExtendedInfo Type="UI" Code="LEADER" Pos="2" Value="123456" />
<ExtendedInfo Type="DISPLAY" Code="LEADER_SPEED" Value="43.1" />
<ExtendedInfo Type="DISPLAY" Code="LAPS_TO_GO" Value="12" />
```

Element ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(15)	Race number

Element ExtendedInfos /VenueDescription (0,1)



Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location Description (not code) from Common Codes
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

Element Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of officials.

Element Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit
RankEqual	O	S(1)	Identifies if a rank has been equalled, send Y if applicable else not sent
Result	O	m:ss.fff or m:ss.ff	Result for the event unit. Send just in the case @ResultType is TIME May not be sent in the case of a referee decision to suppress time. The time is first sent with two decimals (transponder time) and later with three decimals from the photo.
IRM	O	SC @IRM	The invalid result mark, if assigned Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank



			ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric	The start order of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+ m:ss.fff or m:ss.ff	Send the time behind the leader in the unit. Send 0.000 for the winner (0.00 from transponder). Do not send minutes if zero or leading zero seconds. The time is first sent with two decimals (transponder time) and later with three decimals from the photo.

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: As each competitor passes the intermediate point.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or m:ss.fff	Time from the start of the race up to this split point. It is a cumulative time. Do not send minutes if zeros. Three decimals is only applicable for the last intermediate (F) The final time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Value2	O	ss.ff or ss.fff	Send the split time (from the previous intermediate point to current one). Not cumulative time. Don't send for the first split Three decimals is only applicable for the last split (F) The final split time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Rank	O	S(2)	Rank of the competitor for this specific ExtendedResult.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Index based on those who have passed the intermediate point. For tied athletes, follow sport rules.
	Diff	O	m:ss.ff or m:ss.fff	Send the time behind the leader at the corresponding intermediate point. Send 0.00 or 0.000 for the leader. Do not send minutes if zero or leading zero seconds. Three decimals is only applicable for the last split (F) The final diff is first sent with two decimals (transponder time) and later with three



				decimals from the photo.
PROGRESS		REMAINING	N/A	Element Expected: Always when LIVE
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of laps remaining for this athlete
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send the Photo Finish status: Y in case of Evaluated P in case of Pending else do not send If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7

Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:24.787" Diff="0.000" QualificationMark="Q" StartOrder="3" StartSortOrder="3" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.49" Value2="12.49" Diff="0.00" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="21.93" Value2="9.44" Diff="0.00" Rank="1" SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:24.787" Value2="9.167" Diff="0.000" Rank="1" SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2012264" Organisation="GER">>
    <Composition>
      <Athlete Code="2012264" Order="1" Bib="203" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
  ...
</Result>
```

Element Result /RecordIndicators /RecordIndicator (1,N)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	This will usually always be 1 unless there is both a WR and OR in which case WR=1 and OR=2.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR" or "OR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.



Element Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Helmet number. Should always be available

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

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	YC	N/A	Element Expected: When the athlete has already received a yellow card in one of the previous events he/she has already competed.



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Attribute	M/O	Value	Description
Value	M	S(1)	Yellow card received in one of the previous events indicator. "Y" if exists otherwise do not send

Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member extended result.

Type	Code	Pos	Description
PHASE	SC @ResultPhase	N/A	Element Expected: When available

Attribute	M/O	Value	Description
Value	M	S(1)	Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Phase Results

2.3.4.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

This message is only used in heats and semifinals (not finals).

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	All phases where there is more than one unit before the finals.
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results INTERMEDIATE (after each heat/semifinal except the last) UNOFFICIAL (if applicable after the last) OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

- Send after each unit in the phase (INTERMEDIATE). Do not send data for units which have not started.
 - Send as OFFICIAL when all units are complete.
- Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
---------	---------	---------	---------	---------	---------	---------



Competition (0.1)	
Gen	
Sport	
Codes	
ExtendedInfos (0.1)	
Progress (0.1)	
	LastUnit
SportDescription (0.1)	
	DisciplineName
	EventName
	SubEventName
	Gender
VenueDescription (0.1)	
	Venue
	VenueName
	Location
	LocationName
Result (1.N)	
	Rank
	RankEqual
	ResultType
	Result
	IRM
	QualificationMark
	SortOrder
ExtendedResults (0.1)	
ExtendedResult (1.N)	
	Type
	Code
	Pos
	Value
RecordIndicators (0.1)	
RecordIndicator (1.N)	
	Order
	Code
	RecordType
	Equalled
Competitor (1.1)	
	Code



Type																											
Organisation																											
Description (0.1)																											
Composition (0.1)	<table border="1"> <tr> <td>TeamName</td> <td></td> </tr> <tr> <td>IFld</td> <td></td> </tr> <tr> <td>Athlete (0.N)</td> <td> <table border="1"> <tr> <td>Code</td> <td></td> </tr> <tr> <td>Order</td> <td></td> </tr> <tr> <td>Bib</td> <td></td> </tr> <tr> <td>Description (1.1)</td> <td> <table border="1"> <tr> <td>GivenName</td> <td></td> </tr> <tr> <td>FamilyName</td> <td></td> </tr> <tr> <td>Gender</td> <td></td> </tr> <tr> <td>Organisation</td> <td></td> </tr> <tr> <td>BirthDate</td> <td></td> </tr> <tr> <td>IFld</td> <td></td> </tr> </table> </td> </tr> </table> </td> </tr> </table>	TeamName		IFld		Athlete (0.N)	<table border="1"> <tr> <td>Code</td> <td></td> </tr> <tr> <td>Order</td> <td></td> </tr> <tr> <td>Bib</td> <td></td> </tr> <tr> <td>Description (1.1)</td> <td> <table border="1"> <tr> <td>GivenName</td> <td></td> </tr> <tr> <td>FamilyName</td> <td></td> </tr> <tr> <td>Gender</td> <td></td> </tr> <tr> <td>Organisation</td> <td></td> </tr> <tr> <td>BirthDate</td> <td></td> </tr> <tr> <td>IFld</td> <td></td> </tr> </table> </td> </tr> </table>	Code		Order		Bib		Description (1.1)	<table border="1"> <tr> <td>GivenName</td> <td></td> </tr> <tr> <td>FamilyName</td> <td></td> </tr> <tr> <td>Gender</td> <td></td> </tr> <tr> <td>Organisation</td> <td></td> </tr> <tr> <td>BirthDate</td> <td></td> </tr> <tr> <td>IFld</td> <td></td> </tr> </table>	GivenName		FamilyName		Gender		Organisation		BirthDate		IFld	
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IFld																											
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GivenName																											
FamilyName																											
Gender																											
Organisation																											
BirthDate																											
IFld																											

2.3.4.5 Message Values

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

Element ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC @Unit	Full RSC of the most recent unit information included in the message

Element ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

Element ExtendedInfos /VenueDescription (0,1)			
---	--	--	--



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

Element Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the corresponding unit within the phase. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.fff	Result for the phase
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition.
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the phase, if they were to be presented. In principle the sort of unit followed by rank. To be clear, it is unit followed by rank in the unit.

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	UNIT_STARTORDER	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the starting order for the competitor in the unit.
ER	UNIT_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat number/letter
ER	RACE_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the race number.

Sample (General)



```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:21.483" QualificationMark="QA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="1" />
    <ExtendedResult Type="ER" Code="UNIT_STARTORDER" Value="3" />
    <ExtendedResult Type="ER" Code="RACE_NUM" Value="12" />
  </ExtendedResults>
  <Competitor Type=... >
    <Composition>
```

Element Result /RecordIndicators /RecordIndicator (1,N)

Phase result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n with WR being the highest.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). If more than one then send the highest level
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element Result /Competitor (1,1)

Competitor related to one phase result.

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

Element Result /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Send in the case that the competitor is a team.
IFId	O	S(16)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete's helmet number

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

Athletes extended information.



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

2.3.4.6 Message Sort

Sort by Result @SortOrder. SortOrder is determined by grouping <Result> elements by Event Unit - Heat - and then by Rank within the Heat.

2.3.5 Image

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

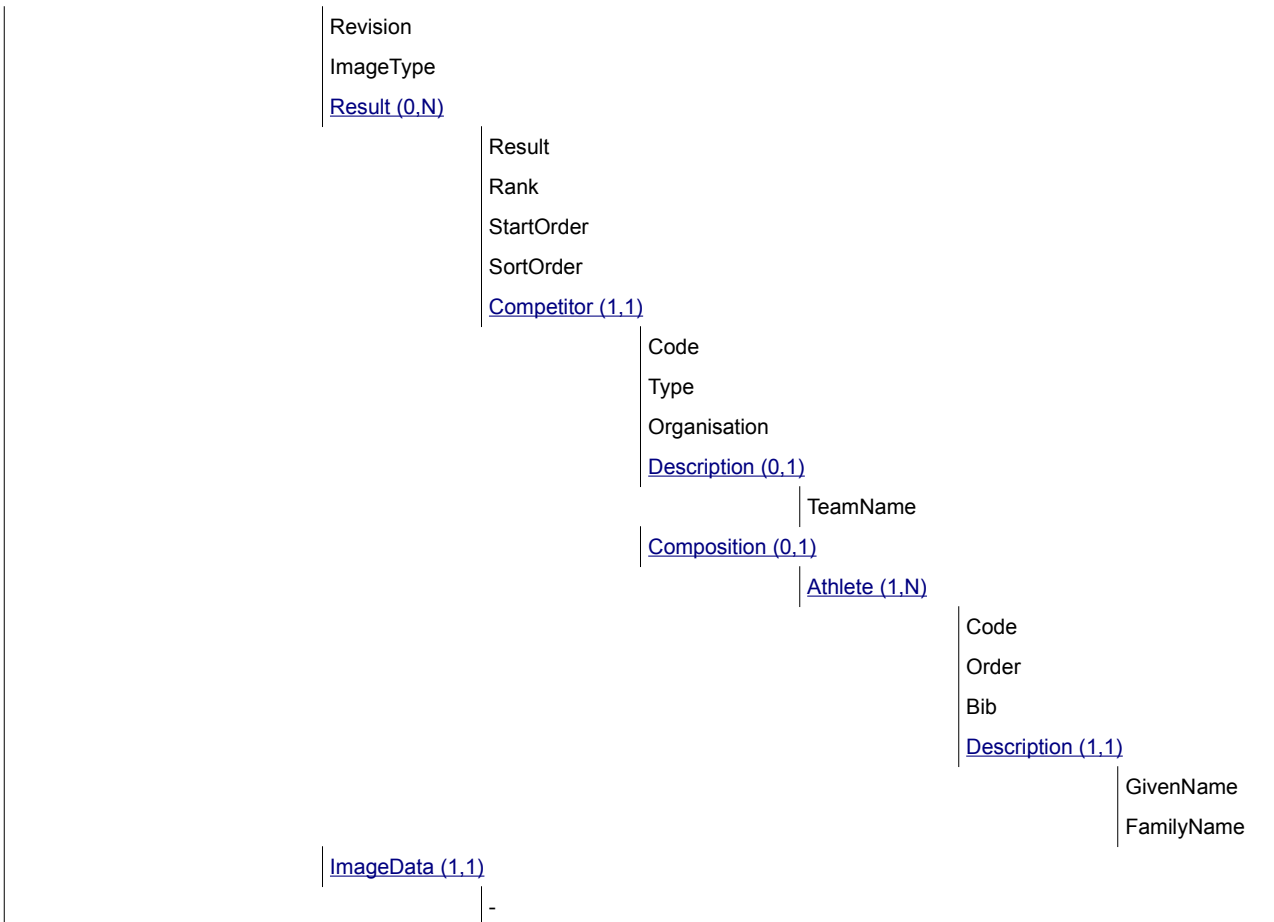
2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	Image (1.N)						
		Pos					
		Version					



2.3.5.5 Message Values

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

Element Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision



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

Element Competition /Image /Result (0,N)			
Attribute	M/O	Value	Description
Result	M	S(20)	Result of the competitor in the image. Formatted in the same way as associated DT_RESULT. Use IRM code if appropriate.
Rank	M	S(3)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete or T for team.
Organisation	M	CC @Organisation	Competitor's organisation

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

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

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)



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-STK-1.4 APP

```
<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/4AAQSkZJRgABAQEAAAAAAAA ETC ETC //2Q==</ImageData>  
</Image>
```

2.3.5.6 Message Sort

Sort by Competition /Image /Result /SortOrder within image.

2.3.6 Records

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

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

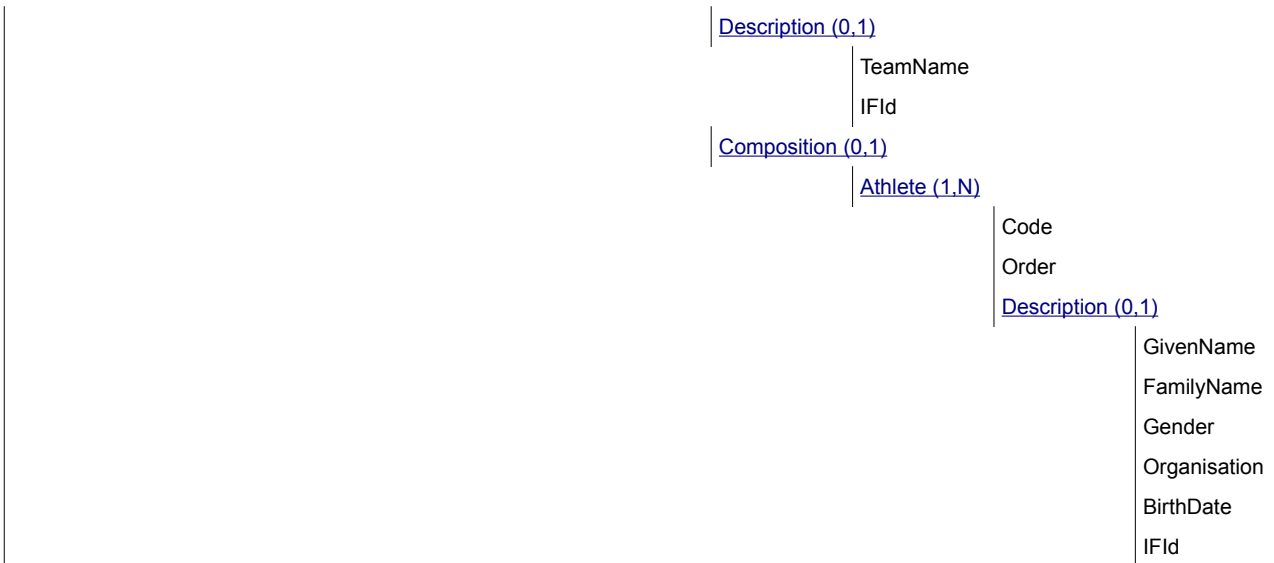
Send updates as soon as the result is OFFICIAL.



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
Competition (0.1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0.1)							
		SportDescription (0.1)						
			DisciplineName					
	Record (1.N)							
		Code						
		Description (1.1)						
			Name					
		RecordType (1.N)						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			RecordData (0.N)					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Unconfirmed				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				Competitor (0.1)				
					Code			
					Type			
					Organisation			



2.3.6.5 Message Values

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

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

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

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

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



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

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



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

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

Competitor to whom the record is assigned.

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

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

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

Competitors extended information.

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

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

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

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

Sample (Records)

```
<Record Code="STKM500M-----">
  <RecordType Order="1" RecordType="WR" Shared="N">
    <RecordData Order="1" ResultType="TIME" Result="40.770" Country="CAN" Place="Vancouver, BC" Date="2010-02-26"
    Competition="Olympic Games" Historical="Y" Current="Y" >
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
  <RecordType Order="2" RecordType="OR" Shared="N">
    <RecordData ...
```

2.3.6.6 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order

2.3.7 Event Final Ranking

2.3.7.1 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.

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).

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 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.

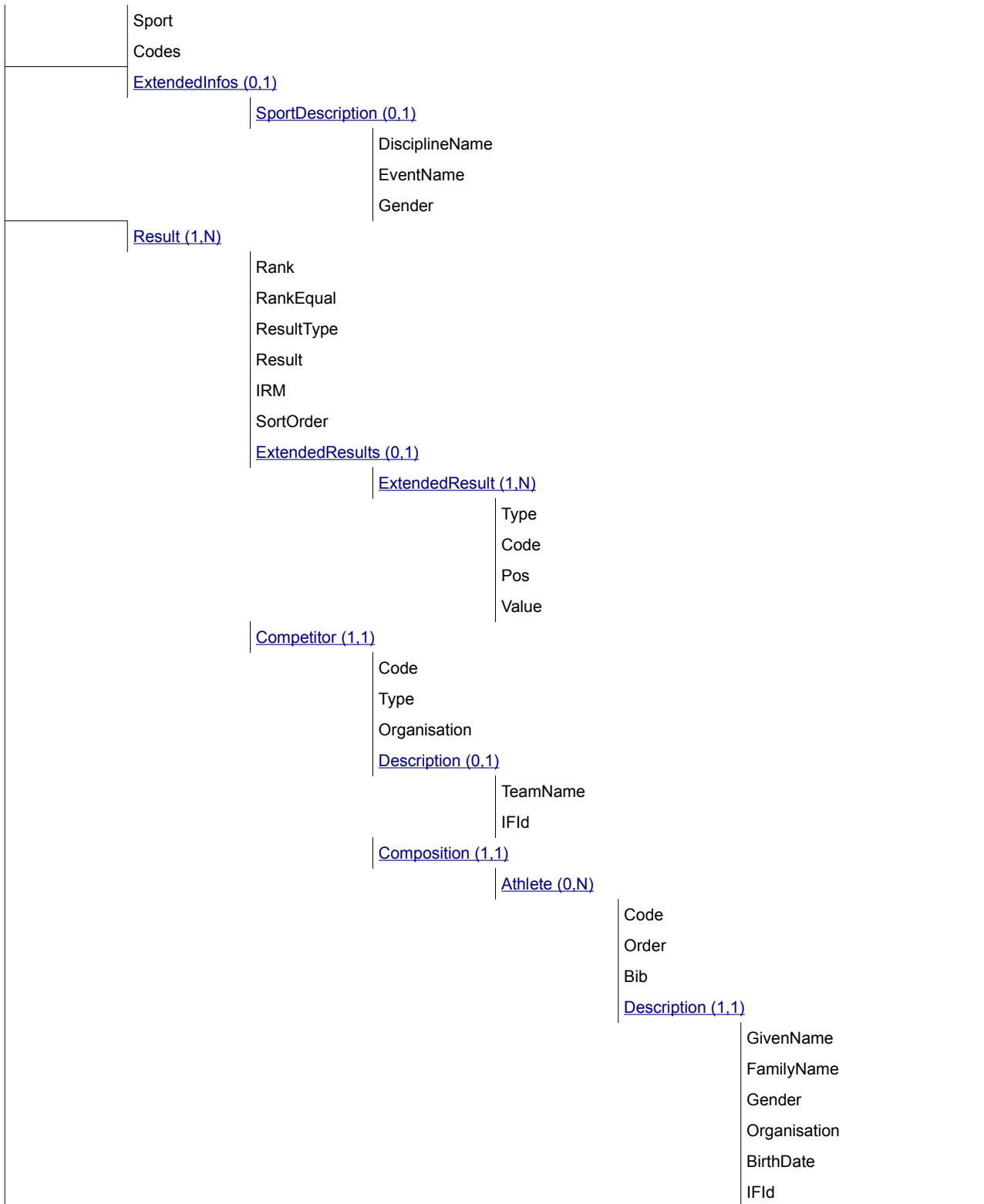
Usually only send after the competition with status OFFICIAL.

Trigger also after any change.

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
Competition (0.1)							
	Gen						





	ExtendedResults (0.1)	
		ExtendedResult (1.N)
		Type
		Code
		Pos
		Value

2.3.7.5 Message Values

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

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

Element Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.fff	Best time for the competitor regardless of phase. May be empty in the case of a referee decision to suppress time. Note that rank is not determined by best time.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element Result /ExtendedResults /ExtendedResult (1,N)			
---	--	--	--



Type	Code	Pos	Description
ER	RECORD	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	CC @RecordType Indicates if the result of the competitor is a record (highest only)
ER	ROUND	Numeric 0	Pos Description: Send the order of the rounds in which this competitor participated, with Final A last (highest value) if applicable. Each round has the same @Pos value for all participants. Element Expected: For each round where the competitor participated.
	Attribute	M/O	Value
	Value	M	SC @ResultPhase Code of the round
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If the competitor received an IRM in this round			
	Attribute	Value	Description
	Code	IRM	
	Pos	N/A	
	Value	SC @IRM	IRM of the competitor if applicable in this round.
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If available			
	Attribute	Value	Description
	Code	RANK	
	Pos	N/A	
	Value	S(2)	The rank of the competitor in their unit in this round
UNIT_LAST	PHASE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @ResultPhase Last Phase reached by the competitor FNLA and FNLB not applicable

Element Result /Competitor (1,1)

Competitor related to one final event result.

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

Element Result /Competitor /Description (0,1)



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

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete Bib

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

Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member's extended result.			
Type	Code	Pos	Description
PHASE	SC @ResultPhase	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.

Sample (Individual)



```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:14.480">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="2" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="QFNL" >
      <Extension Code="RANK" Value="3" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="SFNL" >
      <Extension Code="RANK" Value="3" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="FNL" />
  </ExtendedResults>
  <Competitor Type="A" Code="2012272" Organisation="GER" >
    <Composition>
      <Athlete Code="2012272" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
<Result SortOrder="36">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="2" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="QFNL" >
      <Extension Code="IRM" Value="PEN" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="QFNL" />
  </ExtendedResults>
  <Competitor Type="A" Code="2000137" Organisation="SWE" >
    <Composition>
      <Athlete Code="2000137" Order="1" >
        <Description GivenName="James" FamilyName="Smith" Gender="M" Organisation="SWE" BirthDate="1994-12-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>...
```

Sample (Team)



```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="6:42.100">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RECORD" Value="OR" />
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="1" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="FNLA" >
      <Extension Code="RANK" Value="1" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="FNL" />
  </ExtendedResults>
  <Competitor Type="T" Code="STKMTeam4---RUS01" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000940" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PHASE" Code="HEAT" Value="Y" />
          <ExtendedResult Type="PHASE" Code="FNL" Value="Y" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2000943" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-12-14" />
        <ExtendedResults>
          <ExtendedResult Type="PHASE" Code="HEAT" Value="N" />
          <ExtendedResult Type="PHASE" Code="FNL" Value="Y" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2000946" Order="3" >
        ...
      </Athlete>
      <Athlete Code="2000964" Order="4" >
        ...
      </Athlete>
      <Athlete Code="2000967" Order="5" >
        ...
    </Composition>
  </Competitor>
</Result>
```

2.3.7.6 Message Sort

Sort by Result @SortOrder



2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each event in separate message in short track.

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for each phase must be provided before the start list in short track.

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.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)				
	Gen			
	Sport			
	Codes			
	Configs (1.1)			



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

2.3.8.5 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 Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC (34) at phase level.

Element Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of laps remaining at this point.
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 is recorded including F.
QUALIFICATION	FROM_RANK	S(1)	Pos Description: Send A or B if this rule is applying for Final A or Final B. If a single final then do not send. Element Expected: When applicable	



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	S(1)	Pos Description: Send A or B if this rule is applying for Final A or Final B. If a single final then do not send. Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_BT	N/A	Element Expected: When some competitors qualify by time.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of athletes who will qualify by time.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable pre-finals
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Send the code for the qualification rule.

Sample (General)

```
<Configs>
<Config Unit="STKM1500M-----SFNL-----">
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="13" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="12" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="11" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="10" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="9" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="7" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="6" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="4" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="3" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="12" Value="2" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="1" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="0" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="14" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ITOP2ANDB" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="A" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="A" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="B" Value="3" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="B" Value="4" />
</Config>
```

2.3.8.6 Message Sort

There is no general message sorting rule.



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2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

The message is sent

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)	Gen			
	Sport			
	Codes			
	Weather (1.1)	Date		
		Conditions (1.N)		
				Code



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

2.3.9.5 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 Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

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

Element Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	S(3)	Weather condition type, send ICE only
Value	M	CC @SnowConditions	Use CC @SnowConditions for ICE

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



		###0	
--	--	------	--

Element Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	S(3)	Temperature type, send AIR, ICE
Unit	M	SC @TemperatureUnit	Temperature unit
Value	M	Numeric ##0.0 or ##0.0	Temperature of the @Code. Negative is applicable

Sample (Weather)

```
<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>
```

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



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3 Document Control

Version history		
Version	Date	Comments
V1.0	20 Sep 2019	First version
V1.1	9 Apr 2020	Updated after PT0
V1.2	5 Jun 2020	Updated with PT feedback
V1.3	4 Aug 2020	Updated
V1.4	14 Aug 2020	Changed to APP

File Reference: WOG-2022-STK-1.4 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version DT_PARTIC: Manage world rank in generic event at ENTRY/WLD_RANK
V1.1	SFA	Add central messages to applicable messages. Add DT_PRESENTER to applicable messages. DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update Expected at PROGRESS/INTERMEDIATE @: Result /ExtendedResults /ExtendedResult DT_RESULT: Update SortOrder at PROGRESS/INTERMEDIATE @: Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value of Result/Result DT_PHASE_RESULT: Change Result/ResultType to Mandatory DT_PHASE_RESULT: Change Result /Competitor /Description /TeamName to Mandatory DT_PHASE_RESULT: Update Value of Result/Result DT_IMAGE: Update Competition /Image /Result /Rank to S(3) DT_RANKING: Remove ExtendedInfos /VenueDescription DT_RANKING: Update ER/ROUND/RANK @Result /ExtendedResults /ExtendedResult DT_RANKING: Update UNIT/PHASE @Result /ExtendedResults /ExtendedResult DT_RANKING: Remove UNIT_LAST/RANK and UNIT_LAST/IRM @Result /ExtendedResults /ExtendedResult DT_RANKING: Update Result/Result DT_RECORD: Update Value of Record /RecordType /RecordData /Result DT_CONFIG: Clarify the message is by event Update errors where Value is incorrectly optional (at least one attribute should be mandatory) Editorial improvements
V1.2	SFA	DT_RESULT: Update Value at PROGRESS/INTERMEDIATE Result /ExtendedResults /ExtendedResult DT_RESULT: Change the value at Result/Diff to 0.000 for winner DT_RESULT: Update Value2 at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to three decimals for last split. DT_RESULT: Update Diff at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to three decimals for last Diff. DT_RESULT: Corrected errors in sample DT_IMAGE: Generic Mandatory/Optional updates DT_RANKING: Corrected errors in samples
V1.3	SFA	DT_RESULT: Correct typo at Result/ResultType Add section 2.1
V1.4	APP	Changed to APP