



Olympic Data Feed



Canoe Slalom ODF Data Dictionary

Technology and Information Department
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SOG-2024-CSL-3.01 SFA
12 Aug 2022



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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



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

There 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



follows the general definition rules.

- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message in extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_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



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

2.3.1.3 Trigger and Frequency

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

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual



after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		
			RegisteredEvent (0,N)		
				Event	



	EventEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this 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 used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants



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

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

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

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

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

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

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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: As soon as this information is available
	Attribute	M/O	Value
	Value	M	S(4)
			Description
			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	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	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	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team's name.
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	Team's TV Name.
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG in relay and xxx in team walk.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams



Element: Competition /Team /Composition /Athlete (0,N)
In the case of current teams the number of athletes is 2 or more.

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

Element: Competition /Team /Discipline (0,1)
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline

Element: Competition /Team /Discipline /RegisteredEvent (0,1)
Each current team is assigned to one event. Historical teams will not be registered to any event.

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

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	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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)



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)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Result (1,N)					
		Rank				
		RankEqual				
		Result				
		Unchecked				
		IRM				
		QualificationMark				
		SortOrder				
		StartOrder				



	StartSortOrder
	ResultType
	Diff
	Pty
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Diff
	Pty
	Extension (0,N)
	Competitor (1,1)
	Code
	Type
	Organisation
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.3.5 Message Values

Element: Competition (0,1)



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

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

Actual times. Include when the unit starts.

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	GATE	Numeric #0	Pos Description: Gate number Element Expected: When available in slalom
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available in slalom			
Attribute		Value	Description
Code		MISSED	
Pos		N/A	N/A
Value		Numeric #0	Total number of misses for referenced gate
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available in slalom			
Attribute		Value	Description
Code		TOUCHED	
Pos		N/A	N/A
Value		Numeric #0	Total number of touches for referenced gate
UI	FORERUNNER	Numeric 0	Pos Description: Send the forerunner number Element Expected: If available
Attribute		M/O	Value
Value		M	hh:mm:ss
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available			
Attribute		Value	Description
Code		BOAT	
Pos		N/A	N/A
Value		String	Boat Type of the forerunner. e.g. C1, K1,
DISPLAY	LAST_QUAL	Numeric #0	Pos Description:



Attribute	M/O	Value	Description
Value	M	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>
  <UnitDateTime StartDate="2012-07-29T13:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="3" Value="13:06:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="4" Value="13:09:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE" Pos="1" >
    <Extension Code="TOUCHED" Value="0" />
    <Extension Code="MISSED" Value="0" />
  <ExtendedInfo Type="UI" Code="GATE" Pos="2" >
    <Extension Code="TOUCHED" Value="1" />
    <Extension Code="MISSED" Value="0" />
  .....
</ExtendedInfo>
</ExtendedInfos>

```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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



Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
Unchecked	O	S(1)	Send "Y" if boat results are under review, otherwise do not send.
IRM	O	SC @IRM	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Only send in semifinal in slalom events and all phases in extreme except finals.
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric #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	M	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	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader and positive for behind.
Pty	O	S(10)	Total penalties in slalom Summary penalty in extreme, FLT(S) or FLT(3) etc

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



PROGRESS	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	M	sss.ff	Total time at the intermediate including penalties
Value2	M	sss.ff	Time at this intermediate point (not including penalties)
Diff	O	+/-sss.ff	Send time behind leader at the intermediate including penalties. Send 0.00 for leader.
Pty	O	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	M	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	PHOTO	N/A	Element Expected: If applicable in Extreme
Attribute	M/O	Value	Description
Value	M	S(1)	Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status Send "E" for Evaluated Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7 Used when two or more athletes finish close to each other and photofinish is required to determine Race Rank.



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="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="7" Value="." />
  </ExtendedResults>
</Result>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Bib	O	S(4)	Team Bib
Organisation	O	CC @Organisation	Competitor's organisation

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

Used in Team events only

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

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

Only for teams in team competition

Type	Code	Pos	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	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number



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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	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 /ExtendedResults /ExtendedResult (1,N)			
Only for team member ins team events			
Type	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	M	S(3)	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	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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)				



		ExtendedInfo (1,N)	
		Type	
		Code	
		Pos	
		Value	
Result (0,N)			
		Rank	
		RankEqual	
		Result	
		IRM	
		SortOrder	
		StartOrder	
		StartSortOrder	
		ResultType	
		Diff	
		Pty	
		ExtendedResults (0,1)	
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Value2	
		Diff	
		Pty	
		Arrive	
		Extension (0,N)	
Competitor (1,N)			
		Code	
		Type	
		Organisation	
		Composition (0,1)	
		Athlete (0,N)	
		Code	
		Order	
		Bib	

2.3.4.5 Message Values

Element: Competition (0,1)



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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	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	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor
DISPLAY	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	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish
DISPLAY	NEXT	N/A	Element Expected: Send with every update if NEXT exists
Attribute	M/O	Value	Description
Value	M	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	O	Text	Rank of the competitor
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the message.



			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	O	Numeric	Competitor's start order In the case of a rerun this is updated to reflect the new order
StartSortOrder	M	Numeric	Same as @SortOrder
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+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	O	S(10)	Total penalties in slalom Summary penalty in extreme, FLT(S) or FLT(3) etc.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
PROGRESS		RE_RUN	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat has to get a rerun choice, otherwise do not send.
PROGRESS		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	M	sss.ff	Total time at the intermediate including penalties
	Value2	O	sss.ff	Time at this intermediate point (not including penalties)
	Diff	O	+/-sss.ff	Send time behind leader at the intermediate including penalties
	Pty	O	Numeric ##0	Total of Penalty's seconds at this intermediate point
	Arrive	O	S(1)	Send "Y" if is the last Intermediate point crossed, otherwise do not send.
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	M	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	O	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	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete or T for Team
Bib	O	S(4)	Team Bib
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Only for team member ins team events			
Type	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	M	S(3)	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" />
  </ExtendedResults>
  <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="22" Value="-" />
</Result>
```

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	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results START_LIST LIVE INTERMEDIATE 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)							



	Gen	
	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Progress (0,1)	
	LastUnit	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Location	
	LocationName	
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	ResultType	
	IRM	
	QualificationMark	
	SortOrder	
	Diff	
	ResultItems (0,1)	
	ResultItem (1,N)	
	Unit	
	Order	
	Result (1,1)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	IRM	



	Diff
	SortOrder
	Pty
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Competitor (1,1)
	Code
	Type
	Organisation
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld

2.3.5.5 Message Values

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

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



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: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available			
Attribute	Value	Description	
Code	TOUCHED		
Pos	N/A	N/A	
Value	Numeric #0	Total number of touches for referenced gate	
DISPLAY	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	M	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	M	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>
<ExtendedInfo 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	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.



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

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

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

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank 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	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	sss.ff	The cumulative result of the competitor. Best score (including the penalties)
ResultType	O	SC @ResultType	Type of the @Result attribute
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	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	O	+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	M	CC @Unit	Full unit level RSC of the which forms part of the overall result
Order	M	Numeric #0	Logical order of the units, usually schedule order.

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank over all athletes who have completed this run.



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

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	ss.ff	Time for the run without penalty
	Value2	O	S(1)	Send Y is this is the best run, else do not send.

Sample (Slalom)

```

...
<Result ResultType="TIME" Result="93.49" Rank="1" QualificationMark="Q" SortOrder="1" Diff="0.00">
  <ResultItem>
    <ResultItem Unit="CSLMK1-----HEAT000100--">
      <Result Rank="11" ResultType="TIME" Result="92.56" Diff="+7.45" SortOrder="11" Pty="2" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TIME" Value="92.56" />
        </ExtendedResults>
      </ResultItem>
    </ResultItem>
    <ResultItem Unit=" CSLMK1-----HEAT000200--">
      <Result Rank="1" ResultType="TIME" Result="93.49" Diff="0.00" SortOrder="1" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TIME" Value="92.56" Value2="Y" />
        </ExtendedResults>
      </ResultItem>
    </ResultItem>
  </Result>
</ResultItem>

```

Element: Competition /Result /Competitor (1,1)			
Competitor related to one cumulative result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation



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

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



Image (1,N)	
Pos	
Version	
Revision	
ImageType	
Result (0,N)	
Result	
Rank	
StartOrder	
SortOrder	
Competitor (1,1)	
Code	
Type	
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	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision



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

Element: Competition /Image /Result (0,N)			
This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete
Organisation	M	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	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	O	S(4)	Bib number

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

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Image)



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

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	1..V	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								
	ExtendedInfos (0,1)								
	SportDescription (0,1)								
	DisciplineName								
	EventName								
	Gender								
	Bracket (1,N)								
	Code								
	BracketItems (1,N)								
	Code								
	BracketItem (1,N)								
	Code								
	Order								
	Position								
	Date								
	Time								
	Unit								
	CompetitorPlace (1,N)								
	Pos								
	Rank								
	Result								
	ResultType								
	IRM								
	QualificationMark								
	StrikeOut								
	StartOrder								
	PreviousUnit (0,1)								
	Unit								
	Value								
	Competitor (0,1)								
	Code								
	Type								
	Organisation								
	Composition (0,1)								
	Athlete (1,N)								



	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.7.5 Message Values

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

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

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

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

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



Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM).
Unit	O	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	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). (This order changes, first colour order, then selected lane order and finally result order)
Rank	O	S(5)	The rank in the unit
Result	O	S(20)	Send the fault code if applicable, for example FLT(5) or FLT(S) etc
ResultType	O	SC @ResultType	Send if FAULT or IRM applicable
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	SC @QualificationMark	Send qualification mark if applicable
StrikeOut	O	S(1)	Send if the competitor should be struck out in the bracket item.
StartOrder	O	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	O	CC @Unit	Full RSC of the unit where the competitor progresses/progressed from
Value	O	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	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitors' organisation if known.

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



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

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

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

2.3.8.3 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)					
		SportDescription (0,1)				
			DisciplineName			



	EventName
	Gender
VenueDescription (0,1)	
	Venue
	VenueName
Result (1,N)	
	Rank
	RankEqual
	ResultType
	Result
	Diff
	IRM
	SortOrder
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)
Competitor (1,1)	
	Code
	Type
	Organisation
	Composition (1,1)
	Athlete (0,N)
	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	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute. Send if IRM or competitor is in final or has a time.
Result	O	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	O	+sss.ff	Time behind leader in the highest phase reached by the competitor, send 0.00 for leader not in extreme.
IRM	O	SC @IRM	The invalid rank mark, send if applicable in the highest phase reached by the competitor.
SortOrder	M	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.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PHASE	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	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: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of penalties in this phase	

Element: Competition /Result /Competitor (1,1) Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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

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

2.3.9.3 Trigger and Frequency

The message is sent 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)	
				Type
				Code



	Pos
	Value

2.3.9.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_CODE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	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	O	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: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When applicable				
	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	M	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	M	Numeric #00	Length of the course in metres
EC		PLATFORM	N/A	Element Expected: Extreme events
	Attribute	M/O	Value	Description
	Value	M	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	M	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: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always for gates				
	Attribute	Value	Description	
	Code	DIRECTION		
	Pos	N/A		
	Value	S(1)	Send U if the gate is to be negotiated upstream Send D if the gate is to be negotiated downstream	
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition.
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Qualification rule code
QUALIFICATION		FROM_RANK	N/A	Element Expected: All phases except final
	Attribute	M/O	Value	Description
	Value	M	S(2)	Highest rank in the phase to progress to the next phase
QUALIFICATION		TO_RANK	N/A	Element Expected: All phases except final
	Attribute	M/O	Value	Description
	Value	M	S(2)	Last rank in the phase to progress to the next phase

Sample (General)



```
<Configs>
<Config Unit="CSLMK1-----HEAT-----">
  <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C1 M" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="17" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" />
  <ExtendedConfig Type="EC" Code="GATES_NUM" Value="24" />
  <ExtendedConfig Type="EC" Code="GATE Pos="1" Value="1" />
  <ExtendedConfigItem Code="DIRECTION Value="U" />
</ExtendedConfig
...
<ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
<ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
<ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
....
```

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.
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



		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: Add PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult to remove the Extension TIME DT_RESULT: Update Result/Pty DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/QualificationMark DT_RESULT: Add PROGRESS/FAULT at Result /ExtendedResults /ExtendedResult DT_RESULT: Update PROGRESS/GATE_PTY at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/PHOTO at Result/ExtendedResult DT_RESULT: Update Trigger and Frequency DT_RESULT: Update Result/StartOrder and Result/StartSortOrder DT_CURRENT: Update Description DT_CURRENT: Update PROGRESS/GATE_PTY at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult to remove the Extension TIME 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 at Result/Pty DT_CUMULATIVE_RESULT: Remove ER/BEST at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult and add in ER/TIME as Value2 DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/Result DT_RANKING: Update Result/Diff DT_BRACKETS: Add DT_CONFIG: Update EC/GATES_NUM at Configs /Config /ExtendedConfig DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule DT_CONFIG: Add EC/INTERMEDIATE/NAME at Configs /Config /ExtendedConfig DT_CONFIG: Add EC/LENGTH at Configs /Config /ExtendedConfig DT_CONFIG: Add EC/PLATFORM at Configs /Config /ExtendedConfig DT_CONFIG: Update EC/GATE at Configs /Config /ExtendedConfig
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/INTERMEDIATE/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/Type DT_CURRENT: Add PROGRESS/GATE_PTY at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult