Olympic Data Feed

Cross Country Skiing
ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Cross Country Skiing 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 Cross Country Skiing 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 Cross Country Skiing Overview

MESSAGES IN EACH EVENT
* All events/races except sprint/team sprint
These events are contested over a single unit. There will be a DT_RESULT for each race including all information.

* Sprint
Sprint consists of a qualification phase of a single race with all results information included in DT_RESULT. For the finals phases there is a DT_RESULT per unit (race) with a DT_CURRENT message providing live information related to lucky losers.

* Team Sprint
Team Sprint will have a DT_RESULT message for each unit (race) including all information.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include all competition units/races at unit level (Y) except for sprint quarterfinals and semifinals and team sprint semifinals.
For sprint quarterfinals and semifinals and team sprint semifinals DT_SCHEDULE/DT_SCHEDULE_UPDATE will include both unit (S) and phase level (Y) information.

PARALYMPIC GAMES
There are no changes for the Paralympic competition except where noted below:
* For Para Cross Country only Interval Start, Individual Sprint and Team Relay events will take place.
* Except the elements listed below, all times and ranks in the message are calculated ones.
* Guide attributes are used where appropriate
* The DT_IMAGE message is not applicable
* The DT_CURRENT message is not applicable

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_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 (start list, event unit results, 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 can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of 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	CC @Discipline	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. 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	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			

PlaceofBirth
CountryofBirth
PlaceofResidence
CountryofResidence
Nationality
MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Event
Bib
Class
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 (Competititon)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-CCS-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	Participant's ID. It identifies an athlete or an official and the holding participant's

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

			beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
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: 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	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

Element: 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.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event In the Olympic Games the athletes are initially only assigned to a single generic event at discipline level. This generic event should be removed on an athlete by athlete basis as soon as the athlete is inscribed in a competition event.
Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		PERCENTAGE	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Athlete percentage
ENTRY		GUIDE	Numeric 0	Pos Description: Send 1 to n for each guide. Only send 1 if only one guide Element Expected: If applicable in the Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID of the guide
ENTRY		RANK_PTS	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0.00	WPNS Points
ENTRY		RANK_WLD	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	WPNS Rank

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 competition.

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

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

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	CC @Discipline	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. 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	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
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
				Bib

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
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 use 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)

In the case of current teams the number of athletes is 2 or more.

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

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	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

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	CC @Event	Full RSC of the Event
Bib	O	S(5)	Team bib number to be sent in all the team event units (team sprint, relay)

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	CC @Unit	Full RSC of the unit, one message per race.
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	CC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live, only for exceptional circumstances) 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:

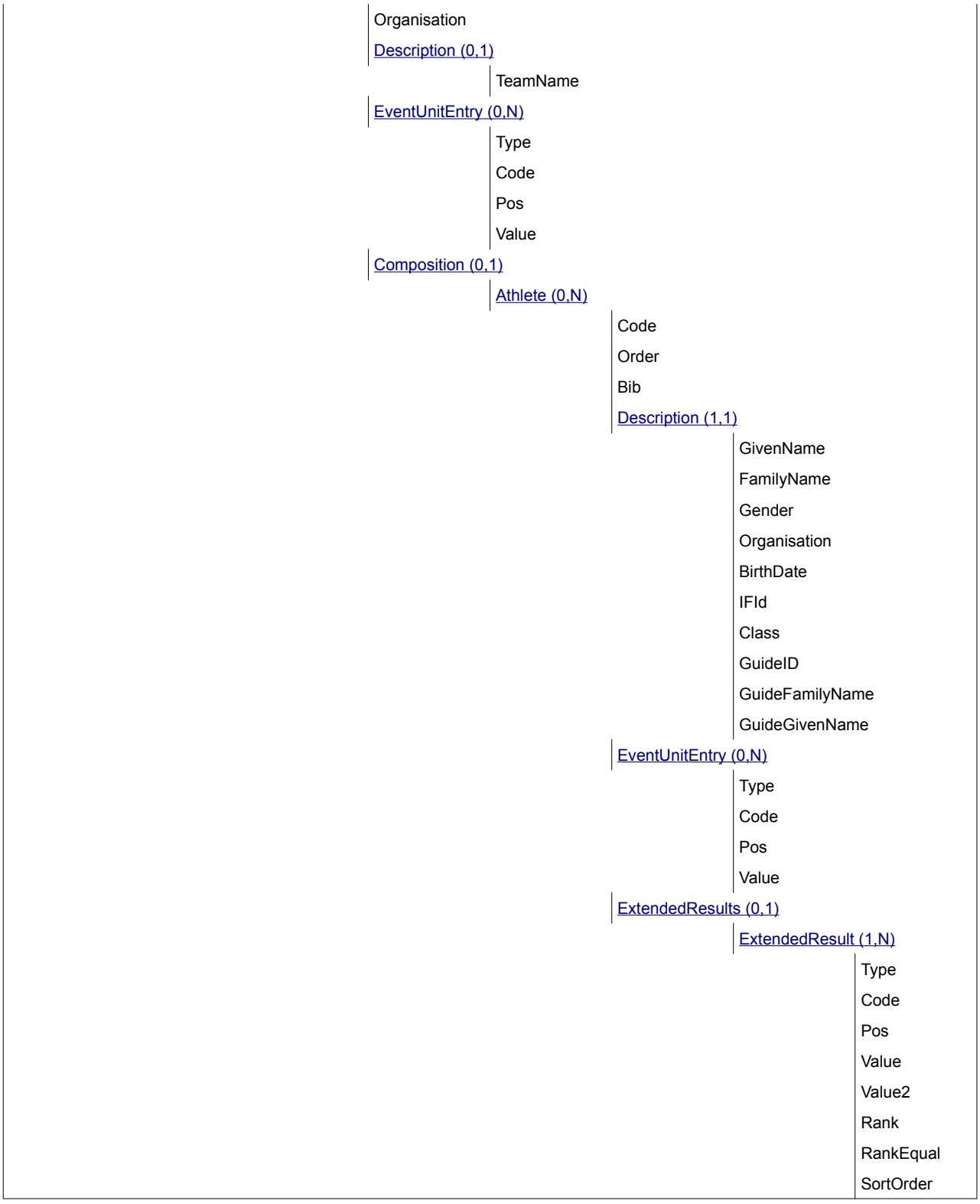
* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
* For Individual Events with individual start time send with status LIVE shortly before the first athlete starts to mark the first athlete as NEXT
* Individual and Team Sprint Events: After the last heat of a phase (Quarterfinal, Semi-final) of sprint and team sprint the UNOFFICIAL results of each heat of the phase is resend. Only at that time the QualificationMark attributes for Lucky Losers are included.
* Individual Sprint Events: Quarterfinals: Heat selection process: As soon as an athlete select a Heat (START_LIST)
* When the unit starts and after every update (intermediates etc.) (LIVE)
* After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable. In detail:
 - UNCONFIRMED: after the last competitor has crossed the finish line and until the unofficial results are distributed
 - UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issues
 - OFFICIAL: if no protest has been logged during the protest period, and after all protests have been resolved
 - PROTESTED: if a protest has been logged during the protest period, until its resolution
 - 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				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				

- LocationName
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - Pty
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Rank
      - RankEqual
      - SortOrder
      - Diff
      - Move
      - Arrive
  - Competitor (1,1)
    - Code
    - Type
    - Bib


Organisation
Description (0,1)
TeamName
EventUnitEntry (0,N)
Type
Code
Pos
Value
Composition (0,1)
Athlete (0,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
GuideID
GuideFamilyName
GuideGivenName
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
Rank
RankEqual
SortOrder

	Diff Move

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)			
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
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always where status is not START_LIST and at least one competitor has completed the unit without IRM.**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs).	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after the first competitor passed the @Pos Intermediate point in individual events**			
	Attribute	**Value**	**Description**	
	Code	PASSED		
	Pos	S(2)	Intermediate point in the unit (1, 2...F).	
	Value	Numeric ##0	Send the number of competitors who have passed this intermediate point IRMs should also be included in the number. At the end this number will equal STARTERS.	
UI		LAST_QUAL	N/A	Element Expected: Only for Individual Sprint Qualification
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading	Send the last qualifying place competitor ID.

			zeroes	(effectively the athlete to beat) In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.
DISPLAY		INT_x (x = overall Intermediate Point, not LEG)	Numeric 0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2). Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes.	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F) to enable highlighting of recent changes.
LEADER		CURRENT	S(2)	Pos Description: Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. The value should be according to the Pos defined in the INTERMEDIATES of the DT_CONFIG message. For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected: All events with intermediate points.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes.	Send the competitor ID of the first competitor to reach the intermediate point (including F).
DISPLAY		NEXT	N/A	Element Expected: In interval start events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY		STARTED	N/A	Element Expected: In intervals and pursuit starts only. Send only once for each competitor.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.
DISPLAY		CURR_LEG	N/A	Element Expected: Team Sprint and Relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
    <Extension Code="COMPLETE" Value="9" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
```

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

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

Venue Names in Text.

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

Element: Competition /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	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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	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	S(3)	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	h:mm:ss.f or m:ss.ff (for sprint events) or String	Time or results mark Do not send hours if not applicable. LAP and RAL are Result Marks (RMs), not IRMs. LAP and RAL competitors receive a Rank. LAP or RAL value may be sent when @ResultType is TIME.
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified. (Sprint and Team Sprint)
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 ##0	Start order.
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.f or +m:ss.ff	Time behind the leader. Send 0.0 or 0.00 for the leader depending on the event. Do not include if there is a pending photo.
Pty	O	S(2)	Time penalty sanction received in seconds as an effect of a false start by the competitor.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		STATUS	N/A	Element Expected: In interval start units.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @CompetitorStatus	Race status for the competitor
ER		PREDICT	N/A	Element Expected: In interval start units before the ResultStatus is UNOFFICIAL and only where the quality is acceptable for display Not applicable in Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Predicted rank for the competitor
ER		CURRENT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Intermediate point where the competitor has most recently passed

				If the competitor has an IRM: 1. In case the DNS or the competitor has an IRM before crossing the first intermediate point: send 0. 2. In other cases, send the Intermediate point that was crossed most recently. (Starting by 1. Start point (0) not considered if competitor athlete does not receive an IRM)
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f or m:ss.ff at sprint finish	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or +m:ss.ff or 0.0	Send the time behind the leader at the intermediate (not race leader). Do not send hours or minutes if zero.
	Move	O	Numeric [+/-]#0	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position
	Arrive	O	Numeric #0	Arrival order at the intermediate point
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)	
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F). A section is between two intermediate points. For example 1 is from the start to intermediate 1. Element Expected: When data is available for individual events except sprint.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Section time at the intermediate point in the current race. Do not send hours or minutes if zero.

	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for the section (not race leader). Do not send minutes if zero.
PROGRESS		STYLE	SC @Style	Pos Description: Style or PitStop. Send C, F, or PS for Classical, Free or PitStop. Element Expected: Only for Skiathlon
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Result time of the style/stop. Do not send hours or minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor in the style/stop.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit in the style. Do not send hours or minutes if zero.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Evaluated, P for Pending, otherwise do not send If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...
ER		POT_DSQ	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number if disqualified.
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	M	String	Send rule description if disqualified.
ER		SANCTION	Numeric 0	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction. Element Expected: When there is a description available for a jury decision.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Text to describe a jury decision. Some examples are 'Written reprimand - Technical violation' 'Yellow card - False start' 'Ranked as last - Obstruction'
ER		TIME_PENALTY	N/A	Element Expected: Interval start Events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Time penalty sanction received in seconds
ER		REAL_TIME	N/A	Element Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f or m:ss.ff	Real time for single athletes. Do not send hours if not applicable. (other times are the adjusted time)
ER		DELTA	N/A	Element Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+m:ss.f or +m:ss.ff	Delta for single athlete Do not send for winner Delta is the time (in real time) the skier would have to ski faster in order to tie the winners result (in adjusted time).

Sample (Cross Country)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" /
>
  ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1"
/>
  ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
 ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="C" Value="36:04.9" Diff="+5.7" Rank="13" SortOrder="13" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="PS" Value="30.9" Diff="+2.1" Rank="15" RankEqual="Y"
SortOrder="16" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="F" Value="31:39.6" Diff="+2.9" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /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)	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)

For team events only

Type	Code	Pos	Description
EUE	FIS_PTS	N/A	Element Expected: Team sprint

	Attribute	M/O	Value	Description

	Value	M	Numeric ###0.00	Team FIS points.
EUE		START_GROUP	N/A	Element Expected: In relay and team sprint
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Start row.

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	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

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	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
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**			
Type	**Code**	**Pos**	**Description**
EUE	FIS_PTS	S(1)	Pos Description: In case of Team Sprint only send D for distance points or S for sprint points. Element Expected: Send if FIS points (or 'seeded') in the case of

				interval start, sprint, mass start and Skiathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0.00	FIS points.
EUE		START_GROUP	N/A	Element Expected: Individual mass start and skiathlon
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Start lane, row or group.
EUE		START_TIME	N/A	Element Expected: Races with interval start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Start time.
EUE		LEG_BIB	N/A	Element Expected: All team events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Leg number of the Team member. For Team Sprint provide number of the first leg (1 or 2). For Relay should be 1,2,3,4.
EUE		COLOUR	N/A	Element Expected: All team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @BibColour	Bib colour ('b', 'g', 'r' or 'y').
EUE		TECHNIQUE	N/A	Element Expected: Relay
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Technique	Skiing Technique ('C' or 'F').
EUE		YC	N/A	Element Expected: If data exists.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	'Y' if the athlete has a yellow card from a previous race, otherwise do not send.
EUE		HCP_TIME	N/A	Element Expected: Paralympic Sprint
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Handicap time or start behind time.
EUE		PERCENTAGE	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Athlete percentage

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

Team member extended result.

Type		Code	Pos	Description
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). This is the overall intermediate, not per leg. Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Value2	O	m:ss.f	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' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or +m:ss.ff or 0.0 or 0.00	Time/Points etc behind leader at this point.
	Move	O	Numeric [+/-]#0	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable. A maximum of one athlete per team has the flag at one time.			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the athlete).	
PROGRESS		LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (1-4 in relay) or rounds (1-6 in team sprint). Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f or m:ss.ff	Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative.
	Rank	O	S(2)	Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint) considering equals and IRMs.

	Diff	O	+m:ss.f or +m:ss.ff or 0.0	Send the time behind the leader in the unit at the split.
ER		SANCTION	Numeric 0	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction. Element Expected: When there is a description available for a jury decision.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Text to describe a jury decision. Some examples are 'Written reprimand - Technical violation' 'Yellow card - False start' 'Ranked as last - Obstruction'

Sample (Relay)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
…
  <Competitor Code="CCSW4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <Composition>
      <Athlete Bib="2-2" Code="2019490" Order="2">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="5" Value="18:21.3" Value2="4:23.3" Diff="+1.3"
Rank="5" SortOrder="5" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="20:44.1" Value2="6:26.8" Diff="+1.3"
Rank="7" SortOrder="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="7" Value="25:18.4" Value2="11:29.6" Diff="+0.4"
Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="8" Value="28:21.6" Value2="14:29.8" Diff="+4.3"
Rank="3" SortOrder="3" />
...
          <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="2" Value="14:29.8" Diff="+4.3" Rank="3"
SortOrder="3" />
        </ExtendedResults>
      </Athlete>
```

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 in a competition which is live.
The message is used to send the latest applicable information.

The message is only used in sprint events (individual and team) to provide live lucky loser information.

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	CC @Phase	For sprint events only, DocumentCode is full RSC at phase level Not applicable in qualification.
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	SC @Source	Code indicating the system which generated the message.

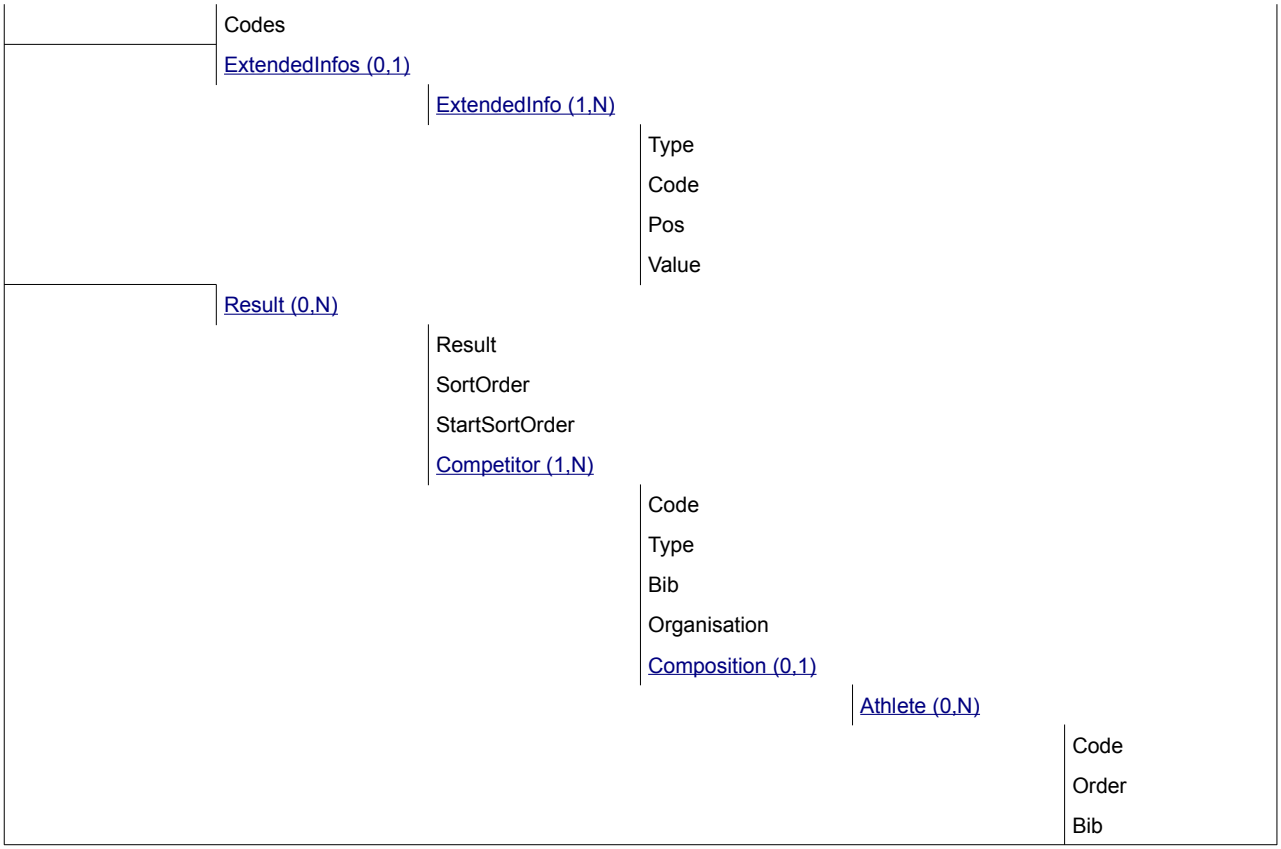
2.3.4.3 Trigger and Frequency

Sprint Events, Elimination phases.
* Send before the beginning of each Heat except for first Heat in the Phase with current lucky losers' data.
* Send at the end of each Heat including all current lucky losers' data.
* Send after the final Heat in a phase empty (without competition element) as current lucky losers' data is not applicable.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				



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**
UI		LL_TIME_TO_BEAT	N/A	Element Expected: Individual and Team Sprint Events, elimination phases except first Heat of the Phase.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Last lucky loser time to beat before the start of the Heat.

Element: Competition /Result (0,N)

Attribute	M/O	Value	Description
Result	O	m:ss.fff	Time for the competitor in the Heat.
SortOrder	M	Numeric #0	Sort order of the current lucky losers. Use '1' for the faster lucky loser, '2' for the second faster lucky loser, etc.
StartSortOrder	M	Numeric #0	Same value as SortOrder

Element: Competition /Result /Competitor (1,N)			
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
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	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	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 Numeric for individuals. ##0-0 for team members.

2.3.4.6 Message Sort

Use @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	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
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	CC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		
						Code	
						Order	
						Bib	
						Description (1,1)	
							GivenName
							FamilyName
		ImageData (1,1)					
			-				

2.3.5.5 Message Values

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

Element: Competition /Image (1,N) Always only one image per message			
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) 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
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	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 (Photofinish)

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

2.3.5.6 Message Sort

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

2.3.6 Brackets

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, only update with different results statuses (of DT_RESULT) if there are changes affecting the brackets.

During the athlete selection of heats the message is sent as START_LIST (at the start and during selection).

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

- Send with ResultStatus = 'START_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' after each unit 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)

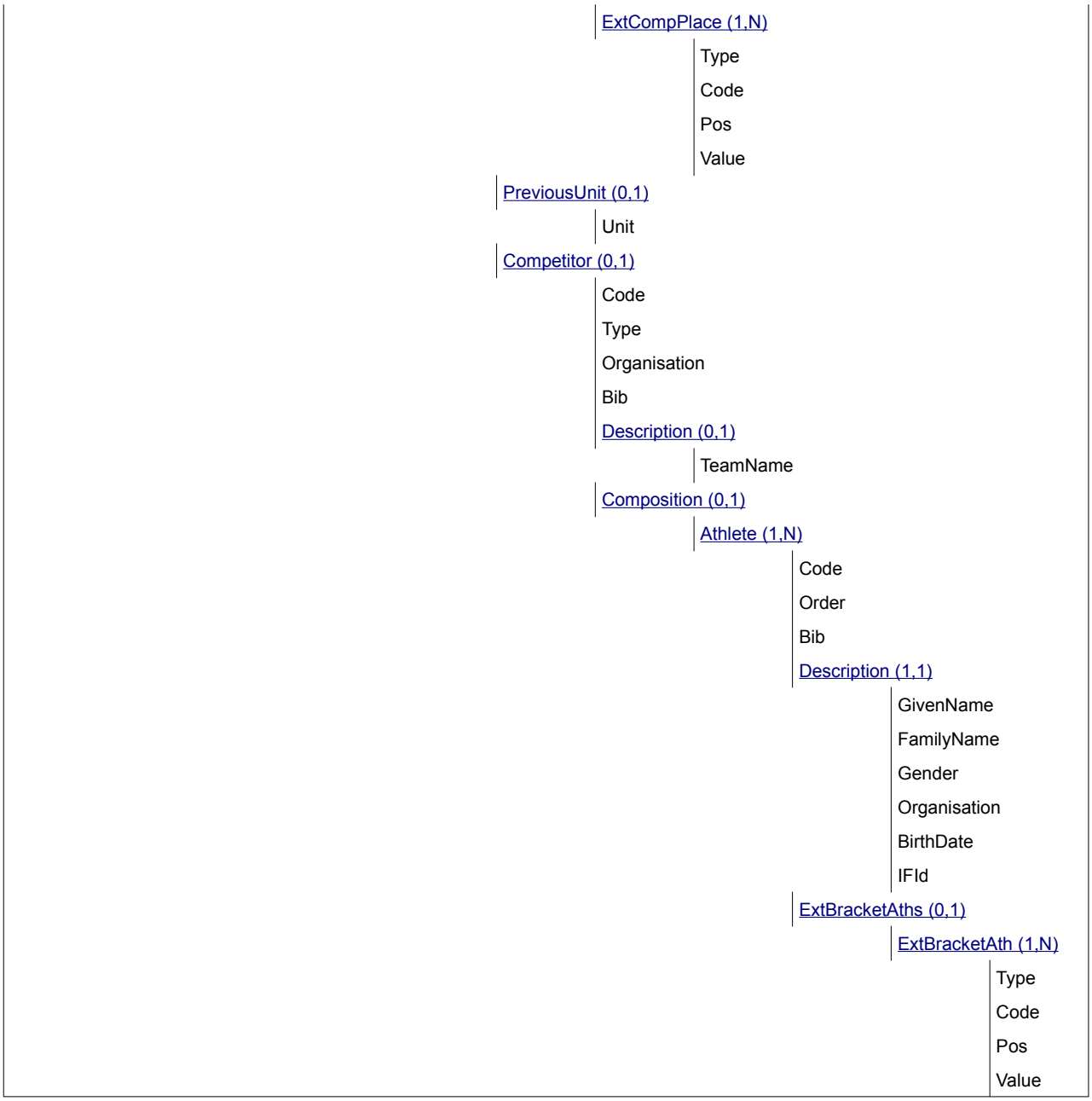
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal unit) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal unit) has Official status.

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	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Position						
				Date						
				Time						
				Unit						
				Result						
				CompetitorPlace (1,N)						
					Pos					
					Rank					
					Result					
					Diff					
					IRM					
					QualificationMark					
					StrikeOut					
					ExtCompPlaces (0,1)					



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

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	Heat number in the phase.
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1.
Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of BracketItem (example: YYYY-MM-DD). Must include if the data is available.
Time	O	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	m:ss.ff	Time of the winning competitor.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N) - If the competitors are known, this element is used to place the competitors in the 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 ...). Before the unit it is by position number, after the unit rank by place in the unit.
Rank	O	Numeric #0	Competitor Rank
Result	O	m:ss.ff	Result of the competitor
Diff	O	0.00	Time behind

		or m:ss.ff	Do not send minutes if zero and no leading zeros.
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	SC @QualificationMark	Send qualification mark, Q or 'LL'.
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		**Code**	**Pos**	**Description**
ECP		PHOTO	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Evaluated, P for Pending, otherwise do not send.
ECP		YC	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this competitor has received a yellow card prior to this unit, remove when results received

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	M	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.

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)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitors' organisation.
Bib	O	S(5)	Team Bib in Team Sprint

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's ID
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".After each run it will be the order in which the athletes participated (run order).
Bib	M	S(5)	Athlete Bib

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	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: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)				
Type		**Code**	**Pos**	**Description**
EBA		YC	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete has received a yellow card prior to this unit, remove when results received

Sample (Sprint)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="1" Order="1" Position="1" Date="2018-02-16" Time="18:16" Unit="CCSMSPRINT----------SFNL0001----"
Result="2:45.64" >
      <CompetitorPlace Pos="1" Rank="1" QualificationMark="Q" Diff="0.0" >
        <PreviousUnit Unit="CCSMSPRINT----------QFNL0001----" />
        <Competitor Code="2018975" Type="A" Organisation="NED">
          <Composition>
            <Athlete Code="2018975" Bib="7" Order="1" >
              <Description GivenName="Jay" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Rank="2" QualificationMark="Q" Diff="+0.74">
        <PreviousUnit Unit="CCSMSPRINT----------QFNL0001----" />
        <Competitor Code="2024602" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2024602" Bib="9" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-11-14" />
```

2.3.6.6 Message Sort

1- Bracket @Code .
2- BracketItems /BracketItem /Unit
3- BracketItem /Unit are sorted according to their scheduled start time.

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

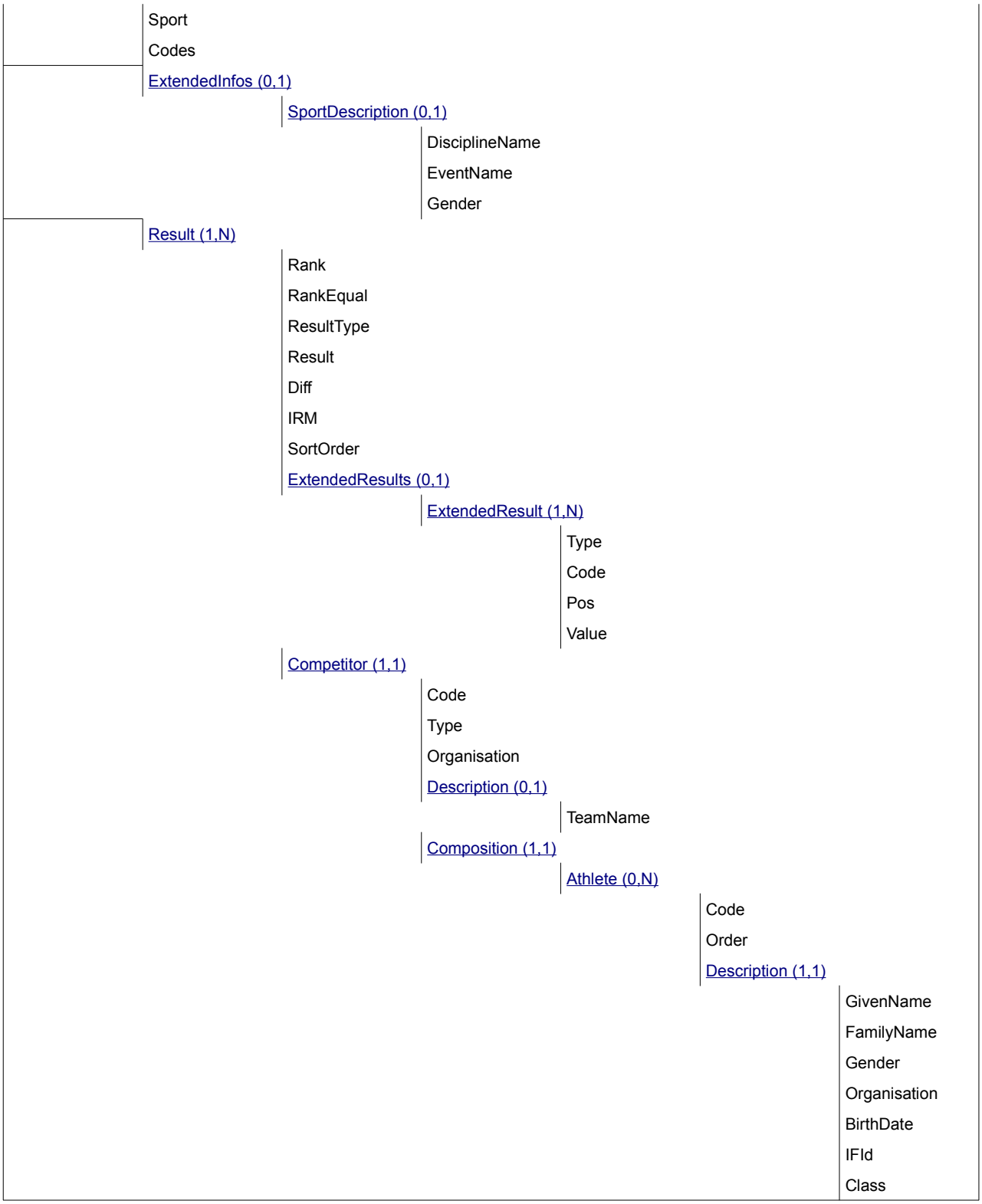
2.3.7.3 Trigger and Frequency

The message is expected at the end of the event (OFFICIAL), except in team and individual sprint where it is also triggered after each phase (PARTIAL) including only those competitors with a final ranking.
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
Competition (0,1)						
	Gen					


Sport
Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
Result (1,N)
Rank
RankEqual
ResultType
Result
Diff
IRM
SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (1,1)
Athlete (0,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class

	GuideID GuideFamilyName GuideGivenName

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
EventName	M	S(40)	Event ENG Description (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: 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	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	m:ss.ff or h:mm:ss.f	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
Diff	O	+m:ss.f +m:ss.ff or 0.0	Time behind the leader when available in relay/team and individual events
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the 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**

ER		LAST_PHASE	N/A	Element Expected: In individual and team sprint events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @ResultPhase	Last phase reached by the competitor.

Element: Competition /Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	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.
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 /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Sample (Team)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="LAST_PHASE" Value="F" />
  </ExtendedResults>
  <Competitor Code="CCSM4X10KM-RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
    </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.

Ideally the configuration should be provided before competition.

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	CC @Phase CC @Unit	Full RSC. Send one message per unit with the unit level DocumentCode for single unit events. Send one message per phase with the phase level DocumentCode for multiple unit events (in the Olympics that is team and individual sprint).
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	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 results message.

Trigger also any change, but considering that, if possible, the configuration for one particular event, phase or event unit 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.

2.3.8.4 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: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit CC @Phase	Full RSC [S(34)] of the unit in single unit events. Full RSC [S(34)] of the phase for phases with multiple units

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
FIS		CODEX	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	FIS Codex.
COURSE		NAME	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Name of the course in ENG.
COURSE		ALTITUDE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Send the altitude of the stadium (start/finish)

			###0	in metres.
COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the total difference in height from the low point to the highest point in metres.
COURSE		LENGTH	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the total length of the course in metres.
COURSE		LAP	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send the lap length in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps for each athlete.	
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Course Total Climb in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	

	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course Maximum Climb in metres.	
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. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0#	Distance from the start in km for the intermediate.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Team events only.			
	Attribute	**Value**	**Description**	
	Code	LEG		
	Pos	Numeric 0	Send the leg number of the team.	
	Value	S(2)	Send the INTERMEDIATE within the leg 1...F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2. This makes the relationship between overall intermediates and legs	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Skiathlon only.			
	Attribute	**Value**	**Description**	
	Code	PIT_STOP		
	Pos	N/A		
	Value	S(1)	Send 'Y' for the intermediate point at the exit Pit Stop, else do not send.	
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.
EC		LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Team sprint and relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0#	Distance from the start of the race in km to the end of the leg.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Team sprint and relay events.			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.	

	Value	Numeric #0.0#	Distance from the start of the leg in km for the intermediate.	
EC		LEGS_NUM	N/A	Element Expected: Team sprint and relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
QUALIFICATION (by phase)		FROM_RANK	N/A	Element Expected: When applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION (by phase)		TO_RANK	N/A	Element Expected: When applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION (by phase)		QUAL_BT	N/A	Element Expected: When some competitors qualify by time.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Number of competitors to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers).
QUALIFICATION (by phase)		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 (Skiathlon)

```
<Configs>
  <Config Unit="CCSWSKIATHLN----------FNL-0001----">
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
      <ExtendedConfigItem Code="NUM" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="9" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="7.4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="9.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="11.25" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="13.3" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="15.0" />
  </Config>
```

Sample (Sprint Qualification)

```
<Config Unit="CCSMSPRINT------------QUAL000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="Olympic 1.5km" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="50" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="32" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="1480" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1480">
    <ExtendedConfigItem Code="NUM" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="50">
    <ExtendedConfigItem Code="MAX" Value="14" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.7" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1.5" />
</Config>
```

Sample (Sprint Finals)

```
<Config Unit="CCSMSPRINT----------QFNL--------">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="Olympic 1.5km" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="50" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="32" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="1480" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1480">
    <ExtendedConfigItem Code="NUM" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="50">
    <ExtendedConfigItem Code="MAX" Value="14" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1.5" />
</Config>
```

Sample (Relay)

```
<Config Unit="CCSM4X10KM----------FNL-000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="2160" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.3km Blue" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="3229" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="41" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3229">
    <ExtendedConfigItem Code="NUM" Value="3" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="126">
    <ExtendedConfigItem Code="MAX" Value="35" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.3km Blue" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="2" Value="3229" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="41" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3229">
    <ExtendedConfigItem Code="NUM" Value="3" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="126">
    <ExtendedConfigItem Code="MAX" Value="35" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="758" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="24" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.67">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.3">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="2" />
  </ExtendedConfig>
…
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="23" Value="38.27">
    <ExtendedConfigItem Code="LEG" Pos="4" Value="5" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="40.0">
    <ExtendedConfigItem Code="LEG" Pos="4" Value="F" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEGS_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="10.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.67" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="3.3" />
…
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="8.27" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="10.0" />
  </ExtendedConfig>
…
  <ExtendedConfig Type="EC" Code="LEG" Pos="4" Value="40.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.67" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="3.3" />
…
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="8.27" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="10.0" />
  </ExtendedConfig>
</Config>
```

Sample (Team Sprint)

```
<Config Unit="CCSWTEAMSP2----------SFNL--------">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="2161" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="1.25km sprint" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="7056" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="27" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1176">
    <ExtendedConfigItem Code="NUM" Value="6" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="43">
    <ExtendedConfigItem Code="MAX" Value="25" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="758" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.75">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="1.25">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="F" />
  </ExtendedConfig>
…
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="3.25">
    <ExtendedConfigItem Code="LEG" Pos="3" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="3.75">
    <ExtendedConfigItem Code="LEG" Pos="3" Value="F" />
  </ExtendedConfig>
...
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="12" Value="7.5">
    <ExtendedConfigItem Code="LEG" Pos="6" Value="F" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEGS_NUM" Value="6" />
  <ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="1.25">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="0.75" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.25" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEG" Pos="2" Value="2.5">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="0.75" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.25" />
  </ExtendedConfig>
...
  <ExtendedConfig Type="EC" Code="LEG" Pos="6" Value="7.5">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="0.75" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.25" />
  </ExtendedConfig>
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_BT" Value="6" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="TEAM_SFL2FNL"/>
</Config>
```

2.3.8.6 Message Sort

There is no message sorting rule.

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	CC @Discipline	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. 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	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

The message is sent for each session:
* 30 - 60 minutes before the start of the session and then hourly until the end of 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	
		Wind_Direction	
		Prec_Type	
		Condition (0,3)	
			Code
			Value
		Temperature (0,N)	
			Code
			Unit
			Value
		Wind (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: 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	Weather points, send GEN, HIGH and LOW
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type (if applicable)

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @WeatherCondition	Codes that describe the Weather Conditions.

		Or CC @SnowConditions	Use CC @WeatherCondition for SKY Use CC @SnowConditions for SNOW

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both Celsius and Fahrenheit.
Value	M	Numeric -##0.0 or ##0.0	Temperature of the @Code. Negative if applicable

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
Value	M	Numeric ##0.0	Wind speed in @Unit

Sample (Venue Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
```

2.3.9.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		o	o	o		0
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_NAME		x				
	DT_SCHEDULE		x		o		o
(By VRM After FIS Approval)	DT_PDF C08 Competition Schedule		x				
(By VRM After FIS Approval)	DT_PDF C35 Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Comeptition Schedule		x				
After each Draw/Team Captain's Meeting	DT_PARTIC_UPDATE		x				
(Only Relay & Team events)	DT_PARTIC_TEAM_UPDATE		x				
	DT_PDF C32A (Gender RSC level)						
	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
When the unit starts and after every update (intermediate, lap, leg)	DT_RESULT	LIVE					x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
Until the last photofinish time is available	DT_RESULT	UNCONFIRMED					x
After the last photofinish time is available but results are not approved	DT_RESULT	UNOFFICIAL					x
Results are approved	DT_RESULT	OFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
Results are approved	DT_RANKING	OFFICIAL		x			
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C77X Race Analysis	OFFICIAL					x
Heat Selection after Qualification and after each unit in the phase (Only for Sprint Individual and Teams)	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75X Draw	START_LIST		x			
After each unit in the phase (Only for Sprint Individual and Teams)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNOFFICIAL					x
	DT_CURRENT (including lucky losers' data.)				x		
	DT_RANKING	PARTIAL		x			
	DT_BRACKETS (UNOFFICIAL after FNL-)	INTERMEDIATE		x			
	DT_PDF C73X Results (team sprint)	UNOFFICIAL			x		
After the last unit in the phase (Only for Sprint Individual and Teams)	DT_RESULT	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
	DT_RANKING (OFFICIAL after FNL-)	PARTIAL		x			
	DT_BRACKETS (OFFICIAL after FNL-)	INTERMEDIATE		x			
	DT_PDF C73X Results (individual sprint, after FNL- only)	OFFICIAL			x		
	DT_PDF C73X Results (team sprint)	OFFICIAL			x		
	DT_PDF C75X Draw (OFFICIAL after FNL-)	INTERMEDIATE			x		
Before Victory/Venue Ceremony, when results are unofficial	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony,	DT_MEDALLISTS	OFFICIAL		x			

when results are official							
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL	x				
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
Only if CCS is the Latest Nordic Sport. Use Sport Code (NEV)	DT_PDF C97 FIS Nordic Events Medal Standings	OFFICIAL	x				

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	19 Dec 2019	First version
V0.2	9 Mar 2020	Review with ORIS documents
V0.3	11 May 2020	Reviewed after PT0
V0.4	12 Jun 2020	Update with feedback
V0.5	4 Aug 2020	Updated
V0.6	28 Aug 2020	Updated
V0.7	18 Sep 2020	Updated
V1.0	16 October 2020	Approved
V1.1	27 Nov 2020	Updated
V1.2	22 Jan 2021	Updated with CR021343
V1.3	19 Feb 2021	Updated with CR
V1.4	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.5	9 Aug 2021	Updated after Homologation

File Reference: WOG-2022-CCS-1.5 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	DT_RESULT: Add LEADER/CURRENT @ ExtendedInfos /ExtendedInfo DT_RESULT: Add DISPLAY/AFTER_INT @ ExtendedInfos /ExtendedInfo DT_RESULT: Add DISPLAY/PREDICT @ ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/STATUS @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/PREDICT @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/CURRENT @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROGRESS/INTERMEDIATE/Move @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add expected for PROGRESS/INTERMEDIATE @ Result /ExtendedResults /ExtendedResult DT_BRACKETS: Add Results and update Diff @ Bracket /BracketItems /BracketItem /CompetitorPlace
V0.3	SFR	Applicable Messages updated DT_PARTIC: Delete Participant/Weight DT_PARTIC_TEAM: Add Team/ShortName & TeamType [CR19497] DT_RESULT: Update UI/STARTERS at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/PREDICT @: ExtendedInfos /ExtendedInfo DT_RESULT: Update Expected at ER/PREDICT @Result /ExtendedResults /ExtendedResult DT_CONFIG: Update description DT_CONFIG: Update the DocumentCode DT_CONFIG: Update Configs/Config/Unit DT_PARTIC: Add ENTRY/RANK_PTS & ENTRY/RANK_WLD at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Update Participant /Discipline /RegisteredEvent /Event DT_RESULT: Update ResultStatus in header values DT_RESULT: Update UI/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Remove DISPLAY/PREDICT at ExtendedInfos /ExtendedInfo DT_RESULT: Add DISPLAY/NEXT, STARTED & CURR_LEG at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/Result & Result/Diff DT_RESULT: Clarify expected at ER/PREDICT at Result /ExtendedResults /ExtendedResult

		DT_RESULT: Delete IRM & Value2, update Value & Diff at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROGRESS/SECTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/TIME_PENALTY at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value in ER/REAL_TIME at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/CALC_TIME at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value in ER/DELTA at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Expected for EUE/START_GROUP at Result /Competitor /EventUnitEntry & Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Delete EUE/WAVE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Delete EUE/PREVIOUS_YC at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update description of Value at EUE/YC at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Delete IRM, update Value & Diff at PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult & Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Delete ER/TIME_PENALTY at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add UI/STARTERS/PASSED at ExtendedInfos /ExtendedInfo DT_RESULT: Remove DISPLAY/AFTER_INT at ExtendedInfos /ExtendedInfo DT_RESULT: Add EUE/HCP_TIME at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update LEADER/CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT: Remove IRM at PROGRESS/STYLE at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Message Description DT_CURRENT: Update DocumentCode in header values DT_CURRENT: Update Triggering DT_CURRENT: Delete DISPLAY/NEXT, STARTED & CURR_LEG & CURR_INTERMEDIATE at ExtendedInfos /ExtendedInfo DT_CURRENT: Update expected for UI/LL_TIME_TO_BEAT at ExtendedInfos /ExtendedInfo DT_CURRENT: Delete Result/StartSortOrder & Result/ResultType DT_CURRENT: Delete Result /ExtendedResults /ExtendedResult DT_BRACKETS: Remove UNCONFIRMED ResultStatus (header values & triggering) DT_BRACKETS: Clarify triggering DT_BRACKETS: Update Result & Diff at Bracket /BracketItems /BracketItem /CompetitorPlace DT_BRACKETS: Update Description of ECP/YC at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKETS: Add EBA/YC at Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth DT_RANKING: Update Result/Diff DT_CONFIG: Update @Pos description throughout for clarity DT_CONFIG: Update COURSE/LAP/NUM at Configs /Config /ExtendedConfig DT_CONFIG: Clarify EC/INTERMEDIATE/LEG at Configs /Config /ExtendedConfig DT_CONFIG: Clarify EC/LEG at Configs /Config /ExtendedConfig DT_CONFIG: Update samples Update M/O as needed Editorial improvements
V0.4	SFR	DT_RESULT: Update Value format for PROGRESS/SECTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value2 format for PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update Pos description for PROGRESS/INTERMEDIATE at Result /Competitor /Composition / Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update expected for EUE/START_GROUP at Result /Competitor /EventUnitEntry DT_RESULT: Update Pos description for PROGRESS/LEG_SPLIT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RANKING: Update triggering DT_CONFIG: Update expected for EC/INTERMEDIATE at Configs /Config /ExtendedConfig DT_CONFIG: Update expected for EC/INTERMEDIATES_NUM at Configs /Config /ExtendedConfig DT_CONFIG: Remove EC/LEG/CUMULATIVE at Configs /Config /ExtendedConfig
V0.5	SFA	DT_RESULT: Remove ExtendedInfos /ExtendedInfo /Competitor Add Cross Country Overview (2.1)
V0.6	SFA	DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Bib

		DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Bib
V0.7	SFA	DT_RESULT: Update EUE/COLOUR to use codes in Value at Result /Competitor /Composition /Athlete /EventUnitEntry (does not change the value sent, added for language purposes) DT_RESULT: Update EUE/TECHNIQUE to use codes in Value at Result /Competitor /Composition /Athlete / EventUnitEntry (does not change the value sent, added for language purposes) DT_RESULT: Update PROGRESS/STYLE to use codes in @Pos at Result /ExtendedResults /ExtendedResult (does not change the value sent, added for language purposes) DT_BRACKETS: Update ECP/PHOTO Description at Bracket /BracketItems /BracketItem /CompetitorPlace / ExtCompPlaces /ExtCompPlace to use the same values as at ER/PHOTO in DT_RESULT.
V1.0	APP	Update Overview (2.1) to remove DT_CURRENT in the Paralympic Games
V1.1	APP	DT_RESULT: Add Move for PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (to match OVR implementation) Add Timeline
V1.2	APP	DT_CURRENT: Update Result/StartSortOrder (to comply with schema)
V1.3	APP	DT_WEATHER: Update triggering [CR021512] DT_WEATHER: Update Weather/Conditions/Code to add HIGH and LOW [CR021512]
V1.4	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]
V1.5	APP	DT_RESULT: Update the description of Result/Diff to exclude of photo is pending [HPQC198066] DT_BRACKETS: Remove Bracket /BracketItems /BracketItem /CompetitorPlace /Code [HPQC198073] DT_CURRENT: Update triggering to follow current OVR implementation [HPQC198067]