



International
Olympic
Committee

WYOG-2024-SSK-3.2 SFA

Olympic Data Feed

Speed Skating

ODF Data Dictionary

Technology and Information Department
© International Olympic Committee

WYOG-2024-SSK-3.2 SFA
25 Sep 2023

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



1	Introduction	4
1.1	This document	4
1.2	Objective	4
1.3	Main Audience	4
1.4	Glossary	4
1.5	Related Documents	4
2	Messages	5
2.1	Speed Skating Overview	5
2.2	Applicable Messages	5
2.3	Messages	6
2.3.1	List of participants by discipline / List of participants by discipline update	6
2.3.1.1	Description	6
2.3.1.2	Header Values	7
2.3.1.3	Trigger and Frequency	7
2.3.1.4	Message Structure	7
2.3.1.5	Message Values	8
2.3.1.6	Message Sort	11
2.3.2	List of teams / List of teams update	12
2.3.2.1	Description	12
2.3.2.2	Header Values	12
2.3.2.3	Trigger and Frequency	12
2.3.2.4	Message Structure	13
2.3.2.5	Message Values	13
2.3.2.6	Message Sort	15
2.3.3	Event Unit Start List and Results	16
2.3.3.1	Description	16
2.3.3.2	Header Values	16
2.3.3.3	Trigger and Frequency	16
2.3.3.4	Message Structure	17
2.3.3.5	Message Values	19
2.3.3.6	Message Sort	26
2.3.4	Current Information	27
2.3.4.1	Description	27
2.3.4.2	Header Values	27
2.3.4.3	Trigger and Frequency	27
2.3.4.4	Message Structure	28
2.3.4.5	Message Values	29
2.3.4.6	Message Sort	32
2.3.5	Image	33
2.3.5.1	Description	33
2.3.5.2	Header Values	33
2.3.5.3	Trigger and Frequency	33
2.3.5.4	Message Structure	33
2.3.5.5	Message Values	34
2.3.5.6	Message Sort	36
2.3.6	Event Final Ranking	37
2.3.6.1	Description	37
2.3.6.2	Header Values	37
2.3.6.3	Trigger and Frequency	37
2.3.6.4	Message Structure	37



2.3.6.5	Message Values.....	39
2.3.6.6	Message Sort.....	40
2.3.7	Configuration.....	41
2.3.7.1	Description.....	41
2.3.7.2	Header Values	41
2.3.7.3	Trigger and Frequency.....	41
2.3.7.4	Message Structure.....	41
2.3.7.5	Message Values.....	42
2.3.7.6	Message Sort.....	43
3	Document Control	44

1 Introduction

1.1 This document

This document includes the ODF Speed Skating Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Speed Skating Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF



Document Title	Document Description
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 Speed Skating Overview

MESSAGES IN EACH EVENT

* Individual Events (except Mass Start): DT_RESULT for the start list and results with DT_CURRENT sent for each pair.

* Mass Start: DT_RESULT for each race only.

* Team Relay: DT_RESULT: DT_RESULT for the start list and results with DT_CURRENT sent for each pair of teams.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include:

* For Individual Events & relay: the DT_SCHEDULE/DT_SCHEDULE_UPDATE will include the schedule of the unit (Y)

* For Mass Start Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (race) (S in SF and Y in Final) and the semifinal phase (Y).

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X



DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_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_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.

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
	Height
	Weight
	PlaceOfBirth
	CountryOfBirth
	PlaceOfResidence
	CountryOfResidence
	Nationality
	MainFunctionId
	Current
	OlympicSolidarity
	ModificationIndicator
	Discipline (1,1)
	Code
	IFId
	RegisteredEvent (0,N)
	Event
	Bib
	Substitute

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



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

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

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

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

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

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

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



Bib	O	S(5)	Bib number from OVR.
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

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 Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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



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

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric 0	Team member order, mandatory if available.

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)



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
Substitute	O	S(1)	1, 2 or 3 for reserve number else do not send

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC, one message per unit In relay semifinals this is all races in the phase
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 LIVE (used when the unit starts and after every update (intermediates etc.)) INTERMEDIATE (used after each pair during the unit in ind. Non-mass start) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- In the case of Mass Start
 - When the unit starts and after every update (intermediates etc.) (LIVE)
- In the case of individual and relay (except mass start) events
 - When the unit starts and during each pair/race for each update with splits (LIVE)



- After each pair/race inc. relay during the unit (INTERMEDIATE)
- After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

Management of Reskate in individual events and relay:

- In the case of a reskate a new "competitor" is added to the message with the competitor code "RS+competitor ID" for example RS1234567. Code "RS+competitor ID" should be send in the Competitor element.
- The new "pair", if a new pair is needed will use "a" after the order for example if after pair 10 then 10a. (startorder attribute).
- If a Reskate is needed on another pair then letter "a" will be used, for example if Reskate is decided on pair 12 then the new "pair" is 12a or b.. in individual or a new QF (for example QF5 or QF6...). The StartSortOrder and SortOrder will provide the ordering on the pairs (not necessarily last)
- After the reskate this competitor is removed, and the original time updated if applicable.

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			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
			UnitNum			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
			Attendance			
	Officials (0,1)					
		Official (1,N)				
			Code			



		Function
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	Unchecked	
	IRM	
	QualificationMark	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Diff	
	ExtendedResults (0,1)	
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		Rank
		RankEqual
		Diff
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		EventUnitEntry (0,N)
		Type
		Code
		Pos
		Value
		Composition (0,1)



Athlete (0,N)	
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	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 start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
UI		STARTERS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always if the status is not START_LIST and at least one competitor has completed the unit without IRM			
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		



	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LEADER	N/A	Element Expected: When known in individual events (not mass start)
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the ID of the leading competitor.
UI		BREAK_PAIR	Numeric #0	Pos Description: The order number of the 'Ice preparation' in the event, 1.. Element Expected: When known in relay and individual events (not mass start)
	Attribute	M/O	Value	Description
	Value	M	S(3)	The number of the last pair before the ice preparation's break.
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Send a unique number for each competitor In individual events send one for Inner lane, 2 for outer lane. In team send 1 for crossing straight starting team, 2 for finishing straight starting team For mass start send 1.. for each participant modified in the message. Element Expected: When available and only when the unit is LIVE, INTERMEDIATE, UNCONFIRMED or UNOFFICIAL.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to compete and receive result data.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LEADER" Value="123456" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="1" Value="4" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="2" Value="8" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" />
  <Extension Code="COMPLETE" Value="9" />
</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
UnitNum	O	S(15) or SC @Final	Race number.



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
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

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

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



Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled, send Y if applicable else not sent
Result	O	mm:ss.fff or Numeric #0	Time for the competitor except in mass start. Do not send leading zeros. Decimals vary according to sport rules. In mass start send the points.
Unchecked	O	S(1)	Send "Y" if this result needs to be validated else do not send.
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	S(3)	- For individual events and relay: Pair number (1,2,..) in the start list. There will be two competitors with the same number. - For mass start simply the start order. - For relay this is the heat number
StartSortOrder	M	Numeric #0	Unique number for sorting. To sort out competitors from its @StartOrder attribute, however - For individual events and relay: placing first the inner lane skater, and afterwards the outer lane skater - For mass start: Same as StartOrder - For relay this is the overall sorting 1-x not considering each race
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+ m:ss.fff or 0.00	Time behind the leader. Send 0.00 for the leader. Do not send minutes if zero Do not send in mass start

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available	
	Attribute	M/O	Value	Description
	Value	M	mm:ss.fff	Cumulative time at the intermediate point in the current race. Do not send minutes if zero.
	Value2	O	ss.fff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equaled else not sent.
	Diff	O	[+/-]m:ss.fff	Send the time behind the leader in the unit at the split. Negative if faster than leader or + for slower than leader. Do not send leading zeros.



				Send 0.00 for the leader.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In individual events and relay except mass start.				
	Attribute	Value	Description	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+m:ss.ff	Send time behind the leader in the pair. Do not send zero minutes or leading zeros. Do not send for leader.	
PROGRESS		SPRINT	SC @Sprint	Pos Description: Sprint point name (S1, S2, S3, F) Element Expected: If sprint points awarded for the competitor (in Mass Start)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	The sprint points awarded at this @Pos
ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor (for the original competitor) is awarded a reskate. Send "P" for the newly added duplicate competitor in the start list. Send "M" if the result for the competitor is modified as a result of the re-skate else do not send after the re-skate.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If the competitor has a reskate in the future.				
	Attribute	Value	Description	
	Code	PAIR		
	Pos	N/A		
	Value	S(3)	Send the pair number of the reskate. For example, if the reskate is after pair 10 then send 10a. Remove after reskate is complete.	
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	It is sent only in close finish cases where Rank is not clear. To know if the competitor's Rank and final result was decided by photo Send Y for Evaluated, P for Pending otherwise do not send. If pending, then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,4... and SortOrder = 1,2,3,4... Clarification: When the skater/team just finished then send the following: - For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y and no Rank



				- For the skater/team from any previous heat (Individual Events except Mass Start) send PHOTO=P but not Unchecked and no Rank After the photo is evaluated then send PHOTO=Y for all involved and no more Unchecked attribute and include Rank
ER		TIME	N/A	Element Expected: Send in Mass Start for competitors with same points or without points or for competitors who have earned points at intermediate sprints but did not complete all laps the race (LAPPED) and in other events if the competitor time is evaluated to 3 decimals to break a tie.
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff or mm:ss.fff	Race time. Mass Start: two decimals if total time is different or three decimals if total time with two decimals is the same, all other Events three decimals. Only send if applicable. Do not send leading zeros.
ER		LAPS	N/A	Element Expected: Mass start only and only when this competitor has completed at least one lap and does not have an IRM.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of laps completed.
ER		SPEED	N/A	Element Expected: When the competitor has completed the unit.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Average speed in km/h

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 or SC @CompetitorPlace	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) Send "RS+competitor ID" for those competitors with a reskate. (individual)
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

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



Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	COLOUR	N/A	Element Expected: When available in team events	
Attribute	M/O	Value	Description	
Value	M	SC @Colour	Designated team colour, relating to starting position.	
EUE	LANE	N/A	Element Expected: When available in team events	
Attribute	M/O	Value	Description	
Value	M	S(1)	Starting position/lane	

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	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number or in Mass Start the helmet 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	LANE	N/A	Element Expected: Individual (not mass start) and relay events.	
Attribute	M/O	Value	Description	
Value	M	SC @Lane	I – For Inner lane skater O – For outer lane skater	
EUE	COLOUR	N/A	Element Expected: Individual (not mass start) and relay events	
Attribute	M/O	Value	Description	
Value	M	SC @Colour	Athlete colour relating to starting position	
EUE	ARMBAND	N/A	Element Expected: Team Relay	



Attribute	M/O	Value	Description
Value	M	SC @Armband	Athlete armband colour

Sample (individual, not mass start)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="34.59" Diff="0.00" StartOrder="4" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.59" Value2="9.59" Diff="+0.06" Rank="4"
SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.59" Value2="25.00" Diff="0.00" Rank="1"
SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039779" Organisation="GER" >
    <Composition>
      <Athlete Code="2039779" Bib="81" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <EventUnitEntry Type="ENTRY" Code="LANE" Value="O" />
        <EventUnitEntry Type="ENTRY" Code="COLOUR" Value="R" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="5" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Diff="+0.04" Rank="2" SortOrder="2" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.58" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.05" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
```

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

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

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. The message is only used in individual events (except mass start) with a message for the pairs.
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

This message is sent:

- At any time a competitor/pair starts. (This/these athlete(s) will be considered current) and there will be a new "next" (unless the current is the last pair).
- Immediately after every addition/change in data during the race.
- Immediately after each competitor completes the race and the data is available. (must be sent so a new leader can receive a negative time relative to current leader).

Each message will only include the athletes currently racing and the one to follow ("Next"); this is not more than four competitors. Next is to inform end users who is next.

Management of Reskate in individual events (not Mass Start):

- In the case of a reskate a new "competitor" is used with the competitor code "RS+competitor ID" for example RS1234567. However the athlete maintains the original ID.
- The new "pair", if a new pair is needed will use "a" after the order for example is after pair 10 then 10a. (startorder attribute).



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			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				Diff	
		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	HEATS	N/A	Element Expected: When available in individual (not mass start) and relay	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of pairs/heats (or partial pairs in the event) The number does not change in the case of re-skate as the total pairs at the end is unchanged.
DISPLAY	CURRENT	N/A	Element Expected: When available in individual (not mass start) and relay	
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the pair/heat number (StartOrder) of the current pair.
DISPLAY	NEXT	N/A	Element Expected: When available(not mass start) and relay	
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the pair/heat number (StartOrder) of the next pair to start.
DISPLAY	STARTED	N/A	Element Expected: Send only once for each pair/heat (assuming no false start)	
	Attribute	M/O	Value	Description
	Value	M	S(3)	Send the pair number (StartOrder) of the pair most recently started.
DISPLAY	LAST_COMP	S(20) without leading zeroes	Pos Description: ID if the competitor Element Expected: After each competitor passes an intermediate point. Only for individual (not mass start) and relay	
	Attribute	M/O	Value	Description
	Value	M	S(3)	Last intermediate point reached by the competitor (0,1,2,3,..F). For the DNF competitor, the last point is considered the split where the competitor fell/stopped.



Sample (Individual)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="7" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="123456" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="123444" Value="3" />
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	mm:ss.fff	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules. Do not send leading zeros.
IRM	O	SC @IRM	The invalid result mark, if applicable
SortOrder	M	Numeric 0	Order by StartSortOrder for the competitors in the file (1, 2, 3..).
StartOrder	O	S(3)	Pair number in the start list. There will be two competitors with the same number.
StartSortOrder	M	Numeric 0	Unique number for sorting. To sort out competitors from its @StartOrder attribute however placing first the inner lane skater, and afterwards the outer lane skater.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	[+/-]m:ss.ff	Time behind the leader. Send 0.00 for the leader. Can be negative if faster than current leader or + if slower than the leader. Do not send leading zeros.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available.	
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Cumulative time at the intermediate point in the current race (not over multiple races). Do not send minutes if zero or leading zeros.
	Value2	O	ss.ff	Time for the section ending at the intermediate point @Pos. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Diff	O	[+/-]m:ss.ff or 0.00	Send the time behind the leader in the unit at the split. Negative if faster than the leader or + if slower than the leader. Do not send leading zeros.



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected In individual events except mass start and relay.				
	Attribute	Value	Description	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+m:ss.ff	Send time behind the leader in the pair. Do not send zero minutes or leading zeros. Do not send for leader.	
ER		RE_RUN	N/A	Element Expected: If applicable. Send as soon as known.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor received a reskate.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	<p>It is sent only in close finish cases where Rank is not clear. To know if the competitor's Rank and final result was decided by photo Send Y for Evaluated, P for Pending otherwise do not send. If pending, then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...</p> <p>Clarification: When the skater/team just finished then send the following: - For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y and no Rank - For the skater/team from any previous heat (for Individual Events except Mass Start and relay) send PHOTO=P but not Unchecked and no Rank After the photo is evaluated then send PHOTO=Y for all involved and no more Unchecked attribute and include Rank</p>
ER		TIME	N/A	Element Expected: Send if the competitor time is evaluated to 3 decimals to split tie
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Race time (two decimals). Only send if applicable. Do not send leading zeros



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 or TBD	Competitor's ID or TBD in case that the competitor is unknown. Send "RS+competitor ID" for those competitors with a reskate. (individual)
Type	M	S(1)	A for athlete; T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric 0	1 if Competitor @Type="A". 1,2 for team
Bib	O	S(5)	Bib number

Sample (Individual)

```
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="6" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Value2="9.58" Diff="+0.05" Rank="3"
SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Value2="25.05" Diff="+0.04" Rank="2"
SortOrder="2" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
      <Athlete Code="2039710" Bib="63" Order="1" />
    </Composition>
  </Competitor>
</Result>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder.



2.3.5 Image

2.3.5.1 Description

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

Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC at unit level
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	CC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.5.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.



Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)

This element should always appear and must only include the information of those competitors appearing in the image.

Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor at the end of the unit Rank will not be included in events where competitors complete in pairs
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	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

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

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

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

Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric 0	Value is 1
Bib	O	S(5)	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)

2.3.5.6 Message Sort

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

2.3.6 Event Final Ranking

2.3.6.1 Description

The Event Final Ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event, one message is sent for each 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.

2.3.6.3 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.

The message is expected at the end of each unit during finals along with each 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
Competition (0,1)						



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



2.3.6.5 Message Values

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

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

Element: Competition /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	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included. (TIME/POINTS not included for mass start)
Result	O	mm:ss.fff	Time of the athlete in individual (not mass start) and relay Decimals very depending on sport rules. No leading zeros Not included in mass start.
IRM	O	SC @IRM	The invalid result mark, if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams



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

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

Sample (Individual)

```
<Result Rank="3" SortOrder="3" ResultType="TIME" Result="69.46">
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Mass Start)

```
<Result Rank="3" SortOrder="3" >
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.6.6 Message Sort

Sort by Result @SortOrder

2.3.7 Configuration

2.3.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each event in separate message for individual (not mass start) events.

Send before the competition for each phase in separate messages for mass start.

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 CC @Phase	Send one message per event with the event level RSC for individual (not mass start) events. Send one message per phase with phase level RSC for mass start
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.

2.3.7.3 Trigger and Frequency

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

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

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.7.4 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

2.3.7.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Event CC @Phase	Full RSC (34) at event level (individual not mass start) and relay Full RSC (34) at phase level (mass start)

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @Split or ##000	In mass start send the intermediate name ("Split 9" etc.). In other events send the distance from the start in metres.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mass Start events only				
	Attribute	Value	Description	
	Code	SPRINT		
	Pos	N/A		
	Value	SC @Sprint	Send the sprint name if there is a sprint at this intermediate: S1, S2, S3, F	
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points where the time or points are recorded, including F.



EC		LAPS	N/A	Element Expected: In mass start
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of laps
EC		SPRINTS	N/A	Element Expected: In mass start
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of sprints
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Send the code for the qualification rule.

Sample (1500m)

```
<Configs>
  <Config Unit="SSKM1500M-----">
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="700" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1100" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
  </Config>
```

Sample (Mass Start)

```
<Configs>
  <Config Unit="SSKMMS-----FNL-----">
    <ExtendedConfig Type="EC" Code="LAPS" Value="16" />
    <ExtendedConfig Type="EC" Code="SPRINTS" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" />
    <ExtendedConfigItem Code="SPRINT" Value="S1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" />
  <ExtendedConfigItem Code="SPRINT" Value="S2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
  ...
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 16" />
  <ExtendedConfigItem Code="SPRINT" Value="S4" />
  </ExtendedConfig>
</Config>
```

2.3.7.6 Message Sort

There is no message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
V0.1	1 May 2019	First Version
V0.2	24 Feb 2020	Updated
V0.3	13 Mar 2020	Updated
V0.4	20 Mar 2020	Updated
V1.0	9 Apr 2020	Updated after PT0
V1.1	5 Jun 2020	Updated
V1.2	14 Aug 2020	Updated to APP
V1.3	25 Sep 2020	Updated, CR020643
V1.4	11 Dec 2020	Updated with CR021150
V1.5	22 Jan 2021	Updated with CR021257
V1.6	5 Mar 2021	Updated with CR021689 and CR021512
V1.7	23 Apr 2021	Improvement for language management
V1.8	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.9	9 Aug 2021	Updated after Homologation
V2.0	15 Oct 2021	Editorial improvement
V2.1	4 Nov 2021	Updated with CRs
V2.2	12 Nov 2021	Updated
V3.0	8 May 2023	First version for Gangwon
V3.1	2 Sep 2023	Updated
V3.2	25 Sep 2023	Updated

Change Log		
Version	Status	Changes on version
V0.1	SFR	First Version
V0.2	SFA	DT_RESULT: Added armband colour for individual events
V0.3	SFA	DT_PHASE_RESULT: Message added DT_RANKING: Add ER/HEAT @Result /ExtendedResults /ExtendedResult DT_CURRENT: Add DISPLAY/PAIRS @ExtendedInfos /ExtendedInfo DT_CONFIG: Add EC/SPRINTS @Configs /Config /ExtendedConfig Applicable Messages: Add note about messages and responsibilities
V0.4	SFA	DT_PHASE_RESULT: Message removed (was added in error)
V1.0	SFA	DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update triggering to remove Youth Olympic reference DT_RESULT: Update expected at UI/STARTERS @ExtendedInfos /ExtendedInfo DT_RESULT: Update typo for value at Result/Diff DT_RESULT: Update Value for Value2 at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update EUE/COLOUR @Result /Competitor /EventUnitEntry DT_RESULT: Update EUE/COLOUR @Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add EUE/ARMBAND @Result /Competitor /Composition /Athlete /EventUnitEntry DT_CURRENT: Update DocumentCode Comment in the header DT_BRACKETS: Remove UNCONFIRMED as a possible ResultStatus DT_RANKING: Remove Result/ExtendedResults DT_CONFIG: Change the message to send by event or phase depending on the event.



		Update errors where Value is incorrectly optional (at least one attribute should be mandatory) Editorial improvements without changing the intent.
V1.1	SFA	DT_RESULT: Update Diff at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/LAPS at Result /ExtendedResults /ExtendedResult DT_RESULT: Update EUE/ENTRY to use SC @Lane for translation without changing the values sent.
V1.2	APP	Add Section 2.1 DT_RANKING: Add Result /ExtendedResults /ExtendedResult
V1.3	APP	DT_RESULT: Update UnitNum at ExtendedInfos /SportDescription (does not change value sent, only for translation purposes) DT_RESULT: Update @Pos of PROGRESS/SPRINT at Result /ExtendedResults /ExtendedResult (does not change value sent, only for translation purposes) DT_CURRENT: Update DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo DT_CURRENT: Clarify DISPLAY/PAIRS at ExtendedInfos /ExtendedInfo
V1.4	APP	DT_RESULT: Update description for ExtendedInfos /SportDescription /SubEventName DT_RESULT: Update @Pos Description at DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Update Description at Result/StartOrder to change the order in Team Pursuit DT_RESULT: Update Description at Result/StartSortOrder to change the order in Team Pursuit DT_RESULT: Typographical correction for Pos Description at UI/BREAK_PAIR at ExtendedInfos /ExtendedInfo DT_RESULT: Description clarification at Result/Diff DT_RESULT: Update triggering for re-skate DT_RESULT: Update ER/RE_RUN Description at Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/PHOTO at Result /ExtendedResults /ExtendedResult to clarify when to send. DT_RESULT: Clarify time format throughout (as already used) DT_CURRENT: Clarify time format throughout (as already used) DT_CURRENT: Update ER/PHOTO at Result /ExtendedResults /ExtendedResult to clarify when to send. DT_CURRENT: Update Description at Result/StartSortOrder to clarify the order in Team Pursuit DT_CURRENT: Update expected for PROGRESS/INTERMEDIATE/PAIR_DIFF at Result /ExtendedResults /ExtendedResult to match the current implementation by OVR. DT_CURRENT: Update Description at Result/Competitor/Type to include T for team to match the current implementation by OVR. DT_BRACKETS: Update description at Bracket /BracketItems /BracketItem /CompetitorPlace /WLT to exclude quarterfinals and match the current implementation by OVR. DT_BRACKETS: Update description at Bracket /BracketItems /BracketItem /CompetitorPlace /Pos to clarify the order expected. DT_BRACKET: Fix typographical error in the Description at at Bracket /BracketItems /BracketItem /Time DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result for clarity DT_RECORD: Clarify Record /RecordType /RecordData /Result DT_RECORD: Clarify ER/INTERMEDIATE/Value at Record /RecordType /RecordData /Extension DT_RECORD: Clarify ER/SECTION/Value at Record /RecordType /RecordData /Extension
V1.5	APP	DT_RESULT: Update triggering. DT_RANKING: Clarify Result/ResultType Description to follow expectation and OVR implementation. DT_RECORD: Update @Pos at ER/INTERMEDIATE at Record /RecordType /RecordData /Extension to include F to match the OVR implementation.
V1.6	APP	DT_PARTIC: Update ENTRY/PB & ENTRY/SB at Participant /Discipline /RegisteredEvent /EventEntry to match as correctly implemented by OVR [HPQC196705] DT_RESULT: Update Expected for DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo to match as correctly implemented by OVR [HPQC196686] DT_RESULT: Update PROGRESS/INTERMEDIATE/DIFF_PAIR at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196686] DT_CURRENT: Update PROGRESS/INTERMEDIATE/DIFF_PAIR at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196687] DT_CURRENT: Update PROGRESS/INTERMEDIATE/Diff at Result /ExtendedResults /ExtendedResult to match as correctly implemented by OVR [HPQC196687] DT_RANKING: Update Result/Result to match the correct OVR implementation [HPQC196688] DT_RESULT: Clarify value expected in Result/StartOrder [HPQC196284 & CR021689] DT_RESULT: Update triggering to clarify reskate values [HPQC196284 & CR021689] DT_WEATHER: Update triggering [CR021512]
V1.7	APP	DT_CONFIG: Update EC/INTERMEDIATE @Value at Configs /Config /ExtendedConfig to use sport codes for translation (no change in data, same values are sent) DT_CONFIG: Update EC/INTERMEDIATE/SPRINT @Value at Configs /Config /ExtendedConfig to use sport codes for translation (no change in data, same values are sent)



V1.8	APP	DT_IMAGE: Update message description [CR022136] DT_IMAGE: Update DocumentSubcode & Version in header [CR022136] DT_IMAGE: Update expected in Competition/Image [CR022136] DT_IMAGE: Update expected and attributes in Competition/Image/Result [CR022136]
V1.9	APP	DT_RANKING: Add Result /Competitor /Composition /Athlete /Bib [HPQC197740]
V2.0	APP	DT_RANKING: Update Result/Competitor/Composition/Athlete/Bib for clarity (editorial clarification)
V2.1	APP	DT_RESULT: Update Result/Diff for mass start
V2.2	APP	DT_WEATHER: Editorial update to match triggering from provider
V3.0	SFA	DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Remove Team /Discipline /RegisteredEvent /EventEntry DT_RANKING: Remove Result /ExtendedResults /ExtendedResult DT_BRACKETS: Remove message DT_RECORD: Remove message DT_WEATHER: Message removed Remove all references to records (inc. record indicators) Remove all reference to pursuit
V3.1	SFA	DT_CURRENT: Correct typo for format of PROGRESS/INTERMEDIATE/Diff at Result /ExtendedResults /ExtendedResult
V3.2	SFA	DT_RESULT: Update DocumentCode DT_RESULT: Update Triggering DT_RESULT: Update Result/StartOrder DT_RESULT: Update Expected for PROGRESS/INTERMEDIATE/PAIR_DIFF at Result /ExtendedResults /ExtendedResult DT_RESULT: Add EUE/LANE at Result /Competitor /EventUnitEntry DT_RESULT: Update Result /Competitor /Composition /Athlete /EventUnitEntry to not apply in relay DT_CURRENT: Update /ExtendedInfos /ExtendedInfo