

Olympic Data Feed



Canoe Slalom ODF Data Dictionary Technology and Information Department © International Olympic Committee

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Table of Contents

1 Introduction	5
1.1 This document	5
1.2 Objective	5
1.3 Main Audience	5
1.4 Glossary	5
1.5 Related Documents	5
2 Messages	6
2.1 Canoe Slalom Overview	6
2.2 Applicable Messages	6
2.3 Messages	8
2.3.1 List of participants by discipline / List of participants by discipline update	8
2.3.1.1 Description	8
2.3.1.2 Header Values	8
2.3.1.3 Trigger and Frequency	9
2.3.1.4 Message Structure	9
2.3.1.5 Message Values	10
2.3.1.6 Message Sort	
2.3.2 Event Unit Start List and Results	14
2.3.2.1 Description	14
2.3.2.2 Header Values	14
2.3.2.3 Trigger and Frequency	14
2.3.2.4 Message Structure	
2.3.2.5 Message Values	
2.3.2.6 Message Sort	
2.3.3 Current Information	
2.3.3.1 Description	
2.3.3.2 Header Values	
2.3.3.3 Trigger and Frequency	
2.3.3.4 Message Structure	
2.3.3.5 Message Values	
2.3.3.6 Message Sort	
2.3.4 Cumulative Results	
2.3.4.1 Description	
2.3.4.2 Header Values	
2.3.4.3 Trigger and Frequency	
2.3.4.4 Message Structure	
2.3.4.5 Message Values	
2.3.4.6 Message Sort	
2.3.5 Image	
2.3.5.1 Description	
2.3.5.2 Header Values	
2.3.5.3 Trigger and Frequency	
2.3.5.4 Message Structure	
2.3.5.5 Message Values	
2.3.5.6 Message Sort	40
2.3.6 Brackets	41
2.3.6.1 Description	41
2.3.6.2 Header Values	41
2.3.6.3 Trigger and Frequency	41
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Technology and Information Department	12 Aug 2022



2.3.6.4 Message Structure	42
2.3.6.5 Message Values	43
2.3.6.6 Message Sort	45
2.3.7 Event Final Ranking	46
2.3.7.1 Description	46
2.3.7.2 Header Values	46
2.3.7.3 Trigger and Frequency	46
2.3.7.4 Message Structure	46
2.3.7.5 Message Values	48
2.3.7.6 Message Sort	50
2.3.8 Configuration	51
2.3.8.1 Description	51
2.3.8.2 Header Values	51
2.3.8.3 Trigger and Frequency	51
2.3.8.4 Message Structure	51
2.3.8.5 Message Values	52
2.3.8.6 Message Sort	54
3 Message Timeline	56
4 Document Control	57

1 Introduction

1.1 This document

This document includes the ODF Canoe Slalom 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 Canoe Slalom 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		

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Acronym	Description
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 Canoe Slalom Overview

The are two groups of events, in this document they are referred to as slalom and extreme. Slalom is those events where athletes progress one at a time down the course in all phases. Extreme refers to the events where four athletes start together on the course after the qualification phase.

MESSAGES IN SLALOM

- * All slalom events have a single DT_RESULT for each unit.
- * DT_CURRENT is also sent during the competition while the unit is LIVE.
- * DT_CUMULATIVE_RESULT is also sent in the heats phase of the events.

MESSAGES IN EXTREME

- * All extreme events have a single DT_RESULT for each unit.
- * During the qualification phase DT_CURRENT is also sent during the competition while the unit is LIVE.
- * There is also a DT_BRACKET message for the progression after the qualification phase in each event.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit in slalom and qualification and final phase of extreme (schedule=Y) which is aligned with the same RSC for DT_RESULT. In extreme events for heats, quarterfinals and semifinals DT_SCHEDULE/DT_SCHEDULE_UPDATE message will be phase level (schedule=Y). Every unit in heats, quarterfinals and semifinals will also be sent with schedule=S and updated as appropriate. In slalom heats the phase is also sent (schedule=S)

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

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follows the general definition rules.

Message responsibilities appears in the ODF General Document. •

Message Type	Message Name	Message\n 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	Х
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	Х
DT_CURRENT	Current Information	Х
DT_CUMULATIVE_RESULT	Cumulative Results	Х
DT_IMAGE	Image	Х
DT_BRACKETS	Brackets	Х
DT_RANKING	Event Final Ranking	Х
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	Х
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_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 **Document Control**

6

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discipline.

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment	
CompetitionCode	CC @Competition	Unique ID for competition	
DocumentCode	CC @Discipline	Full RSC at the discipline level	
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message	
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.	
Version	1V	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

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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	•		
		PassportFamilyNam	e		
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		
			RegisteredEvent (0,N)	
				Event	



EventEntry (0,N)	
	Туре
	Code
	Pos
	Value

2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	Μ	S(20) with no leading zeroes	Participant's ID.
			It identifies an athlete or an official and the holding participant's valid information for one particular period of time.
			It is used to link other messages to the participant's information.
			Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
			When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	М	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.
			The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	0	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".



			To delete a participant, a specific value of the Status attribute is
CivenNerre	0	0(25)	Used.
Givenivame	0	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	0	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	0	S(25)	Passport Family Name (Uppercase).
PrintName	Μ	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	Μ	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	М	S(35)	TV name
TVInitialName	М	S(18)	TV initial name
TVFamilyName	М	S(25)	TV family name
LocalFamilyName	0	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	0	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	М	CC @PersonGender	Participant's gender
Organisation	М	CC @Organisation	Organisation ID
BirthDate	0	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	0	S(75)	Place of Birth
CountryofBirth	0	CC @Country	Country ID of Birth
PlaceofResidence	0	S(75)	Place of Residence
CountryofResidence	0	CC @Country	Country ID of Residence
Nationality	0	CC @Country	Participant's nationality.
			Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	0	CC @ResultsFunction	Main function
			In the Case of Current="true" this attribute is Mandatory.
Current	М	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	0	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	М	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only
			N-New participant (in the case that this information comes as a late entry) U-Update participant
			If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants
			If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants



To delete a participant, a specific value of the Status attribute is used.

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

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

Attribute	M/O	Value	Description
Code	М	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	0	S(16)	IF ID (competitor's federation number for the discipline).

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	М	CC @Event	Full RSC of the Event

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

Send if there are specific athlete's event entries.

	Туре	Code	Pos	Description
ENTRY		RANK_WLD	N/A	Element Expected: As soon as this information is available
	Attribute	M/O	Value	Description
	Value	Μ	S(4)	Canoe Slalom ranking for the competitor If the rank is equalled then send "=" at the beginning of the rank. "-" is expected if no rank.

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of Teams / team 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.

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	<mark>S(20)</mark>	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1V	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 Values

Element: Competition (0,1)					
Attribute	M/O	Value	Description		
Gen	O	<mark>S(20)</mark>	Version of the General Data Dictionary applicable to the message		
Sport	<mark>0</mark>	<mark>S(20)</mark>	Version of the Sport Data Dictionary applicable to the message		
Codes	<mark>0</mark>	<mark>S(20)</mark>	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 ATHM4X400MESP01)		
			When the Team is an historical one, then this ID starts with "T".		
Organisation	M	CC @Organisation	Team organisation's ID		
Number	<mark>0</mark>	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.		
<mark>Name</mark>	M	<mark>S(73)</mark>	Team's name.		
ShortName	M	<mark>S(40)</mark>	Team Short Name		
TVTeamName	M	<mark>S(21)</mark>	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 /T	Element: Competition /Team /Composition /Athlete (0,N)					
In the case of current te	In the case of current teams the number of athletes is 2 or more.					
Attribute	M/O	Value	Description			
<mark>ode</mark>	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.			
<mark>Order</mark>	<mark>0</mark>	Numeric	Team member order			
Element: Competition /T	eam /Discipli	ine (0,1)				
Each team is assigned j	ust to one di	scipline. Discipline is expec	ted unless ModificationIndicator="D"			
Attribute	M/O	Value	Description			
Code	M	CC @Discipline	Full RSC of the Discipline			
Element: Competition /T	eam /Discipli	ine /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			
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.

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	1V	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) UNCONFIRMED 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

* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

* When the unit starts and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE) during slalom and extreme qualification.

* When error correction is required during the unit, in this case all data is updated, not only those who have completed the course (LIVE).

* When the unit starts and with every update in information (LIVE) in extreme after the qualification phase.

* When Unit is not finished but is not currently running (i.e. Waiting a rerun but other event is currently LIVE)

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use (INTERMEDIATE)

* In case of interruption use INTERMEDIATE till competition resumes. If competition is rescheduled, Results are cancelled and status will be START_LIST.

* After the unit is over (UNCONFIRMED/UNOFFICIAL/OFFICIAL)

Trigger also after any change (except for the current competitor, this information is in DT_CURRENT).

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0),1)				
		UnitDateTime (0,1)			
			StartDate			
		ExtendedInfo (0,N)			
			Туре			
			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	StartSortOrder				
ResultType	ResultType				
Diff	Diff				
Pty	Pty				
ExtendedResults	(0,1)				
	ExtendedResult (1,N)			
		Туре			
		Code			
		Pos			
		Value			
		Value2			
		Diff			
		Pty			
		Extension (0,N)			
Competitor (1,1)					
	Code				
	Туре				
	Organisation				
	Composition (0,1)				
		Athlete (0,N)			
			Code		
			Order		
			Bib		
			Description (1,1)		
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				BirthDate	
				IFId	
			EventUnitEntry (0	,N)	
				Туре	
				Code	
				Pos	
				Value	

2.3.3.5 Message Values

Element: Competition (0,1)



	Attribute	M/O	Value			Description
Gen		0	S(20)	Version of the General Data Dictionary applicable to message		General Data Dictionary applicable to the
Sport		0	S(20)		Version of the Sport Data Dictionary applicable to the messa	
Code	s	0	S(20)		Version of the Co	odes applicable to the message
					·	
Elem	ent: Competition /E	xtendedInfo	os /UnitDateTime (0,	1)		
Actua	al times. Include wh	en the unit	starts.			
	Attribute	M/O	Value			Description
StartL	Date	Μ	DateTime		Actual start date	and time.
Elem	ent: Competition /E	xtendedInfo	os /ExtendedInfo (0.	N)		
	Type		Code	,	Pos	Description
UI		GAT	E	Numeric		Pos Description:
				#0		Gate number
						When available in slalom
	Sub Element: Competition /ExtendedInfos /Ex			dedInfo /	Extension	
	Attribute			Description		
	Attribute Value					
	Pos	N/A		Ν/Α		
	Value	Num	eric	Total number of misses for referenced gate		
	#0		ů			
	Sub Element: Con Expected When av	npetition /Ex /ailable in s	ctendedInfos /Exten Ialom	dedInfo /	Extension	
	Attribute	Valu	e	Descrip	tion	
	Code	TOU	CHED			
	Pos	N/A		N/A		
	Value	Num #0	eric	Total nu	mber of touches fo	or referenced gate
UI		FOR	ERUNNER	Numeric 0		Pos Description: Send the forerunner number
						Element Expected: If available
	Attribute	M/O		Value		Description
	Value	М		hh:mm:s	s	Start time for the forerunner
	Sub Element: Con Expected If availa	npetition /Ex ble	ctendedInfos /Exten	dedInfo /	Extension	
	Attribute Value Description		tion			
	Code	BOA	Т			
	Pos	N/A		N/A		
	Value	Strin	g	Boat Type of the forerunner. e.g. C1, K1,		
DISPI	LAY	LAS	T_QUAL	Numeric #0		Pos Description:

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Attribute	M/O	Value	Send cumulative rank of the competitor in slalom heat and single run rank in slalom semifinals Element Expected: Send with every update after 4 competitors have completed the slalom semifinal run (as the last qual has no meaning before that). Description
Value	Μ	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Sample (Global)

<extendedinfos></extendedinfos>	
<unitdatetime startdate="2012-07-29T13:00:00+01:00"></unitdatetime>	
<extendedinfo code="FORERUNNER" pos="1" type="UI" value="13:03:00"></extendedinfo>	
<extension code="BOAT" value="C1"></extension>	
<extendedinfo code="FORERUNNER" pos="2" type="UI" value="13:03:00"></extendedinfo>	
<extension code="BOAT" value="C1"></extension>	
<extendedinfo code="FORERUNNER" pos="3" type="UI" value="13:06:00"></extendedinfo>	
<extension code="BOAT" value="K1"></extension>	
<extendedinfo code="FORERUNNER" pos="4" type="UI" value="13:09:00"></extendedinfo>	
<pre><extension code="BOAI" value="K1"></extension></pre>	
<extended code="GATE" into="" pos="1" type="Ul"></extended>	
<extension code="IOUCHED" value="0"></extension>	
<extension code="MISSED" value="0"></extension>	
<pre><extendedinitotype= code="GATE" of="" pos="2"> </extendedinitotype=></pre>	
<pre><extension code="TOUCHED" value="T"></extension> </pre>	

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

Sport Descriptions in Text.				
Attribute	M/O	Value	Description	
DisciplineName	М	S(40)	Discipline ENG Description (not code) from Common Codes	
EventName	М	S(40)	Event ENG Description (not code) from Common Codes.	
Gender	М	CC @SportGender	Gender code for the event unit	
SubEventName	М	S(40)	EventUnit ENG Description (not code) from Common Codes	

|--|

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

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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	0	Text	Rank of the competitor in the corresponding event unit.	
RankEqual	0	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable	
Result	0	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.	
Unchecked	0	S(1)	Send "Y" if boat results are under review, otherwise do not send.	
IRM	0	SC @IRM	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.	
QualificationMark	0	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Only send in semifinal in slalom events and all phases in extreme except finals.	
SortOrder	М	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	0	Numeric #0 SC @Colour	Competitor's start order in slalom and extreme qualification. In the case of a rerun this is updated to reflect the new order For extreme post qualification this will be the bib colour.	
StartSortOrder	м	Numeric	Sequential number for Start Order. Used to sort all start list competitors in the event unit. For extreme post qualification this will be updated when competitors chose their order. In the case of a rerun this is updated to reflect the new order	
ResultType	0	SC @ResultType	Type of the @Result attribute.	
Diff	0	+sss.ff	Time behind leader, send 0.00 for leader and positive for behind.	
Pty	0	S(10)	Total penalties in slalom Summary penalty in extreme, FLT(S) or FLT(3) etc	

Elem	Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Туре		Code	Pos	Description	
PROC	GRESS	RE_RUN	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description	
	Value	Μ	S(1)	Send "Y" if boat has to get a rerun, otherwise do not send.	



PRO	GRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies intermediate, from 1 to F (including finish point). Element Expected: If available in slalom
	Attribute	M/O	Value	Description
	Value	М	sss.ff	Total time at the intermediate including penalties
	Value2	Μ	sss.ff	Time at this intermediate point (not including penalties)
	Diff	0	+/-sss.ff	Send time behind leader at the intermediate including penalties. Send 0.00 for leader.
	Pty	0	Numeric ##0	Total of Penalty's seconds at this intermediate point
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available
	Attribute	M/O	Value	Description
	Value	Μ	S(3)	Send the penalty at the gate or "-" for no penalty in slalom Send FLT for fault or "-" for no penalty in
				extreme
ER		РНОТО	N/A	extreme Element Expected: If applicable in Extreme
ER	Attribute	РНОТО М/О	N/A Value	extreme Element Expected: If applicable in Extreme Description



Sample (General)

<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7" Diff="0.00" Pty="2" > <ExtendedResults>

<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" Pty="0" Diff="0.00" > <Extension Code="TIME" Value="25.08" />

</ExtendedResult>

<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" Pty="0" Diff="0.00" > <Extension Code="TIME" Value="60.59" />

</ExtendedResult>

<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="92.56" Pty="0" Diff="0.00" > <Extension Code="TIME" Value="92.56" />

</ExtendedResult>

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" /> <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-"/>
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-"/>
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-"/>
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-"/>
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-"/>

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="7" Value="-" />

Element: Competition /Result /Competitor (1,1)				
Competitor related to the result of one event unit.				
Attribute	M/O	Value	Description	
Code	М	S(20) with no leading zeroes	Competitor's ID	
Туре	М	S(1)	A for athlete <mark>or T for Team</mark>	
Bib	<mark>0</mark>	<mark>S(4)</mark>	Team Bib	
Organisation	0	CC @Organisation	Competitor's organisation	

Element: Competition /Result /Competitor /Description (0,1)				
Used in Team events only				
Attribute	M/O	Value	Description	
TeamName	M	<mark>S(73)</mark>	Name of the team	

Elem	Element: Competition /Result /Competitor /EventUnitEntry (0,N)					
Only	Only for teams in team competition					
Type Code Pos Description				Description		
EUE		START_TIME	N/A	Element Expected: When available		
	Attribute	M/O	Value	Description		
	Value	M	hh:mm:ss	Start time		

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	М	S(20) with no leading zeroes	Athlete's ID.	
Order	М	Numeric 0	1 if Competitor @Type="A".	
Bib	0	S(4)	Bib number	

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

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

Eleme	Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)						
Indivi	dual athletes entry inforn	nation.					
	Type Code Pos Description						
EUE		START_TIME	N/A	Element Expected: When available			
	Attribute	M/O	Value	Description			
	Value	Μ	hh:mm:ss	Start time			

Eleme	Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Only	for team member ins tear	n events			
	Туре	Code	Pos	Description	
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available	
	Attribute	M/O	Value	Description	
	Value	Μ	<mark>S(3)</mark>	Send the penalty at the gate or "-" for no penalty in slalom	

Sample (General)

<EventUnitEntry Type="EUE" Code="START_TIME" Value="10:15:00" />

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information during a unit. It is not applicable in extreme after the preliminary phase.

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
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

Trigger as follows:

- * With the next to start when the unit ScheduleStatus becomes GETTING_READY
- * At any time a new athlete starts on the course
- * Immediately after every gate/addition/change in data during each run by each competitor.
- * Immediately after the competitor completes the course and the data is available.

Each message includes the most recently finished, the current (or currents in case that several competitors are competing at the same time) and the next to start. The number is less at the start and end of each unit as not all of these statuses exist at that time.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

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	ExtendedInfo (1,N)			
		Туре		
		Code		
		Pos		
		Value		
Result (0,N)				
	Rank			
	RankEqual			
	Result			
	IRM			
	SortOrder			
	StartOrder			
	StartSortOrder			
	ResultType			
	Diff			
	Pty			
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
			Туре	
			Code	
			Pos	
			Value	
			Value2	
			Diff	
			Pty	
	Compositor (4 NI)		Extension (0,N)	
	Competitor (1,N)	Cada		
		Tune		
		Organization		
			Athlete (0 N)	
				Code
				Code

2.3.4.5 Message Values

Element: Competition (0,1)

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

Eleme	Element: Competition /ExtendedInfos /ExtendedInfo (1,N)					
	Туре	Code	Pos	Description		
DISPLAY		CURRENT	Numeric	Pos Description: From 1 to n to identify the different current competitors, usually not more than 2. Element Expected: Send with every update if CURRENT exists. In case of several current competitors, @Pos value will be updated after each one arrives to finish point.		
	Attribute	M/O	Value	Description		
	Value	М	S(20) with no leading zeroes	Send the competitor ID of the current competitor		
DISPL	AY	LAST_COMP	N/A	Element Expected: Send with every update after first competitor finished and when new current is known. If competitor finishes and CURRENT is not updated, LAST_COMP remains with old value until CURRENT is updated except for the last competitor when LAST_COMP is updated and there is no current.		
	Attribute	M/O	Value	Description		
	Value	Μ	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish		
DISPL	AY	NEXT	N/A	Element Expected: Send with every update if NEXT exists		
	Attribute	M/O	Value	Description		
	Value	М	S(20) with no leading zeroes	Send the competitor ID of the Next competitor to start		

Sample (General)

<ExtendedInfos>

<ExtendedInfo Type="DISPLAY" Code="NEXT" Value="1122334" />

</ExtendedInfos>

Element: Competition /Result (0,N)					
Attribute	M/O	Value	Description		
Rank	0	Text	Rank of the competitor		
RankEqual	0	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable		
Result	0	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.		
IRM	0	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM		
SortOrder	М	Numeric	Order by start order for the competitors in the message.		

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			Used to sort all the competitors included in the message. The order is the order of starting for the competitors included in the message, that will usually be (if in the middle of the unit and only one current) LAST_COMP, CURRENT(s), NEXT = 1, 2, 3.
StartOrder	0	Numeric	Competitor's start order In the case of a rerun this is updated to reflect the new order
StartSortOrder	М	Numeric	Same as @SortOrder
ResultType	0	SC @ResultType	Type of the @Result attribute.
Diff	0	+sss.ff	Time behind leader, send 0.00 for leader Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.
Pty	0	S(10)	Total penalties in slalom Summary penalty in extreme, FLT(S) or FLT(3) etc.

Elem	Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)					
	Туре	Code	Pos	Description		
PROC	GRESS	RE_RUN	N/A	Element Expected: If applicable		
	Attribute	M/O	Value	Description		
	Value	М	S(1)	Send "Y" if boat has to get a rerun choice, otherwise do not send.		
PROC	GRESS	INTERMEDIATE	S(2)	Pos Description: The number that identifies intermediate, from 1 to F (including finish point).		
				Element Expected: If available for CURRENT and LAST COMP.		
	Attribute	M/O	Value	Description		
	Value	М	sss.ff	Total time at the intermediate including penalties		
	Value2	0	sss.ff	Time at this intermediate point (not including penalties)		
	Diff	0	+/-sss.ff	Send time behind leader at the intermediate including penalties		
	Pty	0	Numeric ##0	Total of Penalty's seconds at this intermediate point		
	Arrive	0	S(1)	Send "Y" if is the last Intermediate point crossed, otherwise do not send.		
PROC	GRESS	GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available		
	Attribute	M/O	Value	Description		
	Value	М	S(3)	Send the penalty at the gate or "-" for no penalty in slalom Send FLT for fault or "-" for no penalty in extreme		
	Arrive	0	S(1)	Send "Y" if is the last gate crossed, otherwise do not send		



Element: Competition /Result /Competitor (1,N)					
Competitor related to the result of one event unit.					
Attribute	M/O	Value	Description		
Code	М	S(20) with no leading zeroes	Competitor's ID		
Туре	М	S(1)	A for athlete <mark>or T for Team</mark>		
Bib	<mark>0</mark>	<mark>S(4)</mark>	Team Bib		
Organisation	М	CC @Organisation	Competitor's organisation		

Element: Competition /Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	М	S(20) with no leading zeroes	Athletes ID.	
Order	М	Numeric	The order for the boat member for each boat. 1 for Competitor @Type="A".	
Bib	0	S(4)	Bib number	

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

Only	Only for team member insiteam events						
	Туре	Code	Pos	Description			
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available			
	Attribute	M/O	Value	Description			
	<mark>Value</mark>	M	<mark>S(3)</mark>	Send the penalty at the gate or "-" for no penalty in slalom			

Sample (General)

<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7" Pty="2" Diff="0.00" >
<ExtendedResults>

<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" Value2="25.08" Pty="0" Diff="0.00" />
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" Value2="60.59" Pty="0" Diff="0.00" />
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="92.56" Value2="92.56" Arrive="Y" Pty="0"
Diff="0.00" />

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />

<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="22" Value="-" /> </ExtendedResults>

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Cumulative Results

2.3.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units. In slalom canoeing the message is used in the heats where there are two runs.

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

2.3.5.3 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.

Specific triggers are:

* When the unit starts (for Run 1 or Run 2) and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)

* When First Run is finished (INTERMEDIATE).

* When Second Run is finished (UNOFFICIAL/OFFICIAL).

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

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Gen				
Sport				
Codes				
ExtendedInfos (0,1)				
ExtendedInfo (0,N)				
		Туре		
		Code		
		Pos		
		Value		
	1	Extension (0,N)		
	Progress (0,1)	1		
	1	LastUnit		
	SportDescription	n (0,1)		
		DisciplineName		
		EventName		
		SubEventName		
	T	Gender		
	VenueDescriptio	on (0,1)		
		Venue		
		VenueName		
		Location		
		LocationName		
Result (1,N)	1			
	Rank			
	RankEqual			
	Result			
	ResultType			
	IRM			
	QualificationMar	rk		
	SortOrder			
	Diff			
	ResultItems (0,1)		
		ResultItem (1,N))	
			Unit	
			Order	
			Result (1,1)	
				Rank
				Result
				IRM



			Diff		
			SortOrder		
			Pty		
			ExtendedResult	s (0,1)	
				ExtendedResult	t (1,N)
					Туре
					Code
					Pos
					Value
					Value2
Competitor (1,1))				
	Code				
	Туре				
	Organisation				
	Composition (1,	1)			
		Athlete (0,N)			
			Code		
			Order		
			Bib		
			Description (1,1)	
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				BirthDate	
				IFId	

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Туре	Code	Pos	Description	
UI	GATE	Numeric #0	Pos Description: Gate number Element Expected: When available	

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	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available					
	Attribute	Value	Description			
	Code	MISSED				
	Pos	N/A	N/A			
	Value	Numeric #0	Total number of misses for referenced gate			
	Sub Element: Competitie Expected When availabl	on /ExtendedInfos /Extende	dedInfo /Extension			
	Attribute Value		Description			
	Code	TOUCHED				
	Pos	N/A	N/A			
	Value	Numeric #0	Total number of touches fo	or referenced gate		
DISPI	LAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed at least one run in the heats.		
	Attribute	M/O	Value	Description		
	Value	М	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place		

Element: Competition /ExtendedInfos /Progress (0,1)					
Attribute	M/O	Value	Description		
LastUnit	М	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.		

Sample (General)

<ExtendedInfos>

- <ExtendedInfosor Type="UI" Code="GATE">
 <ExtendedInfosor Type="UI" Code="GATE">
 <Extension Code="TOUCHED" Pos="1" Value="0" />
 <Extension Code="MISSED" Pos="1" Value="0" />
 <Extension Code="TOUCHED" Pos="2" Value="1" />

 - <Extension Code="MISSED" Pos="2" Value="0" /> <Extension Code="TOUCHED" Pos="3" Value="2" />
 - <Extension Code="MISSED" Pos="3" Value="0" />
 - <Extension Code="TOUCHED" Pos="4" Value="2" />
- <Extension Code="TOUCHED" Pos="22" Value="2" /> <Extension Code="MISSED" Pos="22" Value="0" />
- </ExtendedInfo>
- <Progress LastUnit="CSLMK1-----HEAT000100--" />

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

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Location ENG Description (not code) from Common Codes

SubEventName	М	S(40)	Phase ENG Description (not code) from Common Codes. Only include if in single phase.
Gender	М	CC @SportGender	Gender code for the event unit

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

S(30)

М

Venue Names in Text. DO NOT INCLUDE unless all at single venue.				
Attribute	M/O	Value	Description	
Venue	М	CC @VenueCode	Venue Code	
VenueName	М	S(25)	Venue ENG Description (not code) from Common Codes	
Location	М	CC @Location	Location code	

Element: Competition /Result (1,N)

LocationName

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	0	Text	Rank over all athletes who have completed at least one run. Only included if the competitor has a valid cumulative rank according to the sport rules.			
RankEqual	0	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".			
Result	0	sss.ff	The cumulative result of the competitor. Best score (including the penalties)			
ResultType	0	SC @ResultType	Type of the @Result attribute			
IRM	0	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM			
QualificationMark	0	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition			
SortOrder	Μ	Numeric	Competitor order within event Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.			
Diff	0	+sss.ff	Time behind leader, 0.00 for the leader			

Element: Competition /Result /ResultItems /ResultItem (1,N)

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description		
Unit	М	CC @Unit	Full unit level RSC of the which forms part of the overall result		
Order	М	Numeric #0	Logical order of the units, usually schedule order.		

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)							
Attribute M/O Value Description							
Rank	0	Text Rank over all athletes who have completed this run.					

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			Rank of the competitor in the result for the event unit or phidentified by /ResultItems /ResultItem. Only included if competitor has a valid rank according to the sport rules.		
RankEqual	0	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".		
ResultType	0	SC @ResultType	Result type, either time or IRM for the corresponding event unit Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative to the value in Result below.		
Result	0	sss.ff	Total score (including the penalty) in this run/unit		
IRM	0	SC @IRM	The invalid rank mark, in case it is assigned for the unit. Send just in the case @ResultType is IRM.		
Diff	0	+sss.ff	Time behind leader in this unit, 0.00 for the leader		
SortOrder	М	Numeric	Competitor order within event unit Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem		
Pty	0	Numeric ##0	Penalty for the run if applicable		

Eleme	Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)							
	Type Code Pos Description							
ER		TIME	N/A	Element Expected: Always				
Attribute		M/O	Value	Description				
Value M		М	ss.ff	Time for the run without penalty				
	Value2	0	S(1)	Send Y is this is the best run, else do not send.				

Sample (Slalom)

<resultitem unit="CSL MK1HEAT000100"></resultitem>
<result diff="+7.45" pty="2" rank="11" result="92.56" resulttype="TIME" sortorder="11"> <extendedresults></extendedresults></result>
<extendedresult code="TIME" type="ER" value="92.56"></extendedresult>
<resultitem unit=" CSLMK1HEAT000200"></resultitem>
<result diff="0.00" rank="1" result="93.49" resulttype="TIME" sortorder="1"> <extendedresults></extendedresults></result>
<extendedresult code="TIME" type="ER" value="92.56" value2="Y"></extendedresult>

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

Competitor related to one cumulative result.

Attribute	M/O	Value	Description		
Code	М	S(20) with no leading zeroes	Competitor's ID		
Туре	М	S(1)	A for athlete		
Organisation	М	CC @Organisation	Competitor's organisation		

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Element: Competition /Result /Competitor /Composition /Athlete (0,N)						
Attribute M/O Value Description						
Code	М	S(20) with no leading zeroes Athlete's ID				
Order	М	Numeric	Send 1 as the competitor is an athlete			
Bib	0	S(4)	Bib number			

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

2.3.5.6 Message Sort

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



2.3.6 Image

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the unit (race)	
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	1V	Version number associated to the message's content. Ascending number
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.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.6.5 Message Values

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

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ImageType	М	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	0	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	0	Text	Rank of the competitor at the end of the unit
StartOrder	0	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	М	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	М	S(20) with no leading zeroes	Competitor's ID (Team or individual)		
Туре	М	S(1)	A for athlete		
Organisation	М	CC @Organisation	Competitor's organisation		

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	M/O Value Description				
Code	М	S(20) with no leading zeroes	Athlete's ID.			
Order	М	Numeric 0	Value is 1			
Bib	0	S(4)	Bib number			

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)					
Attribute	M/O	Value	Description		
GivenName	0	S(25)	Given name (Photofinish Name)		
FamilyName	М	S(25)	Family name (Photofinish Name)		

Element: Competition /Image /ImageData (1,1)						
Attribute	M/O	Value	Description			
-	М	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"/>
</Competitor>
</Result>
<Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
<Competitor Code="1234444" Type="T" Organisation="ESP" >
<Description TeamName="Spain"/>
</Competitor>
</Result>
</Competitor Spain"/>
</Competitor>
</Result>
</Result

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2.3.6.6 Message Sort

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



2.3.7 Brackets

2.3.7.1 Description

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

This message is only applicable in Extreme in this discipline.

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
DocumentType	DT_BRACKETS	Brackets message
Version	1V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: START_LIST (when the athletes for the first bracket phase are known) INTERMEDIATE (during the competition) UNOFFICIAL (when last unit 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.

2.3.7.3 Trigger and Frequency

This message should be sent after the time trial, as soon as names for the first bracket phase are known.

Send when each unit is completed. The message should be updated including information on each competitor in the different bracket items. Only trigger once after each unit unless there are changes in the content.

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

- * Send with ResultStatus = "START_LIST" when bracket available and no units are complete
- * Send with ResultStatus = "INTERMEDIATE" after START_LIST and until the last unit is Unofficial
- * Send with ResultStatus = "UNOFFICIAL" when the last event unit has Unofficial status.
- * Send with ResultStatus = "OFFICIAL" when the last event unit has Official status.

Trigger also after any change.



2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition	(0,1)								
	Gen								
	Sport								
	Codes								
	ExtendedIn	fos (0,1)							
		SportDescrip	otion (0,1)						
			DisciplineNa	me					
			EventName						
			Gender						
	Bracket (1,N	۷)							
		Code							
		BracketItem	s (1,N)						
			Code						
			BracketItem	(1,N)					
				Code					
				Order					
				Position					
				Date					
				Time					
				Unit					
				CompetitorF	Place (1,N)				
					Pos				
					Rank				
					Result				
					ResultType				
					Qualification	Mark			
					StrikeOut				
					Brovioual Init	t (0 1)			
					Fleviousofii				
						Value			
					Competitor (
						Code			
						Type			
						Organisation			
						Composition	(0.1)		
							Athlete (1,N)		



Code	
Order	
Bib	
Description	(1,1)
	GivenNam e
	FamilyNam e
	Gender
	Organisatio n
	BirthDate
	IFId

2.3.7.5 Message Values

Element: Competition (0,1)							
Attribute	M/O	Value	Description				
Gen	0	S(20)	Version of the General Data Dictionary applicable to the message				
Sport	0	S(20)	Version of the Sport Data Dictionary applicable to the message				
Codes	0	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	М	S(40)	Discipline ENG Description (not code) from Common Codes			
EventName	М	S(40)	Event ENG Description (not code) from Common Codes.			
Gender	М	CC @SportGender	Gender code for the event unit			

Element: Competition /Bracket (1,N)				
Attribute	M/O	Value	Description	
Code	М	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.	

Element: Competition /Bracket /BracketItems (1,N)					
Attribute	M/O	Value	Description		
Code	М	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.		

Element: Competition /Bracket /BracketItems /BracketItem (1,N)						
Attribute M/O Value Description						
Code	0	Numeric #0	Unique number for all BracketItems in the message 1,			

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Order	М	Numeric ##0	Sequential number inside of BracketItems to indicate the order always start at 1		
Position	Μ	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.		
Date	0	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available		
Time	0	S(5)	Time of match (example HH:MM).		
Unit	0	CC @Unit	Full RSC of the unit for the BracketItem		

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.

- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	М	NumericThis attribute is a sequential number to place##0competitors in the bracket (1, 2).(This order changes, first colour order, then selectedand finally result order)	
Rank	0	S(5) The rank in the unit	
Result	0	S(20)	Send the fault code if applicable, for example $FLT(5)$ or $FLT(S)$ etc
ResultType	0	SC @ResultType	Send if FAULT or IRM applicable
IRM	0	SC @IRM The invalid result mark, if applicable	
QualificationMark	0	SC @QualificationMark	Send qualification mark if applicable
StrikeOut	0	S(1) Send if the competitor should be struck out in the bra	
StartOrder	0	SC @Colour	Send colour

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

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

Attribute	M/O	Value	Description
Unit	0	CC @Unit	Full RSC of the unit where the competitor progresses/progressed from
Value	0	S(2)	Rank of the competitor in the previous unit who will progress to this position

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)						
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.						
Attribute	M/O	Value	Description			
Code	М	S(20) with no leading zeroes	Competitor's ID			
Туре	М	S(1)	A for athlete			
Organisation	М	CC @Organisation	Competitors' organisation if known.			

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

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Attribute	M/O	Value	Description	
Code	М	S(20) with no leading zeroes	Athlete ID	
Order	М	Numeric 0	Value is 1	
Bib	0	S(5)	Athlete Bib	

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

Attribute	M/O	Value	Description			
GivenName	0	S(25)	Given name in WNPA format (mixed case)			
FamilyName	М	S(25) Family name in WNPA format (mixed case)				
Gender	М	CC @PersonGender	Gender of the athlete			
Organisation	М	CC @Organisation	Athletes' organisation			
BirthDate	0	Date	Birth date (example: YYYY-MM-DD). Must include if the data available			
IFId	0	S(16)	International Federation ID			

2.3.7.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (descending, using order in sport codes) then Bracket/BracketItems/BracketItem @Position.



2.3.8 Event Final Ranking

2.3.8.1 Description

The event final ranking is a message containing the competitor final results and ranking at the completion of one particular event.

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.

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

2.3.8.3 Trigger and Frequency

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

- * After any final ranking is known (PARTIAL)
- * After the event is finished (OFFICIAL)

Trigger also after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

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	EventName			
	Gender			
VerusDeseriati				
	Venue			
	VenueName			
Result (1,N)				
Rank				
RankEqual				
ResultType				
Result				
Diff				
IRM				
SortOrder				
ExtendedResult	ts (0,1)			
	ExtendedResult (1,N)		
		Туре		
		Code		
		Pos		
		Value		
		Extension (0,N)		
Competitor (1,1)			
	Code			
	Туре			
	Organisation			
	Composition (1,1))		
		Athlete (0,N)		
		IL.	Code	
			Order	
			Description (1,1)	
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId

2.3.8.5 Message Values

Element: Competition (0,1)



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

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

Sport Description in tex	Sport Description in text					
Attribute	M/O	Value	Description			
DisciplineName	М	S(40)	Discipline ENG Description (not code) from Common Codes			
EventName	М	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event			
Gender	М	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	М	CC @VenueCode	Venue code		
VenueName	М	S(25)	Venue ENG Description (not code) from Common Codes		

Element: Competition /Result (1,N)				
For any event final rank	ing message	, there should be at least on	e competitor being awarded a result for the event.	
Attribute	M/O	Value	Description	
Rank	0	Text	Final rank of the competitor in the corresponding event.	
RankEqual	0	S(1)	Identifies if a rank has been equalled. Send Y if applicable	
ResultType	0	SC @ResultType	Type of the @Result attribute. Send if IRM or competitor is in final or has a time.	
Result	0	sss.ff	Total time (including the penalty) for the highest phase reached by the competitor in slalom. In extreme only send if did not qualify for finals stages.	
Diff	0	+sss.ff	Time behind leader in the highest phase reached by the competitor, send 0.00 for leader not in extreme.	
IRM	0	SC @IRM	The invalid rank mark, send if applicable in the highest phase reached by the competitor.	
SortOrder	М	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.	

Eleme	Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)					
	Туре	Code	Pos	Description		
ER		PHASE	N/A	Element Expected: When available		
	Attribute	M/O	Value	Description		
	Value	М	CC @Phase	Send the full phase RSC (Char34) of the highest phase reached		



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available					
Attribute	Value	Description			
Code	TIME				
Pos	N/A	N/A			
Value	sss.ff	Time without penalties in this phase			
Sub Element: Competiti Expected When availabl	on /Result /ExtendedResu le	ults /ExtendedResult /Extension			
Attribute	Value	Description			
Code	PTY				
Pos	N/A	N/A			
Value	Numeric	Total of penalties in this phase			

Element: Competition /Result /Competitor (1,1)				
Competitor related to or	ne final event	result.		
Attribute	M/O	Value	Description	
Code	М	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.	
Туре	М	S(1)	A for athlete	
Organisation	0	CC @Organisation	Competitor's organisation if known	

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

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

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

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 @Phase	Full RSC of the phase, send this message for each phase.
DocumentType	DT_CONFIG	Configuration message
Version	1V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

The message is sent 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 there is a change then DT_RESULT must be sent immediately afterward.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Туре
				Code

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Pos
Value

2.3.9.5 Message Values

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

Element: Competition /Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	М	CC @Phase	Full RSC of the phase	

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
	Туре	Code	Pos	Description
EC		EVENT_CODE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	М	String	Send the short form event code. For example: "K1 W", "C1 M" etc.
EC		INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1 to F. (where F is the finishing point) Element Expected: When information released
	Attribute	M/O	Value	Description
	Value	0	Numeric 0	Send the gate number where the split point is placed. (not sent for finishing point if it is not a gate)
	Sub Element: Competitie Expected When applicat	on /Configs /Config /Exte ble	ndedConfig /ExtendedCo	nfigltem
	Attribute	Value	Description	
	Code	NAME		
	Pos	N/A		
	Value	SC @IntPtType	Code for this intermediate	point if it exists
EC		GATES_NUM	N/A	Element Expected: When information released. Does not include Start and Roll in extreme.
	Attribute	M/O	Value	Description
	Value	М	Numeric #0	When information released. Does not include Start and Roll in extreme
EC		LENGTH	N/A	Element Expected: When information released.



	Attribute	M/O	Value	Description
	Value	М	Numeric #00	Length of the course in metres
EC		PLATFORM	N/A	Element Expected: Extreme events
	Attribute	M/O	Value	Description
	Value	М	Numeric #0.##	Height of the start platform in metres
EC		GATE	Numeric #0	Pos Description: The order of the start, gates or roll, from 1 to the total number of locations where penalties can be applied. (start and roll only apply in extreme) Element Expected: When information released
	Attribute	M/O	Value	Description
	Value	м	Numeric #0 or SC @Obstacle	Name of the "gate" In the case of slalom this is 1, 2, 3, 4 (same value as @Pos) In extreme its will be in the form START, 1, 2, ROLL,
	Sub Element: Competiti Expected Always for ga	on /Configs /Config /Exte tes	ndedConfig /ExtendedCo	nfigltem
	Attribute	Value	Description	
	Attribute Code	Value DIRECTION	Description	
	Attribute Code Pos	Value DIRECTION N/A	Description	
	Attribute Code Pos Value	Value DIRECTION N/A S(1)	Description Send U if the gate is to be Send D if the gate is to be	negotiated upstream negotiated downstream
QUAL	Attribute Code Pos Value IFICATION	Value DIRECTION N/A S(1) QUAL_RULE	Description Send U if the gate is to be Send D if the gate is to be N/A	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition.
QUAL	Attribute Code Pos Value IFICATION Attribute	Value DIRECTION N/A S(1) QUAL_RULE M/O	Description Send U if the gate is to be Send D if the gate is to be N/A Value	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description
QUAL	Attribute Code Pos Value IFICATION Attribute Value	Value DIRECTION N/A S(1) QUAL_RULE M/O M	Description Send U if the gate is to be Send D if the gate is to be N/A Value SC @QualRule	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code
QUAL	Attribute Code Pos Value IFICATION Attribute Value IFICATION	Value DIRECTION N/A S(1) QUAL_RULE M/O M FROM_RANK	Description Send U if the gate is to be Send D if the gate is to be N/A Value SC @QualRule N/A	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code Element Expected: All phases except final
QUAL	Attribute Code Pos Value IFICATION Attribute Value IFICATION Attribute Attribute Attribute	Value DIRECTION N/A S(1) QUAL_RULE M/O M FROM_RANK M/O	Description Send U if the gate is to be Send D if the gate is to be N/A Value SC @QualRule N/A Value VA	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code Element Expected: All phases except final Description
QUAL	Attribute Code Pos Value .IFICATION Attribute Value .IFICATION Attribute Value .IFICATION	Value DIRECTION N/A S(1) QUAL_RULE M/O M FROM_RANK M/O M/O	Description Send U if the gate is to be Send D if	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code Element Expected: All phases except final Description Highest rank in the phase to progress to the next phase
QUAL	Attribute Code Pos Value IFICATION Attribute Value IFICATION Attribute Value IFICATION	Value DIRECTION N/A S(1) QUAL_RULE M/O M FROM_RANK M/O M/O TO_RANK	Description Send U if the gate is to be Send D if the gate is to be N/A Value SC @QualRule N/A Value S(2) N/A	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code Element Expected: All phases except final Description Highest rank in the phase to progress to the next phase Element Expected: All phases except final
QUAL	Attribute Code Pos Value IFICATION Attribute Value IFICATION Attribute Value IFICATION Attribute Value IFICATION Attribute Value Attribute Value IFICATION Attribute Value	Value DIRECTION N/A S(1) QUAL_RULE M/O M FROM_RANK M/O M TO_RANK M/O	Description Send U if the gate is to be Send D if	negotiated upstream negotiated downstream Element Expected: Always, if the rule applies to the competition. Description Qualification rule code Element Expected: All phases except final Description Highest rank in the phase to progress to the next phase Element Expected: All phases except final Description Highest rank in the phase to progress to the next phase Element Expected: All phases except final Description

Sample (General)



10 m F m 1
<configs></configs>
<confia unit="CSLMK1HEAT"></confia>
<extendedconfig code="EV/ENT_CODE" type="EC" value="C1 M"></extendedconfig>
<pre>ExtendedConfig Type="EC" Code="INTERMEDIATE" Dec="1" \clue="0" \clue="0"</pre>
<extendedcomig 1="" 2<="" 8="" code-="" ec="" intermediate="" pos-="" td="" type-="" value-=""></extendedcomig>
<extendedconfig code="INTERMEDIATE" pos="2" type="EC" value="17"></extendedconfig>
<extendedconfig code="INTERMEDIATE" pos="F" type="EC"></extendedconfig>
<extendedconfig code="GATES_NUM" type="EC" value="24"></extendedconfig>
<pre>ExtendedConfig Type="EC" Code="GATE Pos="1" /alue="1" /a</pre>
Extended coning type= Lo Code= CATLET 05 - 1 Value - 1/2
<extendedconfigitem 0"="" code="DIRECTION Value="></extendedconfigitem>
< ExtendedConfig Type="OLIAL IFICATION" Code="OLIAL_RIILE" Value="ABC" />
Entraded onling Type - QOALIFICATION Code - GOAL_TOLL Value - ABO /
<extendedconfig code="FROM_RANK" type="QUALIFICATION" value="1"></extendedconfig>
<extendedconfig code="TO_RANK" type="QUALIFICATION" value="12"></extendedconfig>

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2.3.9.6 Message Sort

There is no general message sorting rule.



3 Message Timeline

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	23 June 2017	First Version		
V1.1	9 January 2018	Updated		
V2.0	8 August 2018	Updated		
V2.1	25 October 2018	Updated		
V2.2	24 January 2019	Updated - CRs		
V2.3	14 August 2019	Updated - CRs		
V2.4	14 Feb 2020	Updated		
V2.5	13 Mar 2020	Updated		
V3.0	3 Jun 2022	First version for Paris 2024		
V3.01	12 Aug 2022	Updated		

File Reference: SOG-2024-CSL-3.01 SFA

	Change Log				
Version	Status	Changes on version			
V1.0	SFR	First Version			
V1.1	SFR	Delete DT_PARTIC_TEAMS (not required) from applicable messages DT_PARTIC: Correct typo in Bib DT_RESULT: Correct typo in triggering DT_CURRENT: Clarify when INTERMEDIATE needed.			
V2.0	SFR	DT_CUMULATIVE_RESULT: DocumentCode in the header changed to phase level DT_RANKING: Added Result/Diff and clarify that Result/Result is for highest phase reached. 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 cumulative results			
V2.1	APP	DT_CUMULATIVE_RESULT: Add time and penalty at run level			
V2.2	APP	CR16928 in DT_RESULT & DT_CURRENT: - Move PROGRESS/PTY @Result /ExtendedResults /ExtendedResult to Attribute Result/Pty. - Move PTY @Result /ExtendedResults /ExtendedResult /Extension to Attribute PROGRESS/INTERMEDIATE/Pty @Result /ExtendedResults /ExtendedResult Remove ValueType throughout the document (standardization) CR 17129 in DT_CONFIG: Add EC/GATE. Wording clarifications without changing the meaning.	ıte		
V2.3	APP	CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N			
V2.4	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Add Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Clarify description at Result/Rank			

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		DT_CUMULATIVE_RESULT: Clarify description at Result /ResultItems /ResultItem /Result /Rank DT_CONFIG: Clarify when data is included in message (after public release) [188256] Minor typographical corrections
V2.5	APP	DT_RESULT:Remove Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult
V3.0	SFA	DT_PARTIC: Remove Participant/Height and Participant/Weight DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /Bib DT_RESULT: Update Result DT_RESULT: Update Result/Pty DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedResults /ExtendedResult DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedResult DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedResult DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedResult DT_RESULT: Update Result/QualificationMark DT_RESULT: Update Result/QualificationMark DT_RESULT: Update Result/QualificationMark DT_RESULT: Update Result/QualificationMark DT_RESULT: Update Result/ExtendedResult DT_RESULT: Update Result/ExtendedResult DT_RESULT: Update PROGRESS/GATE_PTY at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/StartOrder and Result/StartSortOrder DT_CURRENT: Update PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add PROGRESS/INTERMEDIATE/Arrive at Result /ExtendedResults /ExtendedResult to remove the Extension CURRENT DT_CURRENT: Update Result/Pty DT_IMAGE: Message added DT_CUMULATIVE_RESULT: Remove ER/PTY at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult and add in ERTINIE as Value2 DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/ResultType DT_CONFIG: Add EC/INTERMEDIATE/NAME at Configs /Config /ExtendedConfig DT_CONFIG: Add EC/INTERMEDIATE/NAME at Configs /Config /ExtendedConfig DT_CONFI
V3.01	SFA	Update Overview at 2.1 DT_RESULT: Update PROGRESS/INTERMEDIATE @Value at Result /ExtendedResults /ExtendedResult DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update ResultStatus and triggering DT_CUMULATIVE_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_BRACKETS: Update Message Sort DT_CONFIG: Update EC/INTERMEDITE/Value to O at Configs /Config /ExtendedConfig
		DT_PARTIC_TEAMS: Message added DT_RESULT: Add PROGRESS/GATE_PTY at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add Result /Competitor /EventUnitEntry DT_RESULT: Add Result /Competitor /Description DT_RESULT: Update Result/Competitor/Type DT_RESULT: Add /Result /Competitor /Bib DT_CURRENT: Add /Result /Competitor /Bib DT_CURRENT: Update Result/Competitor /Bib DT_CURRENT: Update Result/Competitor/Type DT_CURRENT: Add PROGRESS/GATE_PTY at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult