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Olympic Data Feed



Athletics ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Athletics 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 Athletics 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 Athletics Overview

MESSAGES IN EACH EVENT

- * All events have a single DT_RESULT for each unit (heat, group).
- * Some track events also have DT_RESULT_ANALYSIS which provides additional information (more intermediate times)
- * DT_CURRENT is provided in track and road events for up-to-date rankings
- * DT_PHASE_RESULT is sent for non-finals phases and in combined events if there is more than one heat
- * DT_CUMULATIVE_RESULTS are sent in combined events for the overall score.

SCHEDULE

- * In all units of long throws and finals of all events the schedule is maintained and sent at unit level (schedule=Y) which is the same as used in DT_RESULT
- * In all non long throws and non-finals the schedule is maintained and sent at phase level (schedule=Y). In these cases, the units are also included in DT_SCHEDULE (schedule=S) which matches DT_RESULT for these units.

PARALYMPIC GAMES

- * Class is only used in the Paralympic Games.
- * DT_CURRENT is not included

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 extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	



DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_RESULT_ANALYSIS	Results Analysis	X
DT_CURRENT	Current Information	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
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_TV_TRACKING	TV Tracking	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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



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

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

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

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

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

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

For team marathon, cross races and EAA team championships participants of the individual events automatically participate in the related team events. The team event participation will not be included in the RegisteredEvent element.

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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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
	IFld
	RegisteredEvent (0,N)
	Event
	Bib
	Class
	Substitute
	EventEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.1.5 Message Values

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p>



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	<p>Date of birth.</p> <p>Expected for athletes, not expected for all groups of officials.</p>
Height	O	S(3)	<p>Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.</p> <p>"-" may be used where the data is not available.</p>
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	<p>Participant's nationality.</p> <p>Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.</p>
MainFunctionId	O	CC @ResultsFunction	<p>Main function</p> <p>In the Case of Current="true" this attribute is Mandatory.</p>
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)	<p>'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only</p> <p>N-New participant (in the case that this information comes as a late entry) U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Element: 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
IFld	O	S(16)	IF ID (competitor's federation number for the discipline). Note: Depending on the individual this can be IPC ID or IAAF ID.

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	<p>Bib number, to be sent mandatory in all the events though is only available in the UPDATE message.</p> <p>Send only in the Case of Current="true".</p>
Class	O	CC @DisciplineClass	<p>Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games).</p> <p>This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".</p>
Substitute	O	S(1)	Send "Y" if substitute else do not send

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	PB	N/A	<p>Element Expected: Always. This information can be sent in both messages. Time for track and road events, distance in metres with two decimals for field events and points for combined events.</p>



	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.ff or h:mm:ss.f or h:mm:ss or Numeric #0.00 (metres) or Numeric #000 (points)	Athlete's personal best. Do not send leading zeros or hours/minutes if 0
ENTRY		PB_SUB	Numeric #0	Pos Description: For Decathlon send 1..10 (event order) For Heptathlon send 1..7 (event order) Element Expected: Only for combined events. This information can be sent in both messages. Time for track, distance in metres with two decimals for field events.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or m:ss.f or Numeric #0.00 (metres)	Athlete's personal best in each combined event. Do not send leading zeros or hours/minutes if 0
ENTRY		SB	N/A	Element Expected: Always. This information can be sent in both messages. Time for track and road distance in metres with two decimals for field events and points for combined events.
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.ff or h:mm:ss.f or h:mm:ss or Numeric #0.00 (metres) or Numeric #000 (points)	Athlete's season best. The time's value and format depends on the event. Do not send leading zeros or hours/minutes if 0
ENTRY		SB_SUB	Numeric #0	Pos Description: For Decathlon send 1..10 (event order) For Heptathlon send 1..7 (event order) Element Expected: Only for combined events. This information can be sent in both messages. Time for track, distance in metres with two decimals for field events.
	Attribute	M/O	Value	Description



	Value	M	m:ss.ff or m:ss.f or Numeric #0.00 (metres)	Athlete's season best in each combined event Do not send leading zeros or hours/minutes if 0
ENTRY		RANK_WLD	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(4)	World Ranking
ENTRY		GUIDE	Numeric 0	Pos Description: Send 1 and 2 (2 only if there is a second guide) Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID to identify the person acting of guide in the case of events with guides
ENTRY		QUAL_BEST	N/A	Element Expected: Only for Paralympic Games. Time for track and road events, distance in metres with two decimals for field events.
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.ff or h:mm:ss.f or h:mm:ss or Numeric #0.00 (metres)	Athlete's qualifying best. Do not send leading zeros or hours/ minutes if 0

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

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

For EA Team Championships NO team members will be included. In fact all the athletes participating for the country are team members.

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
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		Gender			
		Current			
		TeamType			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (0,N)		
				Code	
				Order	
		Discipline (0,1)			
			Code		
			RegisteredEvent (0,1)		
				Event	
				EventEntry (0,N)	
					Type
					Code
					Pos
					Value

2.3.2.5 Message Values

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



Codes	O	S(20)	Version of the Codes applicable to the message
-------	---	-------	--

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV 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. Use ORG in relay and xxx in team walk.
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	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

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

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	NR	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	m:ss.ff or m:ss.f
ENTRY	SB	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	h:mm:ss.ff or h:mm:ss.f

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. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

In the case of DNA Athletics field events a single message includes all information for A/B pools and final.

In the case of non-Olympic distance running events (including mountain running) then use the same messages as for marathon and adjust the intermediate points as appropriate.

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
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	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information:



- As soon as the start list is known and with any changes / IRMs before the start. (START_LIST)
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- As soon as the competition starts (LIVE)
- After any addition / change in any data (LIVE)

The message is sent as 'INTERMEDIATE' after the completion of every round / height in field events

This message is sent as UNOFFICIAL / OFFICIAL

- After all competitors have finished the unit
- This message may also be resent after the unit is OFFICIAL to add qualification marks not previously known.

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						
	Extension (0,N)						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	Gender						
	SubEventName						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Location						
	LocationName						
	Result (1,N)						
	Rank						
	RankEqual						
	Result						
	Unchecked						



	IRM	
	QualificationMark	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Diff	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	Rank	
	RankEqual	
	SortOrder	
	Diff	
	Move	
	Extension (0,N)	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	
	Competitor (1,1)	
	Code	
	Type	
	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
	IFld
	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)

Actual times. Include when the unit starts.



Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	Numeric #0	Pos Description: Send the intermediate point for this competitor Element Expected: Just for horizontal jumps, vertical jumps and throws event units. When LIVE for competitor about to attempt or currently attempting	
	Attribute	M/O	Value	Description
	Value	M	S(20) no leading zeros	Send the ID for the current competitor
DISPLAY	CURRENT_2	Numeric #0	Pos Description: Send the intermediate point for this competitor Element Expected: Only for throws event units. When LIVE for competitor about to attempt or currently attempting (only when there are 2 current competitors in the same unit)	
	Attribute	M/O	Value	Description
	Value	M	S(20) no leading zeros	Send the ID for the current competitor
DISPLAY	INTERMEDIATE_ATT MPT_CURRENT	N/A	Element Expected: Just for vertical jumps	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	1..3 Number of attempt within current jumping height
DISPLAY	INTERMEDIATE_CURR ENT	N/A	Element Expected: All track/road events without blocks	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or F	Number of current intermediate Send F as soon as the first athlete crosses the finish
DISPLAY	LAST_COMP	Numeric #0	Pos Description: Send the intermediate point for this competitor Element Expected: When LIVE or UNOFFICIAL for last updated competitor	
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID for the last finished competitor or for the last competitor whose time or distance was measured
DISPLAY	LAST_COMP_2	Numeric #0	Pos Description: Send the intermediate point for this competitor Element Expected: Only for throws events.	



				When LIVE or UNOFFICIAL for last updated competitor (only when there are 2 current competitors in the same unit)
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the ID for the last finished competitor or for the last competitor whose time or distance was measured
UI		INTERMEDIATE	Numeric #0	Pos Description: Send the intermediate point number, from 1 to n @Pos from 1 to n In vertical jumping 1 for the 1st Jumping height, 2 for the 2nd Jumping height and so on. For running/walking events over 400m send 1 to n for the total number of intermediate points (including finish) Element Expected: Just for vertical jumping events, road events and track events over 400 metres and relays.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00 Or S(n) Or #####0	For @Value: For vertical jumps send the Jumping height with two decimals. For track events send distance in metres from the start of the race up to the point: - For 800m: 400 and Finish - For 1500m: 400, 800, 1200 and Finish - For 3000m Steeplechase: 1000, 2000 and Finish - For 5000m: 1000, 2000, 3000, 4000 and Finish - For 10000m: 1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000, 9000 and Finish - For 4x100: 100, 200, 300 and Finish - For 4x400: 400, 800, 1200 and Finish For road events distance in kilometres or text from the start of the race up to the point: - For walks: every 1km (1, 2, ... + Finish) - For Marathon: 5, 10, 15, 20, Half, 25, 30, 35, 40 and Finish
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available for each intermediate point (not finish) in track events over 400m and road events.			
	Attribute	Value	Description	
	Code	TIME		
	Pos	N/A		
	Value	h:mm:ss.ff or m:ss.f	Time of the leader at this intermediate point (excluding finish point) Do not send leading zeros or hours/minutes if 0	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected For individual track events over 400m including 4x400m and road events (not at finish)			
	Attribute	Value	Description	
	Code	LEADER		
	Pos	N/A		



	Value	S(20) with no leading zeros	Identifier of the leader at this intermediate point (excluding finish point) In relay this is the ID of the team	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Just for track events over 2000m				
	Attribute	Value	Description	
	Code	TIME_LAST_KM		
	Pos	N/A		
	Value	m:ss.ff	Time of last km	
UI		INTERMEDIATES_TOTAL	N/A	Element Expected: Just for field events, track events over 400m and road events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points (in track and road events includes finish)
UI		LAST_LAP	N/A	Element Expected: Just applies to individual track events over 400m, i.e.: 800m, 1500m, 3000m Steeplechase, 5000m and 10000m.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time for the immediately previous 400 metres from the finish line. This time is calculated by the difference between the leader at the current time (at the finish line) and the leader on the previous lap. In the 1500m event the last laps are: 0-400m then 400m-800m then 800m-1200m and lastly 1100m-1500m. Do not send leading zeros or hours/minutes if 0
UI		QUAL_BP	Numeric 0	Pos Description: 1 to indicate necessary qualifying performance to pass to the next round 2 to indicate the number of best performers that at least will qualify for the next round Element Expected: Just for field events
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0 or Numeric #0.00 (qualifying performance)	Send the qualifying performance or the minimum number of best performers that will qualify for the next round
UI		QUAL_BT	N/A	Element Expected: Just for track events
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send number of qualifiers based on best time
UI		QUAL_FROM_RANK	N/A	Element Expected: Non-final track events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Indicates qualification for the next round based on rank.



				Send the qualifying rank to indicate first rank to qualify. Usually 1.
UI		QUAL_TO_RANK	N/A	Element Expected: Non-final track events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify in the unit.
UI		QUAL_RULE	N/A	Element Expected: If it applies
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Qualification Rule
UI		SCORING_RESULT	Numeric	Pos Description: Send the scoring number, from 1 to n to order the points @Pos 1 corresponds to the best result Element Expected: Just for combined event units
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or Numeric #0.00	Send the performance needed for the points Send the scoring result. (to fill possible points as in ORIS). Do not send leading zeros or hours/minutes if 0
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Just for combined event units				
	Attribute	Value	Description	
	Code	POINTS		
	Pos	N/A		
	Value	Numeric ###0	Send the scoring points for this performance	
UI		WIND_SPEED	N/A	Element Expected: Only applies to track event units up to 200m (including with hurdles and combined events)
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second
UI		RERUN	N/A	Element Expected: If this unit is a rerun
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if this unit is a rerun

Sample (100m)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-05T21:50:00+01:00" />
  <ExtendedInfo Type="UI" Code="WIND_SPEED" Value="+1.5" />
  <ExtendedInfo Type="UI" Code="QUAL_RULE" Value="ABC" />
  <ExtendedInfo Type="UI" Code="QUAL_FROM_RANK" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_TO_RANK" Value="2" />
  <ExtendedInfo Type="UI" Code="QUAL_BT" Value="2" />
</ExtendedInfos>
```



Sample (High Jump)

```
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T19:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="1" Value="2.20" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="2" Value="2.25" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="3" Value="2.29" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="4" Value="2.33" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="5" Value="2.36" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="6" Value="2.38" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="7" Value="2.40" />
....
  <ExtendedInfo Type="UI" Code="INTERMEDIATES_TOTAL" Value="11" />
  <ExtendedInfo Type="UI" Code="QUAL_RULE" Value="ABC" />
  <ExtendedInfo Type="UI" Code="QUAL_BP" Pos="1" Value="2.32" />
  <ExtendedInfo Type="UI" Code="QUAL_BP" Pos="2" Value="12" />
</ExtendedInfos>
```

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 /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit. Updated at each intermediate during road events.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	h:mm:ss.ff or h:mm:ss or h:mm:ss.f or Numeric #0.00 (metres)	The result of the competitor in the event unit. Send just in the case @ResultType is Time, Distance or Points For distance: in metres Do not send leading zeros or hours/minutes if 0
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send unless applicable.



IRM	O	SC @IRM	IRM for the particular unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric or S(2)	Lane or Competitor's start order. (In teams competitions this will include the group (for example B2))
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either time, distance, points or IRM for the corresponding event unit.
Diff	O	+h:mm:ss or +mm:ss or +m:ss	Display the time / value behind the leader. Do not send any value for the leader. Only for Road events, only send h if non-zero.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	FALSE_START	S(1)	Pos Description: Send G if the false start was by the guide or in combined send 2 if second false start by same athlete, else not sent. Element Expected: If applicable	
Attribute	M/O	Value	Description	
Value	M	S(n)	False start indication, e.g., "F1" or "F2"	
Value2	M	S(10)	Send the reaction time associated to this false start. Usually in format -0.nnn or 0.nnn	
ER	LAST_FALSE_START	N/A	Element Expected: Only in track events if applicable	
Attribute	M/O	Value	Description	
Value	M	S(1)	Send Y if the competitor made a false start at the previous start attempt, otherwise do not send	
ER	MS	N/A	Element Expected: Only in track events where athletes receive the same time.	
Attribute	M/O	Value	Description	
Value	M	S(4)	Send the time value in m/s, for example .123	
ER	INTERMEDIATE	Numeric #0	Pos Description: Number of the intermediate point from 1 to n	



				Number of intermediate point or jumping height from 1 to n according to the INTERMEDIATE element or number of attempt. In the case of relays, this is the leg number. Element Expected: Just for road races (walks and marathon) relays and field events.
Attribute	M/O	Value	Description	
Value	M	m:ss.ff or h:mm:ss or Numeric #0.00 or S(n)	Time result from the start of the race up to this intermediate point or Attempt mark in metres with 2 decimals digits or "-" (if pass) or "x" (if failure) or "r" (if retired) or Height attempt marks like 'o' (if clearance), '-' (if pass) or "xxx" (if three failures) or "r" (if retired). Do not send leading zeros or hours/minutes if 0 The time at the finish MUST be the same value as at Result/Result for this competitor. If the transponder time is sent then it must be replaced by the official time when available.	
Value2	O	h:mm:ss	For road events only. Send the time from the previous intermediate point (or start for first intermediate) to this one(section time). Do not send leading zeros or hours/minutes if 0.	
Rank	O	Text	Send the rank of the competitor at this intermediate point (cumulative). Not included for field events.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	O	Numeric	Is the order of all competitors at the intermediate considering also those without rank. Not included for field events.	
Diff	O	Time	The cumulative time behind from the leader at this intermediate. Format +m:ss.ff or +h:mm:ss or +mm:ss or +m:ss. Do not send for leader. Not included for field events.	
Move	O	Numeric ##0 or -##0	Change in rank compared to the previous Intermediate Point. For example if one competitor is moving from rank =9 to rank = 15 then Move is -6. All road events. Send 0 for no change.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for horizontal jumps and throws event unit				
Attribute	Value	Description		
Code	AFTER_ATTEMPT_BEST			
Pos	N/A			
Value	Numeric #0.00	Best mark after the attempt		
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for vertical jumps				



Attribute	Value	Description
Code	AFTER_ATTEMPT_RANK	
Pos	Numeric 0	Send the attempt number: 1..3.
Value	Text	Athlete's rank after the athletes' @Pos (from 1st to 3rd) attempt at this height
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for vertical jumps		
Attribute	Value	Description
Code	AFTER_ATTEMPT_ERANK	
Pos	Numeric 0	Send the attempt number: 1..3.
Value	S(1)	Send Y in case of the AFTER_ATTEMPT_RANK is an equalled rank else do not send
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field events		
Attribute	Value	Description
Code	AFTER_INTERMEDIATE_R ANK	
Pos	N/A	
Value	Text	Rank after all athletes finished this attempt
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field events		
Attribute	Value	Description
Code	AFTER_INTERMEDIATE_E RANK	
Pos	N/A	
Value	S(1)	Send Y in case of the AFTER_INTERMEDIATE_RANK is an equalled rank else do not send
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field events		
Attribute	Value	Description
Code	AFTER_INTERMEDIATE_R ECORD	
Pos	Numeric 0	If more than one record send 1, 2.
Value	CC @RecordType	Record code after all athletes finished this attempt
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field events		
Attribute	Value	Description
Code	AFTER_INTERMEDIATE_S ORT_ORDER	
Pos	N/A	
Value	Numeric #0	Sort order after all athletes finished this attempt
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field and road events		
Attribute	Value	Description



Code	INTERMEDIATE_LAST_COMPETITOR	
Pos	N/A	
Value	S(1)	Send Y if this is the intermediate of last attempt of last competitor or the last intermediate crossed by the last competitor who crossed this intermediate
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable		
Attribute	Value	Description
Code	RECORD_MARK	
Pos	N/A	
Value	CC @RecordType	Send the record broken at this intermediate point
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Horizontal jumps and Javelin if the data is available		
Attribute	Value	Description
Code	RUNWAY_SPEED	
Pos	N/A	
Value	Numeric #0.0	Run-up speed in km/h
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for triple jump if the data is available		
Attribute	Value	Description
Code	STEP	
Pos	Numeric 0	Send the step number: 1..3 1 for Hop, 2 for Step and 3 for Jump
Value	Numeric #0.00	Length in metres for the @Pos step
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for horizontal jumps		
Attribute	Value	Description
Code	WIND_SPEED	
Pos	N/A	
Value	+/-Numeric +/- #0.0	Wind during the attempt in metres per second
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for field events.		
Attribute	Value	Description
Code	AFTER_INTERMEDIATE_RECORD	
Pos	Numeric 0	If more than one record send 1, 2..
Value	S(1)	Send Y if the AFTER_INTERMEDIATE_RECORD is equalled.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for triple jump and long jump (inc. within combined events)		
Attribute	Value	Description
Code	OFFSET	
Pos	N/A	



	Value	+#0.0 or -#0.0 or 0.0	Offset in LJ & TJ (distance behind the take-off line).	
ER		IRM_INTERMEDIATE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Intermediate in which the athlete received the IRM value
ER		REACT_TIME	N/A	Element Expected: For events starting with blocks (up to and including 400m inc. all relays)
	Attribute	M/O	Value	Description
	Value	M	s.fff	Reaction time of the competitor
ER		REACT_TIME_GUIDE	N/A	Element Expected: In para-athletics events using blocks where the competitor has a guide.
	Attribute	M/O	Value	Description
	Value	M	s.fff	Reaction time of the competitor's guide
ER		WARNINGS	N/A	Element Expected: Only for walking events and if applicable.
	Attribute	M/O	Value	Description
	Value	M	SC @Warning	Concatenation (maximum 4) of warnings.
ER		PHOTO	N/A	Element Expected: If applicable for track and road events.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send the Photo Finish status: Y in case of evaluated P in case of Pending else do not send If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER		ORDER_CURRENT	N/A	Element Expected: Only for horizontal jumps and throws
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Current participation order of the athlete. Initially it is the event start order and is updated depending on applied rules. (usually after third attempt and possibility after fifth attempt).
ER		ORDER_FINAL	Numeric 0	Pos Description: Send 3 or 5 for the order after 3rd or 5th attempt if applicable. Element Expected: Only for horizontal jumps and throws
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Starting order of the athlete after @Pos attempt
ER		BEST_ATTEMPT_NUM	N/A	Element Expected: Only for horizontal jumps and throws



	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Best attempt number
ER		IN_COMP	N/A	Element Expected: Only for vertical jumps (HJ and PV). Whenever known or changed
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the athlete is still in competition, N otherwise.
ER		PTS	N/A	Element Expected: Only in combined events or in teams competitions the is the athlete score in the event
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0 or ##.0	Points at the event unit
ER		RULE	N/A	Element Expected: If applicable in case of disqualification or other requirement.
	Attribute	M/O	Value	Description
	Value	M	SC @Rule	Rule reference
ER		WIND_SPEED	N/A	Element Expected: Horizontal jumps
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second for the best attempt mark for horizontal jumps. Only included for a valid result (not IRM).
	Value2	O	S(1)	Send Y in case the performance of the competitor was achieved with assisting wind in excess of 2.0 m/s and, as a consequence, it cannot be recognized as a record. In horizontal jumps send O (Other) if the best attempt is greater than 2.0 but there is another attempt which is legal and exceeds the former record.
ER		RC	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y, if the competitor has a red card for behaviour in this unit (not second yellow).
ER		YC	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y, if the competitor has a yellow card for behaviour in this unit or previous else do not send.
ER		YRC	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y, if the competitor has a second yellow card for behaviour in this unit.



ER		UNDER_PROTEST	N/A	Element Expected: If this competitor is competing under protest.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send P if this competitor is competing under protest
ER		LANE_INFRINGE	N/A	Element Expected: If this competitor is received a lane infringement in this unit or is carrying a lane infringement from a previous round. If carrying from previous round then only include in status START_LIST
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send L if this competitor incurred a lane infringement
ER		H2H_FIELD_GROUP	S(1)	Pos Description: Group code (A or B) Element Expected: Applicable in field events using head-2-head format
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Points scored in the group
	Rank	O	S(1)	Rank in the group
	RankEqual	O	S(1)	Y if the rank is equalled else not included
	IRM	O	SC @IRM	In case of an IRM
	SortOrder	M	Numeric 0	Order in the within the group



ER		H2H_FIELD	Numeric 0	Pos Description: Round in event, 1-4 where 4 is the final Element Expected: Applicable in field events using head-2-head format
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.00 or X (no result/miss) O (successful)	Performance in this attempt
	Value2	O	Numeric 0	Points scored in the round within the group if points applicable in this round (usually only 1-3)
	SortOrder	M	Numeric 0	Order in the round within the group
	IRM	O	SC @IRM	In case of an IRM
	Arrive	M	S(1)	Group code in round 1-3 (A/B) In round 4 it is the pair (1,3,5 for place attempting)
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for vertical jumps			
	Attribute	Value	Description	
	Code	HEIGHT		
	Pos	N/A		
	Value	Numeric 0.00	Height attempted in HJ/PV	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for horizontal jumps			
	Attribute	Value	Description	
	Code	WIND_SPEED		
	Pos	N/A		
	Value	+/-Numeric +/-#0.0	Wind during the attempt in metres per second	
EA_UER_ATH_AT		AT_TEAM_SCORE	N/A	Element Expected: For EA teams competitions
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Team points which the athlete scored
EA_UER_ATH_AT		AT_TEAM_CODE	N/A	Element Expected: For EA teams competitions
	Attribute	M/O	Value	Description
	Value	M	Text	Team ID

Sample (High Jump)



```
<Result Rank="2" ResultType="DISTANCE" Result="2.33" SortOrder="2" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="-" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="xo" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="3" Value="o" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="4" Value="o" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="5" Value="x-" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="6" Value="xx" />
  </ExtendedResults>
</Result>
```

Sample (Throwing Event)

```
<Result Rank="1" ResultType="DISTANCE" Result="68.27" SortOrder="1" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="67.79" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="x" />
    ....
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="6" Value="67.08" />
    <ExtendedResult Type="ER" Code="ORDER_CURRENT" Value="7" />
    <ExtendedResult Type="ER" Code="ORDER_FINAL" Pos="3" Value="7" />
    <ExtendedResult Type="ER" Code="ORDER_FINAL" Pos="5" Value="7" />
    <ExtendedResult Type="ER" Code="BEST_ATTEMPT_NUM" Value="5" />
  </ExtendedResults>
</Result>
```

Sample (Track Event)

```
<Result Rank="1" ResultType="TIME" Result="9.63" SortOrder="1" StartOrder="7" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.165" />
  </ExtendedResults>
</Result>
```

Sample (Road Event)

```
<Result Rank="1" ResultType="TIME" Result="2:08:01" StartOrder="45" StartSortOrder="45" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="15:23" Value2="15:23" Rank="4" SortOrder="4" Diff="+0:06" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="30:46" Value2="15:23" Rank="6" SortOrder="6" Move="-2" Diff="+0:08" />
    ....
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="10" Value="2:08:01" Value2="15:08" Rank="1" SortOrder="1" Move="3" />
    </ExtendedResult>
  </ExtendedResults>
</Result>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: 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
Organisation	O	CC @Organisation	Competitor's organisation

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

Used in Team events only

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

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

Only for relay event units

Type	Code	Pos	Description
EUE	NR	N/A	Element Expected: When available in relays
Attribute	M/O	Value	Description
Value	M	m:ss.ff or m:ss.f	Team's national record performance. Do not send leading zeros or minutes if 0
EUE	SB	N/A	Element Expected: When available in relays
Attribute	M/O	Value	Description
Value	M	m:ss.ff or m:ss.f	Team's season best. Do not send leading zeros or minutes if 0.
EUE	HCP_TIME	N/A	Element Expected: For handicap time in teams competitions
Attribute	M/O	Value	Description
Value	M	s.ff	Handicap time

Sample (EventUnitEntry)

```
<Competitor Code="ATHM4X100M--AUT01" Type="T" Organisation="AUT">  
<Description ...>  
<EventUnitEntry Type="EUE" Code="SB" Pos="1" Value="38.76" />  
<EventUnitEntry Type="EUE" Code="NR" Pos="1" Value="37.58" />
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A". 1-4 for relay event (running order)
Bib	O	S(4)	Bib number

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

Athletes extended information.



Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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 @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
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)				
For all event units except for relays				
Type	Code	Pos	Description	
EUE	RANK_BEFORE	N/A	Element Expected: As soon as the rank before the current unit are known in combined events	
	Attribute	M/O	Value	Description
	Value	M	Numeric	Rank in Combined Event before the this event unit
EUE	ERANK_BEFORE	N/A	Element Expected: As soon as the rank before the current unit is known in combined events and the rank is equaled	
	Attribute	M/O	Value	Description
	Value	M	Y	Identifies if the RANK_BEFORE in Combined Event is equalled. Only send if applicable
EUE	PTS_BEFORE	N/A	Element Expected: As soon as the points before the current unit are known in combined events	
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Points achieved in Combined Event before the this event unit
EUE	PTS_BEFORE_BEHIND	N/A	Element Expected: As soon as the points behind before the current unit are known in combined events	
	Attribute	M/O	Value	Description



	Value	M	Numeric ###0	Points behind leader in Combined Event before the this event unit
EUE		PB	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.ff or h:mm:ss or blank or Numeric #0.00 (metres)	Athlete's personal best Do not send leading zeros or hours/minutes if 0
EUE		SB	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.ff or h:mm:ss or blank or Numeric #0.00 (metres)	Athlete's season best Do not send leading zeros or minutes if 0
EUE		RANK_WLD	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	M	S(4)	Athlete's world ranking
EUE		GROUP	N/A	Element Expected: For field events in teams competitions
	Attribute	M/O	Value	Description
	Value	M	S(1)	Code of the group (A, B etc)

Sample (EventUnitEntry)

```
<Competitor Code="1016762" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="1016762" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1995-12-15" />
      <EventUnitEntry Type="EUE" Code="SB" Value="2.31" />
      <EventUnitEntry Type="EUE" Code="PB" Value="2.31" />
    </Athlete>
  </Composition>
</Competitor>
```

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

Only for team member in relay and team events

Type	Code	Pos	Description
ER	LEG_SPLIT	N/A	Element Expected: In all relays when available
	Attribute	M/O	Value
	Value	M	m:ss.ff or m:ss.f or ss.ff or ss.f
			Time for the team member in the leg. Do not send leading zeros or minutes if 0.



	Rank	O	Text	Send the rank for a team member in the leg
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER		FALSE_START	S(1)	Pos Description: Send G if the false start was by the guide else not sent. Element Expected: If applicable for the first athlete in a relay
	Attribute	M/O	Value	Description
	Value	M	S(n)	False start indication, e.g., "F1" or "F2"
	Value2	M	S(10)	Send the reaction time associated to this false start. Usually in format -0.nnn or 0.nnn
ER		LAST_FALSE_START	N/A	Element Expected: If applicable for the first athlete in a relay
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the competitor made a false start at the previous start attempt, otherwise do not send
ER		REACT_TIME	N/A	Element Expected: For events starting with blocks for the first athlete in a relay
	Attribute	M/O	Value	Description
	Value	M	s.fff	Reaction time of the competitor
ER		REACT_TIME_GUIDE	N/A	Element Expected: In para-athletics relays using blocks where the first athlete has a guide.
	Attribute	M/O	Value	Description
	Value	M	s.fff	Reaction time of the competitor's guide
ER		INTERMEDIATE	Numeric #0	Pos Description: Number of the intermediate point from 1 to n Number of intermediate points from 1 to n according to the INTERMEDIATE element. Element Expected: Team walk
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss	Time result from the start of the race up to this intermediate point for the athlete. Do not send leading zeros or hours/minutes if 0
	Value2	M	mm:ss	Send the time from the previous intermediate point (or start for first intermediate) to this one (section time). Do not send leading zeros in minutes if 0.
	Rank	O	Text	Send the rank by sex of athlete at this intermediate point (cumulative).
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	O	Numeric ##0	Is the order by sex of all athletes at the intermediate considering also those without rank.
	Diff	O	+h:mm:ss or +mm:ss or +m:ss	The cumulative time behind leader by sex at this intermediate. Do not send for leader.



	Move	O	Numeric ##0 or -##0	Change in rank by sex compared to the previous Intermediate Point. For example if one competitor is moving from rank =9 to rank = 15 then Move is -6. Send 0 for no change.
ER		RULE	N/A	Element Expected: If applicable in case of disqualification or other requirement in team events.
	Attribute	M/O	Value	Description
	Value	M	SC @Rule	Rule reference
ER		WARNINGS	N/A	Element Expected: Only for individuals in team walking events and if applicable.
	Attribute	M/O	Value	Description
	Value	M	SC @Warning	Concatenation (maximum 4) of warnings.
ER		IRM	N/A	Element Expected: Only for individuals in team walking events and if applicable.
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Applicable IRM

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Results Analysis

2.3.4.1 Description

The Results Analysis is a message containing additional information for the start list and/or results. In the case of athletics it provides the splits at a higher frequency.

This message is only used in track events over 400 metres and where transponders are carried by all athletes.

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 @Unit	Full RSC of the Unit
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
DocumentSubtype	FULL PARTIAL	FULL is used for send all intermediates (every 100m) PARTIAL is used for lap/1000m intermediates.
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Use the same status as DT_RESULT
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

There are two different messages (as defined by DocumentSubtype)

FULL: Send only after the unit is official.

PARTIAL: Send according to the triggering below.

Send with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates with the condition that the message is never sent more frequently than 2 seconds apart.

This message is also sent when the event unit finishes and the results are OFFICIAL.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					



		UnitDateTime (0,1)	
		StartDate	
		ExtendedInfo (0,N)	
		Type	
		Code	
		Pos	
		Value	
	Result (1,N)		
		Rank	
		RankEqual	
		Result	
		Unchecked	
		IRM	
		SortOrder	
		StartOrder	
		StartSortOrder	
		ResultType	
		ExtendedResults (0,1)	
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Value2	
		Rank	
		RankEqual	
		SortOrder	
		Move	
		RecordIndicators (0,1)	
		RecordIndicator (1,N)	
		Order	
		Code	
		RecordType	
		Equalled	
		Competitor (1,1)	
		Code	
		Type	
		Organisation	
		Composition (0,1)	
		Athlete (0,N)	
		Code	



	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	GuideID
	GuideFamilyName
	GuideGivenName

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 /UnitDateTime (0,1)			
Actual start and/or end dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	INTERMEDIATE_CURR ENT	N/A	Element Expected: All track events without blocks and 4x400m. Only send when LIVE or UNOFFICIAL.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or F	Number of current intermediate Send F as soon as the first athlete crosses the finish.
UI	INTERMEDIATES	N/A	Element Expected: Send just for track events over 400m including 4x400m	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	For the FULL message: Send the total number of intermediate points provided by transponders (8 for 800m etc).



				For the PARTIAL message: Send using the number or points here: - 4x400m = 4 - 800m = 2 - 1500m = 4 - 3000m = 3 - 5000m = 5 - 10000 = 10
UI		INTERMEDIATE	Numeric #0	Pos Description: Send the intermediate point number, from 1 to n Element Expected: Send just for track events over 400m including 4x400m
	Attribute	M/O	Value	Description
	Value	M	S(6)	For FULL message: Distance in metres from the start of the race up to the point, "FINISH" for last point, every 100m. For PARTIAL message: For track events send distance in metres from the start of the race up to the point: - 4x400m: 400, 800, 1200 and Finish - 800m: 400 and Finish - 1500m: 400, 800, 1200 and Finish - 3000m St: 1000, 2000 & Finish - 5000m: 1000, 2000, 3000, 4000 & Finish - 10000m: 1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000, 9000 and Finish

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	h:mm:ss.ff or h:mm:ss or h:mm:ss.f	The result of the competitor in the event unit. Send just in the case @ResultType is Time. Do not send leading zeros or hours/minutes if 0
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send unless applicable.
IRM	O	SC @IRM	IRM for the particular unit. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Lane or Competitor's start order.



StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either time, distance, points or IRM for the corresponding event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	INTERMEDIATE	Numeric #0	Pos Description: Number of the intermediate point from 1 to n. Element Expected: Track events over 400m including 4x400m	
	Attribute	M/O	Value	Description
	Value	M	mm:ss.f	Time result from the start of the race up to this intermediate point. Do not send leading zeros or minutes if 0. The time at the finish MUST be the same value as at Result/Result for this competitor. If the transponder time is sent then it must be replaced by the official time when available.
	Value2	O	mm:ss.f	Send the time from the previous intermediate point (or start for first intermediate) to this one(section time). Do not send leading zeros or minutes if 0.
	Rank	O	Text	Send the rank of athlete at this intermediate point (cumulative). Not included for field events.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	O	Numeric	Is the order of all competitors at the intermediate considering also those without rank.
	Move	O	Numeric ##0 or -##0	Change in rank compared to the previous Intermediate Point. For example if one competitor is moving from rank =9 to rank = 15 then Move is -6.
ER	MS	N/A	Element Expected: Only in track events where athletes receive the same time.	
	Attribute	M/O	Value	Description
	Value	M	S(4)	Send the time value in m/s, for example .123

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)				
Result's record indicator.				
Attribute	M/O	Value	Description	
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).	
Code	M	CC @RecordCode	Code which describes the record broken by the result value.	
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.	



Element: 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
Organisation	O	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. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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 @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
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).

Sample (Results Analysis)



```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="INTERMEDIATE_CURRENT" Value="F" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATES" Value="15" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="1" Value="100" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="2" Value="200" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="3" Value="300" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="4" Value="400" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="5" Value="500" />
  ....
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="15" Value="FINISH" />
</ExtendedInfos>
....
<Result Rank="1" ResultType="TIME" Result="4:05.01" StartOrder="45" StartSortOrder="45" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="15.8" Rank="6" SortOrder="6" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="32.2" Rank="5" SortOrder="5" />
    ....
  </ExtendedResults>
  <Competitor Code="1043727" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1043727" Order="1" Bib="1927">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 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. In athletics it is sent for track and road events to provide live information. Special case, in the last heat in the last event in combined events (800m/1500m) the data is the overall ranking in the combined event.

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	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.

2.3.5.3 Trigger and Frequency

Only during track and road units. Update every time there is updated information (as a guide, use the data requirements of ORIS C77) available but never sent more frequently than every 2 seconds.

Stop sending when the DT_RESULT for this RSC is UNOFFICIAL/OFFICIAL

All competitors without IRMs in the unit are always included in the message.

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
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Result (0,N)			
		SortOrder		



	StartSortOrder	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Rank	
	RankEqual	
	Diff	
	Move	
	Arrive	
	Competitor (1,N)	
	Code	
	Type	
	Organisation	

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 /Result (0,N)			
Attribute	M/O	Value	Description
SortOrder	M	Numeric	Used to sort the current order of the competitors
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	LIVE	N/A	Element Expected: All road and track events In the last unit in combined events the message carries the overall standings in the combined events for those in the heat.	
	Attribute	M/O	Value	Description
	Value	O	h:mm:ss.ff or h:mm:ss.f or h:mm:ss	The time for the competitor at the most recent data point including finish. At finish only include same data as in DT_RESULT for close finishes.



				<p>Do not send leading zeros or hours/minutes if 0</p> <p>Do not include this value for those competitors not in the same data point as the leader.</p> <p>If the value is the transponder time at the finish then update to time in Result/Result when photo time available</p> <p>Not included in combined events final unit</p>
	Rank	O	Text	<p>Rank of the competitor at this point (cumulative).</p> <p>Last unit in combined events this is the overall standings rank.</p>
	RankEqual	O	S(1)	<p>Send Y in case of the Rank has been equalled else do not send.</p>
	Diff	O	+m:ss.ff or +h:mm:ss or +mm:ss or +m:ss	<p>The time behind from the leader at this point. Do not send for leader.</p> <p>Not included in combined events final unit</p>
	Move	O	Numeric ##0 or -##0	<p>Change in rank compared to the previous point. For example if one competitor is moving from rank =9 to rank = 15 then Move is -6. Send 0 for no change.</p>
	Arrive	O	Numeric ####0	<p>Last data point crossed</p> <p>In metres for track events, km for road events</p> <p>Not included in combined events final unit</p>

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

Competitor related to the result of one event unit.

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

2.3.5.6 Message Sort

Sort by Result @SortOrder.



2.3.6 Phase Results

2.3.6.1 Description

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

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

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 @Phase	Full RSC of the phase
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. INTERMEDIATE (used after each unit in the phase) LIVE UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL
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

Send as follows:

- Send after every attempt in field events excluding combined events (LIVE).
- Send after each unit in the phase (INTERMEDIATE). Do not send data for units which have not started or athletes within the unit who have not recorded a performance (do include those with IRMs) .
- Send as UNOFFICIAL / OFFICIAL when all units are complete.

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
Competition (0,1)						
	Gen					



	Sport	
	Codes	
	ExtendedInfos (0,1)	
	Progress (0,1)	
	LastUnit	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	ResultType	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (0,1)	



Athlete (0,N)	
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	GuideID
	GuideFamilyName
	GuideGivenName

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 /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Full RSC of the first unit (if not started) or most recent unit information included in the message

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
SubEventName	O	S(40)	Phase ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit (M/W)

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

Element: Competition /Result (1,N)

For any Phase Results message, there should be at least one competitor being awarded a result for the phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	h:mm:ss.ff or Numeric #0.00	The result of the competitor in the phase. Send just in the case @ResultType is TIME or DISTANCE For distance the measurement is in metres. Do not send leading zeros or hours/minutes if 0.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, 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.
ResultType	O	SC @ResultType	Result type, either time or distance or IRM for the corresponding phase. It will be TIME for Track events or DISTANCE for Field events unless IRM applies.

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

Type		Code	Pos	Description
ER		MS	N/A	Element Expected: Only in track events where athletes receive the same time.
	Attribute	M/O	Value	Description
	Value	M	S(4)	Send the time value in m/s, for example .123
ER		FALSE_START	S(1)	Pos Description: Send G if the false start was by the guide or in combined send 2 is second false start by same athlete, else not sent. Element Expected: If it applies
	Attribute	M/O	Value	Description
	Value	M	S(n)	False start indication, e.g., "F1"
	Value2	M	S(10)	Send the reaction time associated to this false start. Usually in format -0.nnn or 0.nnn
ER		LAST_QUAL	N/A	Element Expected: All qualifying phases to indicate the person / performance to beat to move into a qualifying position.



	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if this competitor is in the last qualifying place else do not send.
ER		RULE	N/A	Element Expected: Just in case of athlete's disqualification or other requirement
	Attribute	M/O	Value	Description
	Value	M	SC @Rule	Rule reference
ER		UNIT_LANE	N/A	Element Expected: Only for track events
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the lane/order number for the athlete in the unit.
ER		UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat number in track events or group (A/B) in field events.
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank of the athlete within the event unit
ER		WIND_SPEED	N/A	Element Expected: Send where the data exists
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second
	Value2	O	S(1)	Send Y in case the performance of the competitor was achieved with assisting wind in excess of 2.0 m/s and, as a consequence, it cannot be recognized as a record. In horizontal jumps send O (Other) if the best attempt is greater than 2.0 but there is another attempt which is legal and exceeds the former record.
ER		PTS	N/A	Element Expected: Only in combined events
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Points scored
ER		RC	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y, if the competitor has a red card for behaviour in this unit (not second yellow).
ER		YC	N/A	Element Expected: If applicable.
	Attribute	M/O	Value	Description



	Value	M	S(1)	Send Y, if the competitor has a yellow card for behaviour in this unit or previous else do not send.
ER		YRC	N/A	Element Expected: If applicable.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y, if the competitor has a second yellow card for behaviour in this unit.
ER		LANE_INFRINGE	N/A	Element Expected: If this competitor received a lane infringement in this phase
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send L if this competitor incurred a lane infringement
EA_UER_ATH_AT		AT_TEAM_SCORE	N/A	Element Expected: For EA teams competitions
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Team points which the athlete scored
EA_UER_ATH_AT		AT_TEAM_SCORE	N/A	Element Expected: For EA teams competitions
	Attribute	M/O	Value	Description
	Value	M	Text	Team ID

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Phase result's record indicator.

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

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

Competitor related to one phase result.

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

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

Competitors extended information.



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

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 either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's bib number.

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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 @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
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).

Sample (Phase Results)



```
....
<Result Rank="1" ResultType="TIME" Result="48.33" QualificationMark="Q" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="3" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
    <ExtendedResult Type="ER" Code="UNIT_LANE" Value="6" />
    <ExtendedResult Type="ER" Code="WIND_SPEED" Value="-1.2" />
  </ExtendedResults>
  <Competitor Code="1101337" Organisation="SUI" Type="A">
    <Composition>
      <Athlete Code="1101337" Order="1" >
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.3.6.6 Message Sort

Result @SortOrder followed by Athlete @Order.



2.3.7 Cumulative Results

2.3.7.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In athletics, the Cumulative Results message is used only in combined events to send a summary of results (including rank) during the combined event.

This message can also be used in teams competition (like DNA)

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
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results START_LIST LIVE INTERMEDIATE 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.

2.3.7.3 Trigger and Frequency

The cumulative results accumulate results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

The first version should be triggered at the same time as the start list of the first unit is triggered and then after each unit in track events is completed. If field events it is triggered after each attempt as LIVE.

2.3.7.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		ResultType					
		IRM					
		SortOrder					
		Diff					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			
				Value			
		RecordIndicators (0,1)					
			RecordIndicator (1,N)				
				Order			
				Code			
				RecordType			
				Equalled			
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		



	RankEqual	
	ResultType	
	Result	
	ResultPoints	
	IRM	
	SortOrder	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Rank	
	RankEqual	
	SortOrder	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	
Competitor (1,1)		
	Code	
	Type	
	Organisation	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	

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 /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

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

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

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

Element: Competition /Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	Numeric ###0 or ##0.0	The cumulative result of the competitor. Send just in the case @ResultType is POINTS For points (for the Overall Results of the Combined Events): numeric with a maximum of 4 digits Also applicable in team competitions
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM for the cumulative result.
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM



SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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.
Diff	O	Numeric ###0 or ##0.0	Points behind leader. Do not send for leader (combined events)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Team competitor's extended results.				
Type	Code	Pos	Description	
ER	RC	N/A	Element Expected: If applicable.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y, if the competitor has a red card for behaviour (not second yellow).
ER	YC	N/A	Element Expected: If applicable.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y, if the competitor has a yellow card for behaviour.
ER	YRC	N/A	Element Expected: If applicable.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y, if the competitor has a second yellow card for behaviour.
ER	HCP_TIME	N/A	Element Expected: For handicap time in teams competitions	
	Attribute	M/O	Value	Description
	Value	M	s.ff	Handicap time

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)				
Cumulative result's record indicator.				
Attribute	M/O	Value	Description	
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).	
Code	M	CC @RecordCode	Code which describes the record broken by the cumulative result value.	
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.	
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.	

Element: Competition /Result /ResultItems /ResultItem (1,N)				
Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.				
Attribute	M/O	Value	Description	
Unit	M	CC @Unit	Full RSC of the phase	
Order	M	Numeric #0	Logical order of the units, usually schedule order.	



Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem.
Result	O	m:ss.ff or Numeric #0.00	The result of the competitor for the phase identified by @Unit at /ResultItems /ResultItem. Send just in the case @ResultType is not IRM. For distance: in metres. Do not send leading zeros or minutes if 0.
ResultPoints	O	Numeric ###0 or ##.0	Convert the performance to points, numeric with a maximum of 4 digits. Used in combined events. Can be used in team competition
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by by @Unit at /ResultItems /ResultItem.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	WIND_SPEED	N/A	Element Expected: Send where the data exists in combined events	
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second
ER	TOTAL_PTS	N/A	Element Expected: In combined events unless the athlete did not start (DNS) in this unit.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0 or ##0.0	Total Points after the athlete has completed the event unit Or in team competition, the team score after the event
	Rank	O	Text	Overall rank of the athletes up to and including this phase
	RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent
	SortOrder	O	Numeric	Similar to rank but considering all competitors (including those with no rank)

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)	
Result's record indicator.	



Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the Result /ResultItems /ResultItem /Result value It applies to the result of one event unit.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	Y	Send Y in the case that the record has been equalled else do not send.

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

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
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	Athlete's ID
Order	M	Numeric	Send 1 as the competitor is an athlete
Bib	O	S(4)	Bib number

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

Athletes extended information.

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

Sample (Decathlon)



```
<Result Rank="1" ResultType="POINTS" Result="1554" SortOrder="1" >
  <ResultItems>
    <ResultItem Unit="ATHMDECATH-----100-----" Order="1" >
      <Result Rank="27" ResultType="TIME" Result="10.23" ResultPoints="845" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="WIND_SPEED" Value="+1.3" />
          <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="845" Rank="27" SortOrder="27" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="ATHMDECATH-----LJ-----" Order="2" >
      <Result Rank="18" ResultType="DISTANCE" Result="7.23" ResultPoints="709" SortOrder="18" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="WIND_SPEED" Value="-1.1" />
          <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="1554" Rank="1" SortOrder="1" />
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="20217432" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="20217432" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.3.7.6 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder



2.3.8 Cumulative Score

2.3.8.1 Description

This message is the team standings which include every finished event and the live standings which include points that are sure for the teams to gain in the ongoing events.

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 @Event	Full RSC of the overall team event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_SCORE	Cumulative Score message
DocumentSubtype	CC @Phase	Last finished phase
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

When each race results are unofficial and when points in ongoing technical events change.



2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Value				
	CumulativeResult (0,N)						
		Rank					
		RankEqual					
		Result					
		ResultType					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Event			
				Result (1,1)			
					ResultType		
					Result		
					SortOrder		
		Competitor (1,1)					
			Code				
			ExtendedResults (1,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Value		



2.3.8.5 Message Values

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
EA_CEI_AT	AT_FINISHED_EVENTS	N/A	Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric #0	Finished events of the competition
EA_CEI_AT	AT_TOTAL_EVENTS	N/A	Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric #0	Total events of the competition

Element: Competition /CumulativeResult (0,N)			
Attribute	M/O	Value	Description
Rank	M	Numeric #0	Rank of the team
RankEqual	O	S(1)	Send "Y" if a rank has been equalled. Only send if applicable.
ResultType	M	SCORE	
Result	M	Numeric ##0.00	Official + live points
SortOrder	M	Numeric #0	Used to sort the teams

Element: Competition /CumulativeResult /ResultsItem /ResultItem (1,N)			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

Element: Competition /CumulativeResult /ResultsItem /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
ResultType	M	SCORE	
Result	M	Numeric ##0.00	Event points
Rank	M	Numeric #0	Rank in the event
RankEqual	O	S(1)	Send Y if the rank is equalled
SortOrder	M	Numeric 0	Always 1

Element: Competition /CumulativeResult /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	Text	Team ID



Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
EA_CER_TEAM_AT	AT_LIVE_POINTS	N/A	Element Expected: If there are events in progress
	Attribute	M/O	Value
	Value	M	Numeric
EA_CER_TEAM_AT	AT_OFFICIAL_POINTS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric

2.3.8.6 Message Sort

Sort by CumulativeResult @SortOrder



2.3.9 Image

2.3.9.1 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.

2.3.9.2 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.

2.3.9.3 Trigger and Frequency

Trigger when image available and after any change.

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	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)	
	-	

2.3.9.5 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 /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 way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	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	O	S(4)	Bib number

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)



Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Image)

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

2.3.9.6 Message Sort

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



2.3.10 Records

2.3.10.1 Description

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

Special Situations – Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

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

2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							



	Codes	
	ExtendedInfos (0,1)	
	SportDescription (0,1)	
	DisciplineName	
	Record (1,N)	
	Code	
	Description (1,1)	
	Name	
	RecordType (1,N)	
	Order	
	RecordType	
	Subcode	
	Shared	
	NotEstablished	
	NotEstablishedLabel	
	RecordData (0,N)	
	Order	
	ResultType	
	Result	
	Unit	
	Country	
	Place	
	Date	
	Time	
	Equalled	
	Competition	
	Historical	
	Current	
	ModificationIndicator	
	Extension (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Competitor (0,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (0,1)	



	Athlete (1,N)
	Code
	Order
	Description (0,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class

2.3.10.5 Message Values

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

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

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

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

Element: Competition /Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.



Subcode	O	- NOC if RecordType = "NR" - Rank if RecordType = "BOP", "ALL" or "SBP"	It will be mandatory in case of RecordType = "NR", "BOP"
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC @NoRecord	The code to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	Result type, either time, distance or points for the corresponding event unit
Result	O	m:ss.ff or h:mm:ss or Numeric #0.00 or Numeric ###0	The result of the competitor for the record. For distance: in metres For points (for Combined Event Units): numeric with a maximum of 4 digits. Do not send leading zeros or hours/minutes if 0.
Unit	O	CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition.



			Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Competition /Record /RecordType /RecordData /Extension (0,N)				
Type		Code	Pos	Description
ER		COMMENT	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	S(1)	Record comment code. A for Altitude, I for Indoor or B for Both
ER		POSITION	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	S(5)	Position (Place/Round/Heat) obtained by the athlete Example: "3qf1", "4r1", "1s1", "1h1", "1"
ER		RESULT	S(2)	Pos Description: Send a number, from 1 to 10 for each phase of Combined Events Element Expected: For combined events records.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff or Numeric #0.00 (metres)	Send the time or distance obtained at each phase of the Combined Event record. Do not send leading zeros or minutes if 0.
ER		WIND_SPEED	N/A	Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second



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

Competitor to whom the record is assigned.

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

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

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

Competitors extended information.

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

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

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

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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 @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

2.3.10.6 Message Sort

The following order applies:

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



2.3.11 Team Placing

2.3.11.1 Description

This message describes the Placing Table as per ORIS report C96.

2.3.11.2 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 overall team event
DocumentSubcode	N/A	N/A
DocumentType	DT_PLACINGS	Final placings message
DocumentSubtype	CC @Phase	Last finished phase
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE 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.

2.3.11.3 Trigger and Frequency

After each final phase.



2.3.11.4 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)							
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Value				
	PlacingStandings (1,1)						
		DateTime					
		TotalEvents					
		FinishedEvents					
		PlacingTable (1,1)					
			PlacingLine (0,N)				
				Rank			
				SortRank			
				RankEqual			
				Organisation			
				PointsToReach			
				Points			
				PlacingNumbers (0,1)			
					PlacingNumber (1,N)		
						Type	
						Code	
						Rank	
						Points	
						First	
						Second	
						Third	
						Fourth	
						Fifth	
						Sixth	
						Seventh	
						Eighth	
						Points	



2.3.11.5 Message Values

Element: Competition /PlacingStandings (0,N)			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and Time of the message
TotalEvents	M	Numeric #0	Total number of events that award medals
FinishedEvents	M	Numeric #0	Number of events that have awarded medals

Element: Competition /PlacingStandings /PlacingTable /PlacingLine (0,N)			
Attribute	M/O	Value	Description
Rank	M	Numeric #0	Organization's rank in placing table
SortRank	M	Numeric #0	Organization's sort order in placing table
RankEqual	M	S(1)	Send Y if rank is tied
Organisation	M	CC @Organisation	Organisation code
PointsToReach	O	Numeric #0	Only for EUR v USA championship. Number of points that one of the 2 teams has to reach to be sure to win the match
Points	M	Numeric ##0	Total points for the organisation



Element: Competition /PlacingStandings /PlacingTable /PlacingLine / PlacingNumbers /PlacingNumber (1,N)			
Attribute	M/O	Value	Description
Type	M	TOT	Only total placing table is provided
Code	O	Numeric #0	Rank to be considered
Rank	O	Numeric ##0	Number of results with this rank
Points	O	Numeric ##0.##	Number of points related to this rank
First	M	Numeric #0 or blank if nil	Number of first places
Second	M	Numeric #0 or blank if nil	Number of second places
Third	M	Numeric #0 or blank if nil	Number of third places
Fourth	M	Numeric #0 or blank if nil	Number of fourth places
Fifth	M	Numeric #0 or blank if nil	Number of fifth places
Sixth	M	Numeric #0 or blank if nil	Number of sixth places
Seventh	M	Numeric #0 or blank if nil	Number of seventh places
Eighth	M	Numeric #0 or blank if nil	Number of eighth places
Points	M	Numeric ##0	Total points for the organisation

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	Numeric #0	Pos Description: Send the intermediate point for this competitor Element Expected: Just for horizontal jumps, vertical jumps and throws event units. When LIVE for competitor about to attempt or currently attempting
Attribute	M/O	Value	Description
Value	M	S(20) no leading zeros	Send the ID for the current competitor

2.3.11.6 Message Sort

Sort by CumulativeResult @SortOrder



2.3.12 Team Result for Marathon and Cross Country

2.3.12.1 Description

This message is the team results in Marathon and Cross Championships.

2.3.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	The event code for the overall team event should be used.
DocumentSubcode	N/A	N/A
DocumentType	DT_TEAM_RESULT	Team results in distance events
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE 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.

2.3.12.3 Trigger and Frequency

When athletes cross the split points or the finish line.



2.3.12.4 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)							
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Value				
	CumulativeResult (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		SortOrder					
		Competitor (1,1)					
			Code				
			Type				
			Organisation				
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			
				Value			
				Extension (0,N)			
					Type		
					Code		
					Pos		
					Value		
		Composition (0,1)					
			Athlete (1,N)				
				Code			
				Bib			
				Order			
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		



2.3.12.5 Message Values

Element: Competition /CumulativeResult (1,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric #0	Rank of the team
RankEqual	O	S(1)	Send "Y" if a rank has been equalled. Only send if applicable
ResultType	M	TIME or POINTS	TIME for team marathon POINTS for Cross Championships
Result	O	hh:mm:ss or Numeric ##0.0	Performance as a cumulated Team time (Marathon) or Points (Cross)
SortOrder	M	Numeric #0	Sort order of the teams

Element: Competition /CumulativeResult /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	Send T for team
Organisation	M	CC @Organisation	Organisation code

Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
EA_CER_TEAM_AT		AT_SPLIT	Numeric ##0	Pos Description: Sequential number of split point according to track configuration Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss or Numeric ##0.0	Send cumulated Team time (Marathon) or Points (Cross) at this split
Sub Element: Competition /CumulativeResult /Competitor /ExtendedResults /Extension Expected: Always				
	Attribute	Value	Description	
	Code	AT_RANK		
	Pos	N/A		
	Value	Numeric #0	Send Team Rank at this split	
Sub Element: Competition /CumulativeResult /Competitor /ExtendedResults /Extension Expected: Always				
	Attribute	Value	Description	
	Code	AT_SORT_ORDER		
	Pos	N/A		
	Value	Numeric #0	Send Team sort order according to split rank	



Element: Competition /CumulativeResult /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric #0	Order attribute. Send 1 when Competitor @Type="A".
Bib	O	S(4)	Bib

Element: Competition /CumulativeResult /Competitor /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
EA_CER_ATH_AT	AT_RESULT	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	hh:mm:ss
			Individual time of team member
EA_CER_ATH_AT	AT_IRM	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	SC @IRM
			Send invalid result mark, in case it is assigned to a team member
EA_CER_ATH_AT	AT_RANK_INDIVIDUAL	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Send rank of the team member
EA_CER_ATH_AT	AT_POINTS_INDIVIDUAL	N/A	Element Expected: When available in cross country
	Attribute	M/O	Value
	Value	M	Numeric ##0.0
			Send points of team member (Cross)
EA_CER_ATH_AT	AT_COUNTS_FOR_TEAM	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(1)
			Send Y if the performance counts for the team result and N if not

2.3.12.6 Message Sort

Sort by CumulativeResult @SortOrder



2.3.13 Team Points

2.3.13.1 Description

This message describes team points.

2.3.13.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Discipline code
DocumentSubcode	N/A	N/A
DocumentType	DT_TEAM_POINTS	Team points
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE 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.

2.3.13.3 Trigger and Frequency

When points updated.



2.3.13.4 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	Level 12
Competition (0,1)											
	ExtendedInfos (0,1)										
		ExtendedInfo (0,N)									
			Type								
			Code								
			Value								
	Discipline (1,1)										
		Code									
		TotalEvents									
		FinishedEvents									
			Description								
			CumulativeResult								
				Rank							
				RankEqual							
				ResultType							
				Result							
				SortOrder							
				ResultItems (0,1)							
					ResultItem (1,N)						
						Event					
						Order					
						Result					
							Rank				
							RankEqual				
							ResultType				
							Result				
							ResultPoints				
							Competitor				
								Composition			
									Athlete		
										Code	
										Order	
										Bib	
										Description	
											IFId
											GivenName
											FamilyName
											Gender



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12
											Organisation
											BirthDate

2.3.13.5 Message Values

Element: Competition /Discipline (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Event	
TotalEvents	M	Numeric #0	Total number of events that award points
FinishedEvents	M	Numeric #0	Number of events that have awarded points

Element: Competition /Discipline /Description (1,1)			
Attribute	M/O	Value	Description
Description	M	S(40)	Description

Element: Competition /Discipline /CumulativeResult (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	Numeric ###0	The cumulative result
ResultType	O	SC @ResultType	Type of the @Result attribute.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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 /Discipline /CumulativeResult /ResultItems /ResultItem (1,N)			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC
Order	M	Numeric #0	Logical order

Element: Competition /Discipline /CumulativeResult /ResultItems /ResultItem /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.ff or Numeric #0.00	The result of the competitor For distance: in metres. Do not send leading zeros or minutes if 0.
ResultPoints	O	Numeric ###0	Points



Element: Competition /Discipline /CumulativeResult /ResultItems /ResultItem /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Order
Bib	O	S(4)	Bib number

Element: Competition /Discipline /CumulativeResult /ResultItems /ResultItem /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

2.3.13.6 Message Sort

Sort by CumulativeResult @SortOrder



2.3.14 Event Final Ranking

2.3.14.1 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.

2.3.14.2 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_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 PROVISIONAL
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.

2.3.14.3 Trigger and Frequency

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

2.3.14.4 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	
	VenueDescription (0,1)		
		Venue	
		VenueName	
	Result (1,N)		
		Rank	
		RankEqual	
		IRM	
		SortOrder	
		Competitor (1,1)	
		Code	
		Type	
		Organisation	
		Description (0,1)	
		TeamName	
		Composition (1,1)	
		Athlete (0,N)	
		Code	
		Order	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		BirthDate	
		IFId	
		Class	
		GuideID	
		GuideFamilyName	
		GuideGivenName	

2.3.14.5 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 /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

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	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: 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 or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
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)

Used in Team events only

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

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	Order attribute. Send 1 when Competitor @Type="A".
Bib	O	S(4)	Bib

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 @DisciplineClass	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
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).

2.3.14.6 Message Sort

Sort by Result @SortOrder



2.3.15 Configuration

2.3.15.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

2.3.15.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase, send this message for each phase
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.

2.3.15.3 Trigger and Frequency

- * The message is sent prior to any ODF Sports message sending one message for each phase.
- * Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list.
- * If DT_CONFIG is sent after any DT_RESULT messages are sent for a phase then all up-to-date DT_RESULT messages need to be re-sent for that phase.

2.3.15.4 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

2.3.15.5 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	Full RSC of the phase.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	CATEGORY	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @UnitCategory	Send the corresponding unit category code
EC	START_IN_LANES	N/A	Element Expected: Just for track events up to 800m (and relays)	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the competitors start in lanes
EC	UNITS_PHASE	N/A	Element Expected: In track events for all phases where there is more than one unit (including combined events).	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of units in the phase.

Sample (Configuration)

```
<Configs>
<Config Unit="ATHM100M-----FNL-----">
  <ExtendedConfig Type="EC" Code="START_IN_LANES" Value="Y" />
  <ExtendedConfig Type="EC" Code="CATEGORY" Value="A" />
</Config>
```

2.3.15.6 Message Sort

There is no message sorting rule.



2.3.16 Weather conditions

2.3.16.1 Description

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

2.3.16.2 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.

2.3.16.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.16.4 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				
	Weather (1,1)				
		Date			
		Conditions (1,N)			
			Code		
			Humidity		
			Wind_Direction		
			Condition (0,3)		
				Code	



	Value
Temperature (0,N)	
	Code
	Unit
	Value
Wind (0,N)	
	Code
	Unit
	Value
	Type
ExtendedConditions (0,1)	
	ExtendedCondition (1,N)

2.3.16.5 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
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.

Element: Competition /Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air temperature & Heat Stress Indicator (WBGT)



Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric ##0.0 or -#0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)

If data available

Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0	Wind speed in km/h
Type	O	SC @WindForce	

2.3.16.6 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 operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
Periodically as soon as ODF operations start. With DocumentSubtype as FULL	DT_RECORD		x				
When INFO goes Live	DT_PDF C08 Competition Schedule		x				
When INFO goes Live	DT_PDF C35 Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After participant verification, changes of athlete data and allocation of athletes bibs	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
If changes in records. With DocumentSubtype as PARTIAL	DT_RECORD		x				
If any change in Schedule	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Competition Schedule		x				
If any change in Competition Officials	DT_PDF C35 Competition Officials		x				
After verification of records	DT_PDF C24A Records by Event			x			
	DT_PDF C24B Records		x				
	DT_PDF C25 Best Performances			x			
Before Draw	DT_PDF C30A Number of Entries by NOC		x				
	DT_PDF C30B Number of Entries by Event		x				



	DT_PDF C32x Entry List		x					
After received athletes confirmations	DT_PARTIC_UPDATE		x					
If changes in the composition or names of the teams	DT_PARTIC_TEAMS_UPDATE		x					
If changes after athletes confirmations (new heats added/removed)	DT_SCHEDULE_UPDATE		x					o
For each day	DT_PDF C58 Daily Competition Schedule		x					
Send for all events (and later if changes in number of heats)	DT_CONFIG				x			
After draw for each event	DT_RESULT	START_LIST						x
For each unit	DT_PDF C51x Start List							x
And with multiple units included	DT_PDF C51x Start List				x			
Only for Race Walk events. Empty form	DT_PDF C83 Race Walking Judges Summary Sheet							x
For Combined Events. First version triggered at the same time as the start list of the first unit	DT_CUMULATIVE_RESULT	START_LIST		x				
For Relays only. After team members populated one hour before start	DT_RESULT	START_LIST						x
	DT_PDF C51D1 Start List							x
At the end of each previous session (and later if changes)	DT_PDF B51 Start List Package		x					

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
As soon as competition starts and after any addition / change in any data	DT_RESULT	LIVE					x
Only during track, relays and road units. And during last heat of last event in combined event with overall ranking. With latest live information in all split points. Expected not more frequently than every 2 seconds	DT_CURRENT						x



DocumentSubtype as PARTIAL. Only for track events over 400m and relay 4x400m. As soon as the unit starts and continues to be triggered on all updates (official intermediate points lap/1000m). Expected not more frequently than every 2 seconds.	DT_RESULT_ANALYSIS	LIVE						x
After every attempt in field events excluding combined events as LIVE	DT_PHASE_RESULT	LIVE			x			
For Combined Events. After each attempt in Field events	DT_CUMULATIVE_RESULT	LIVE		x				
Only for Field events. After the completion of every round/height	DT_RESULT	INTERMEDIATE						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After each unit (Heat/Group) in the phase	-						
When Competition is finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
After all competitors have finished the unit	DT_RESULT	UNOFFICIAL					x
DocumentSubtype as PARTIAL. Only for track events over 400m and relay 4x400m	DT_RESULT_ANALYSIS	UNOFFICIAL					x
After each unit (except for Final phase)	DT_PHASE_RESULT	INTERMEDIATE			x		
For Combined Events. After each unit finished	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
After verification	DT_RESULT	OFFICIAL					x
DocumentSubtype as PARTIAL. Only for track events over 400m and relay 4x400m. With official intermediate points (lap/1000m)	DT_RESULT_ANALYSIS	OFFICIAL					x
DocumentSubtype as FULL. Only for track events over 400m and relay 4x400m. With all splits points at a higher frequency (every 100m)	DT_RESULT_ANALYSIS	OFFICIAL					x
After each unit (except for Final phase)	DT_PHASE_RESULT	INTERMEDIATE			x		



For Combined Events. After each unit finished	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
Only for track events	DT_IMAGE						x
If applicable	DT_RECORD			x			
For each unit	DT_PDF C73x Results						x
And with multiple units included (except for Final phase)	DT_PDF C73x Results				x		
Specific for Combined events at Event level	DT_PDF C73L Results			x			
At event or phase level, if single or multiple event units included. Not for vertical and throwing events.	DT_PDF C77x Race/Jump Analysis				x		x
Only for Race Walk events. After approved	DT_PDF C83 Race Walking Judges Summary Sheet						x
Additional after last unit in each phase	-						
Resent official results of previous units, to add qualification marks not previously known	DT_RESULT	OFFICIAL					x
When all units are completed (except for Final phase)	DT_PHASE_RESULT	UNOFFICIAL			x		
For Combined Events. After finished the last unit of the last event	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
When all units are completed and OFFICIAL (except for Final phase)	DT_PHASE_RESULT	OFFICIAL			x		
After verification. For Combined Events. After finished the last unit of the last event	DT_CUMULATIVE_RESULT	OFFICIAL		x			
	DT_PDF C24A Records by Event			x			
	DT_PDF C24B Records		x				
	DT_PDF C25 Best Performances			x			
If applicable	DT_PDF C81 Records Set		x				
Only track events (except for Final phase)	DT_PDF C74A1 Results Summary				x		
Only track events (except for first phases)	DT_PDF C74A2 Results Progression				x		



Only for field events (except for Final phase)	DT_PDF C74F Results Summary				x		
Only for combined track events	DT_PDF C74M Results Summary				x		
Only for combined field events	DT_PDF C74M Results Summary				x		
Start List for next phase unit (except for Final unit)	DT_RESULT	START_LIST					x
For each unit	DT_PDF C51x Start List						x
And with multiple units included (except for Final phase)	DT_PDF C51x Start List				x		
Additional after a Final unit	-						
When the TD allows the release of the medallists (before results are official, or even not all competitors have finished yet)	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
When the medallists are officially known (even if not all competitors are finished)	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
At the end of the event	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
Only for Relay and Team event	DT_PDF C92B Medallists	OFFICIAL		x			
After medal units	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C96 Placing Table		x				
If applicable	DT_PDF C99 Multi-Medallists at these Games		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



v1.0	30 Nov 2016	First version
v1.1	23 Nov 2016	Updated
v1.2	09 Jan 2017	Updated
v1.3	02 Mar 2017	Updated
v1.4	17 May 2017	Updated
v1.5	25 Aug 2017	Updated
v1.6	04 Dec 2017	Updated
v1.7	20 Feb 2018	Updated
v2.0	25 Oct 2018	Updated
v2.1	24 Jan 2019	Updated
V2.2	25 Feb 2019	Updated for Para
v2.3	14 Aug 2019	Updated with CRs
V2.4	13 Mar 2020	Updated
V2.5	22 May 2020	Updated CR19871
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	16 Sep 2022	Updated
V3.02	27 Jan 2023	Updated
V3.1	10 Feb 2023	Approved
EA V3.1	14 Feb 2023	Approved

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFR	Add combined events points in phase results
v1.2	SFA	DT_PARTIC: added note re IFId that this could be from the IPC or IAAF depending on the athlete. DT_RESULT: added a note that RUNWAY_SPEED and STEP are only available if the data is collected. DT_RESULT_ANALYSIS: Changed time format for intermediate points to single decimal DT_CUMULATIVE_RESULT: Change triggering for field events in combined to be LIVE. DT_CONFIG: Corrected triggering to be by phase. 1.4 Updated the variations for the Commonwealth Games.
v1.3	SFA	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Additional elements and attributes added.
v1.4	SFA	1.4: Note that QUAL_BEST is not used.
v1.5	SFA	Added support for YOG
v1.6	SFA	Typographical corrections
v1.7	SFA	DT_RESULT: Noted that intermediate point in relays is leg number. DT_RESULT: Added missing (in error) extensions in Athlete/ExtendedResults DT_RESULT: Added intermediate point value for all participants where INTERMEDIATE is used. DT_CONFIG: Correction to be clear this message is sent at phase level. DT_RESULT_ANALYSIS: Change triggering to only send at the end of the unit. Minor typographical corrections without changing the meaning. DT_PARTIC: Updated to add Passport names (CR15219) Removed reference to 2018 Commonwealth Games



v2.0	SFA	DT_RESULT: In Results/ExtendedResults add extension MS, Add EUE/RANK_WLD DT_RESULT: Changed walk warning to maximum 4. DT_PHASE_RESULT, DT_RESULT_ANALYSIS: In Results/ExtendedResults add extension MS DT_WEATHER: Add Weather /Conditions /Wind DT_WEATHER: Weather /Conditions /Temperature add WGBT CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in phase and cumulative results DT_RESULT_ANALYSIS: Change triggering. DT_PARTIC: Remove QUAL_BEST, Add RANK_WLD DT_PARTIC_TEAMS: Remove QUAL_BEST Removed reference to 2018 YOG
v2.1	APP	Removed ValueType throughout document DT_RESULT: Update DISPLAY/INTERMEDIATE_CURRENT CR16914: Change DT_WEATHER message to venue level. CR16928: Update ER/INTERMEDIATE
V2.2	APP	DT_PARTIC: Add QUAL_BEST DT_PARTIC_TEAMS: Add QUAL_BEST DT_RESULT: Clarify WINDY extension DT_PHASE_RESULT: Clarify WINDY extension
v2.3	APP	CR16640: Add ODF Version @Competition CR17516: DT_RESULT: Update ExtendedInfos @DISPLAY/LAST_COMP & DISPLAY/LAST_COMP_2 CR17730: DT_RESULT / DT_RESULT_ANALYSIS: Updates in intermediates to only include track intermediate times for all athletes in DT_RESULT_ANALYSIS CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N
V2.4	APP	DT_RESULT: Update Element expected for ER/WINDY @Result/ExtendedResults /ExtendedResult (to align with implementation) DT_RESULT: Update Element expected for ER/RULE @Result/ExtendedResults /ExtendedResult to allow for a note without disqualification DT_RESULT: Update ER/YC, ER/RC and ER/YRC @Result/ExtendedResults /ExtendedResult DT_RESULT: Update ER/LEG_SPLIT value @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Delete ER/YC, ER/RC and ER/YRC @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add ER/INTERMEDIATE/AFTER_INTERMEDIATE_ERECORD @Result/ExtendedResults /ExtendedResult DT_RESULT: Clarify Result/Diff (186709) DT_RESULT: Update ER/ORDER_CURRENT @Result/ ExtendedResults /ExtendedResult DT_RESULT: Update ER/ORDER_FINAL @Result/ExtendedResults /ExtendedResult DT_PHASE_RESULTS: Update Element expected for ER/WINDY @Result/ExtendedResults /ExtendedResult (to align with implementation) DT_PHASE_RESULTS: Add ER/YC, ER/RC and ER/YRC @Result/ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Updated Extected for ER/TOTAL_PTS @Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add Result/ExtendedResults/ExtendedResult for disciplinary cards Update Diff throughout the document, do not send any value for the leader. DT_RESULT_ANALYSIS: Add DISPLAY/INTERMEDIATE_CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT & DT_RESULT_ANALYSIS: Clarify that the intermediate time in races at finish must always be the same as the competitor result. (186622) DT_RESULT: Update when ER/PHOTO is expected @ Result /ExtendedResults /ExtendedResult (186641) DT_CONFIG: Add EC/UNITS/PHASE @ Configs /Config /ExtendedConfig (186628) DT_WEATHER: Update value of Unit at Weather /Conditions /Wind Other Typographical corrections without changing the intent.
V2.5	APP	DT_RECORD: Remove Guide information from the message [CR19871]



V3.0	SFA	<p>DT_PARTIC: Remove Participant/Weight DT_PARTIC: Delete ENTRY/QUAL_BEST at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Delete ENTRY/QUAL_BEST at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_PARTIC_TEAM: Update Team /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/INTERMEDIATE at ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/INTERMEDIATE/OFFSET at Result /ExtendedResults /ExtendedResult DT_RESULT: Add Value2 for ER/FALSE_START at Result /ExtendedResults /ExtendedResult DT_RESULT: Add Value2 for ER/FALSE_START at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update ER/RULE at Result /ExtendedResults /ExtendedResult to use SC @Rule DT_RESULT: Update ER/LEG_SPLIT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to include 4x100m DT_RESULT: Update Value @ Result/Result DT_RESULT: Update expected at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to include team event DT_RESULT: Add ER/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add ER/UNDER_PROTEST at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/LANE_INFRACTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Updates UI/QUAL_RULE at ExtendedInfos /ExtendedInfo DT_RESULT: Remove UI/QUAL_RANK at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/QUAL_FROM_RANK and UI/QUAL_TO_RANK at ExtendedInfos /ExtendedInfo DT_RESULT: Add Value2 for ER/WIND_SPEED at /Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/WINDY at /Result /ExtendedResults /ExtendedResult DT_RESULT: Update @Pos ER/FALSE_START at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/Rank DT_RESULT: Update Result/Diff DT_CURRENT: Message added DT_PHASE_RESULT: Update triggering DT_PHASE_RESULT: Add Value2 for ER/FALSE_START at Result /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Update ER/RULE at Result /ExtendedResults /ExtendedResult to use SC @Rule DT_PHASE_RESULT: Add Value2 for ER/WIND_SPEED at /Result /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Remove ER/WINDY at /Result /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Update @Pos ER/FALSE_START at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Unit DT_CUMULATIVE_RESULT: Update ResultStatus to remove UNCONFIRMED DT_IMAGE: Update throughout the message for global change [CR022136] DT_RECORD: Update Record/RecordType/NotEstablishedLabel DT_RECORD: Update Description DT_WEATHER: Update triggering DT_WEATHER: Add Weather /Conditions /Wind_Direction</p>
V3.01	SFA	<p>DT_RESULT: Update UI/INTERMEDIATE at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/RERUN at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify ER/INTERMEDIATE/OFFSET at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/Diff DT_RESULT: Update ER/FALSE_START at Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/FALSE_START at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update ER/WIND_SPEED at Result /ExtendedResults /ExtendedResult to only include for horizontal jumps DT_PHASE_RESULT: Update ER/FALSE_START at Result /ExtendedResults /ExtendedResult Typographical corrections without change in intent</p>



V3.02	SFA	DT_PARTIC: Add ENTRY/QUAL_BEST at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update UI/INTERMEDIATE at ExtendedInfos /ExtendedInfo for consistency DT_RESULT: Add ER/RULE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add ER/WARNINGS at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add ER/IRM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Update ER/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Update ExtendedInfos /ExtendedInfo to include 4x400m DT_CURRENT: Update triggering DT_CURRENT: Clarify Value for ER/LIVE at Result /ExtendedResults /ExtendedResult [Octane 21084] DT_CURRENT: Update /Result /ExtendedResults /ExtendedResult /Arrive format DT_PHASE_RESULT: Add ER/LANE_INFRINGE at Result /ExtendedResults /ExtendedResult DT_RECORD: Update Description
V3.1	APP	Approved
EA		<p>For DNA competitions</p> <p>DT_RESULT: Update Result/StartOrder to specify including group in teams competitions</p> <p>DT_RESULT: Update ER/PTS at Result /ExtendedResults /ExtendedResult to make applicable in teams competitions.</p> <p>DT_RESULT: Add EUE/HCP_TIME at Result /Competitor /EventUnitEntry</p> <p>DT_RESULT: Add EUE/GROUP at Result /Competitor /Composition /Athlete /EventUnitEntry</p> <p>DT_RESULT: Add ER/H2H_FIELD_GROUP at Result /ExtendedResults /ExtendedResult field H2H field groups</p> <p>DT_RESULT: Add ER/H2H_FIELD at Result /ExtendedResults /ExtendedResult field H2H field results</p> <p>DT_CUMULATIVE_RESULT: Update description</p> <p>DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Result /ResultPoints to allow decimal in team competition</p> <p>DT_CUMULATIVE_RESULT: Update ER/TOTAL_PTS at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult for teams</p> <p>DT_CUMULATIVE_RESULT: Update Result/Result and Result/Diff to allow decimal points in teams competition</p> <p>DT_CUMULATIVE_RESULT: Add ER/HCP_TIME at Result /ExtendedResults /ExtendedResult</p> <p>For EA Teams Competitions</p> <p>DT_RESULT: Add EA_UER_ATH_AT/AT_TEAM_SCORE at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Add EA_UER_ATH_AT/AT_TEAM_CODE at Result /ExtendedResults /ExtendedResult</p> <p>DT_PHASE_RESULT: Add EA_UER_ATH_AT/AT_TEAM_SCORE at Result /ExtendedResults /ExtendedResult</p> <p>DT_PHASE_RESULT: Add EA_UER_ATH_AT/AT_TEAM_CODE at Result /ExtendedResults /ExtendedResult</p> <p>DT_CUMULATIVE_SCORE: Add message</p> <p>DT_PLACINGS: Add message</p> <p>DT_TEAM_RESULT: Add message</p> <p>DT_TEAM_POINTS: Add message</p> <p>For Mountain Running</p> <p>DT_RESULT: Update description</p> <p>DT_PLACING: Update message</p> <p>DT_CUMULATIVE_SCORE: Update message</p>