



International  
Olympic  
Committee

WYOG-2024-STK-3.0 SFA

# Olympic Data Feed

## **Short Track Speed Skating ODF Data Dictionary**

Technology and Information Department  
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WYOG-2024-STK-3.0 SFA  
5 May 2023



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## 1 Introduction

### 1.1 This document

This document includes the ODF Short Track 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 Short Track 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.

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Technology and Information Department

5 May 2023



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

## 1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

## 2 Messages

### 2.1 Short Track Speed Skating Overview

#### MESSAGES IN EACH EVENT

All events

\* There will be a DT\_RESULT for each unit (race) and a DT\_PHASE\_RESULT message for each phase.

#### SCHEDULE

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit (race) (Y in finals, S in prelims) and each phase (S in finals, Y in prelims).



## 2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	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_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 Competition schedule / Competition schedule update

#### 2.3.1.1 Description

The Competition schedule is a bulk message provided for one discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' or 'S' are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

The arrival of the competition schedule message resets all the previous schedule information for one discipline.

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

- HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)
- HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
- HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

Start Time	Display	Unit	HideStartDate	Location	Order
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2	Court 2 Unit 2	Y	Court 2	2
12:00	Match 3	Court 2 Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT\_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:



1. By day (or filter by day)
2. By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
3. By Time (regardless if HideStartDate="Y")
4. By Order
  - The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
  - End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

Competition schedule update:

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit(s) or sessions(s), but does not notify any other change for the rest of the event units/sessions except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

When message is sent from Competition Schedule application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

### 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_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
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 competition schedule will be sent as a bulk message (DocumentType="DT\_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT\_SCHEDULE\_UPDATE") by OVR. There is no automatic triggering and this (DT\_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H units should be sent immediately when officially known, which should be as soon as possible after the preceding unit changes to official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Session (0,N)		
		SessionCode	
		StartDate	
		EndDate	
		Leadin	
		Venue	
		VenueName	
		ModificationIndicator	
		SessionStatus	
		SessionType	
		Medal	
		SessionName (1,N)	
			Language
			Value
	Unit (0,N)		
		Code	
		PhaseType	
		UnitNum	
		ScheduleStatus	



	StartDate
	HideStartDate
	EndDate
	HideEndDate
	ActualStartDate
	ActualEndDate
	Order
	Medal
	Venue
	Location
	MediaAccess
	SessionCode
	ModificationIndicator
	StartText (0,N)
	Language
	Value
	ItemName (1,N)
	Language
	Value
	VenueDescription (0,1)
	VenueName
	LocationName

### 2.3.1.5 Message Values

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

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place



VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message. N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.
Medal	O	S(1)	Send Y if this session includes at least one unit where a medal (any type of medal) is to be decided. Do not send if no such unit.

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

### Sample (Session)

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
  <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC for the unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).  This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)  Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.  Example: 2006-02-26T10:00:00+01:00
HideStartDate	O	S(1)	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.



			<p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. This field is considered in two situations:</p> <ol style="list-style-type: none"> <li>1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline.</li> <li>2. If some units start at the same time and a particular order of the units is expected.</li> </ol> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SC @UnitMedalType	<p>Indicator of medal awarded for this unit.</p>
Venue	O	CC @VenueCode	<p>Venue where the unit takes place Mandatory unless UNSCHEDULED.</p>
Location	O	CC @Location	<p>Location where the unit takes place. Mandatory unless UNSCHEDULED.</p>
MediaAccess	O	S(6)	<p>Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".</p>
SessionCode	O	S(10)	<p>Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.</p>
ModificationIndicator	O	N, U	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p>



			<p>N-New event unit U-Update event unit If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in "UNSCHEDULED" status.</p> <p>If ModificationIndicator="U", then update the event unit.</p>
--	--	--	--

Element: Competition /Unit /StartText (0,N)			
This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	SC @StartText	Text to be displayed in the case that StartDate is not to be displayed.

Element: Competition /Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	<p>Item Name / Unit Description.</p> <p>For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected.</p> <p>For non-competition schedules (where the item description is not in common codes) then add the description.</p>

Element: Competition /Unit /VenueDescription (0,1)			
Mandatory when Unit/Venue is included			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

### 2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.  
In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.



## 2.3.2 List of participants by discipline / List of participants by discipline update

### 2.3.2.1 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.

### 2.3.2.2 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 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.



### 2.3.2.3 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.

### 2.3.2.4 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				
	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
	IFld
	RegisteredEvent (0,N)
	Event
	Bib
	Substitute
	EventEntry (0,N)
	Type
	Code
	Pos
	Value

### 2.3.2.5 Message Values

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

#### Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-STK-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.





			<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.  Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.  Send only in the Case of Current="true".
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send.



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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Pos Description: Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(4)	World Rank of the athlete.
ENTRY	RANK_ASSIGN	N/A	Element Expected: Only in DT_PARTIC_UPDATE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(4)	Rank assigned to the athlete in case of no World Rank exists.

### 2.3.2.6 Message Sort

The message is sorted by Participant @Code



## 2.3.3 List of teams / List of teams update

### 2.3.3.1 Description

The List of teams message 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. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. 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.

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

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

### 2.3.3.2 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.

### 2.3.3.3 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.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
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	
				EventEntry (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 /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	M	Numeric	Team member order



Element: Competition /Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFld	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

Element: Competition /Team /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific team's event entries.			
Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	S(4)	World Rank of the team

### 2.3.3.6 Message Sort

The message is sorted by Team @Code.



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 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.

### 2.3.4.2 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, one message per race.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update (lap)) 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.

### 2.3.4.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- When the unit starts and after every update (lap) (LIVE)
- After the race is finished
  - UNCONFIRMED: Until the last photofinish time is available
  - UNOFFICIAL: After the last photofinish time is available but results are not approved
  - OFFICIAL: Results are approved
- After any change





### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	UnitDateTime (0,1)						
	StartDate						
	ExtendedInfo (0,N)						
	Type						
	Code						
	Pos						
	Value						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	Gender						
	SubEventName						
	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						
	IFId						
	Result (1,N)						
	Rank						
	RankEqual						



	Result
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	SortOrder
	Diff
	Pty
	Competitor (1,1)
	Code
	Type
	Organisation
	Description (0,1)
	TeamName
	IFId
	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
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual start 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.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	LEADER	S(2)	Pos Description: Send the identifier of the intermediate point (1, 2, ...F). Element Expected: When available for each intermediate.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID of the leading competitor at each intermediate.
DISPLAY	LAST_INTERMEDIATE	N/A	Element Expected: When LIVE after the first intermediate.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the intermediate number most recently passed by the leader (1, 2...F)
DISPLAY	LEADER_SPEED	N/A	Element Expected: When available for each intermediate	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Leader speed in the last completed lap in km/h.
DISPLAY	LAPS_TO_GO	N/A	Element Expected: When available for each intermediate	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Value	M	Numeric #0	Remaining laps. Value updated once the leader completes a lap.
-------	---	---------------	--

### Sample (General)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendedInfo Type="UI" Code="LEADER" Pos="1" Value="123456" />
<ExtendedInfo Type="UI" Code="LEADER" Pos="2" Value="123456" />
<ExtendedInfo Type="DISPLAY" Code="LEADER_SPEED" Value="43.1" />
<ExtendedInfo Type="DISPLAY" Code="LAPS_TO_GO" Value="12" />
</ExtendedInfos>
```

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

##### Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	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. Can be different from the function sent in the DT_PARTIC message.
Order	M	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
IFId	O	S(16)	International Federation ID



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	m:ss.fff or m:ss.ff	Result for the event unit. Send just in the case @ResultType is TIME May not be sent in the case of a referee decision to suppress time. The time is first sent with two decimals (transponder time) and later with three decimals from the photo.
IRM	O	SC @IRM	The invalid result mark, if assigned Send just in the case @ResultType is IRM
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 event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric	The start order of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.fff or m:ss.ff	Send the time behind the leader in the unit. Send 0.000 for the winner (0.00 from transponder). Do not send minutes if zero or leading zero seconds. The time is first sent with two decimals (transponder time) and later with three decimals from the photo.

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: As each competitor passes the intermediate point. Not included if the competitor has an IRM or removed if an IRM received later.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff or m:ss.fff	Time from the start of the race up to this split point. It is a cumulative time. Do not send minutes if zeros. Three decimals is only applicable for the last intermediate (F) The final time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Value2	O	ss.ff or ss.fff	Send the split time (from the previous intermediate point to current one). Not cumulative time. Three decimals is only applicable for the last split (F)



				The final split time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Rank	O	S(2)	Rank of the competitor for this specific ExtendedResult.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric #0	Index based on those who have passed the intermediate point. For tied athletes, follow sport rules.
	Diff	O	+m:ss.ff or +m:ss.fff	Send the time behind the leader at the corresponding intermediate point. Send 0.00 or 0.000 for the leader. Do not send minutes if zero or leading zero seconds. Three decimals is only applicable for the last split (F) The final diff is first sent with two decimals (transponder time) and later with three decimals from the photo.
PROGRESS	REMAINING		N/A	Element Expected: Always when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of laps remaining for this athlete
ER	PHOTO		N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send the Photo Finish status: Y in case of Evaluated P in case of Pending else do not send  If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER	INFRINGEMENT		Numeric 0	Pos Description: Counter starting from 1 for each infringement for this competitor in this unit Element Expected: For each infringement for this competitor
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Infringement	Code of infringement
	Value2	M	S(300)	Text description of the infringement in ENG
	Pty	O	S(20)	Status (Note value from codes)



### Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:24.787" Diff="0.000" QualificationMark="Q" StartOrder="3"
StartSortOrder="3" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.49" Value2="12.49" Diff="0.00" Rank="1"
SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="21.93" Value2="9.44" Diff="0.00" Rank="1"
SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:24.787" Value="9.167" Diff="0.000" Rank="1"
SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2012264" Organisation="GER">>
    <Composition>
      <Athlete Code="2012264" Order="1" Bib="203" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

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

Competitor related to the result of one event unit.

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

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	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)	Helmet number. Should always be available

#### 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	YC	N/A	Element Expected: When the athlete has already received a yellow card in one of the previous events he/she has already competed.	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Yellow card received in one of the previous events indicator. "Y" if exists otherwise do not send

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				
Type	Code	Pos	Description	
PHASE	SC @ResultPhase	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.

### 2.3.4.6 Message Sort

Sort by Result @SortOrder





## 2.3.5 Phase Results

### 2.3.5.1 Description

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

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

### 2.3.5.2 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 phase, all phases where there is more than one unit before the finals.
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE (after each unit except the last) UNOFFICIAL (if applicable after the last) 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

- Send after each unit in the phase (INTERMEDIATE). Do not send data for units which have not started.
  - Send as OFFICIAL when all units are complete.
- Trigger also 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
Competition (0,1)						
	Gen					
	Sport					
	Codes					



ExtendedInfos (0,1)	
Progress (0,1)	
LastUnit	
SportDescription (0,1)	
DisciplineName	
EventName	
SubEventName	
Gender	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Result (1,N)	
Rank	
RankEqual	
ResultType	
Result	
IRM	
QualificationMark	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Competitor (1,1)	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
IFId	
Composition (0,1)	
Athlete (0,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	



	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC @Unit	Full RSC of the most recent unit information included in the message

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

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)			
Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the corresponding unit within the phase. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.fff	Result for the phase
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition.
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the phase, if they were to be presented. In principle the sort of unit followed by rank. To be clear, it is unit followed by rank in the unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	UNIT_STARTORDER	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
ER	UNIT_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2)
ER	RACE_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0

### Sample (General)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:21.483" QualificationMark="QA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="1" />
    <ExtendedResult Type="ER" Code="UNIT_STARTORDER" Value="3" />
    <ExtendedResult Type="ER" Code="RACE_NUM" Value="12" />
  </ExtendedResults>
  <Competitor Type=... >
  <Composition>
```

Element: Competition /Result /Competitor (1,1)			
Competitor related to one phase result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation



Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Send in the case that the competitor is a team.
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete's 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
IFld	O	S(16)	International Federation ID

### 2.3.5.6 Message Sort

Sort by Result @SortOrder. SortOrder is determined by grouping <Result> elements by Event Unit - Heat - and then by Rank within the Heat.



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

### 2.3.6.3 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	
	Description (0,1)	
	TeamName	
	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	S(3)	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT.
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

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

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

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

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

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

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

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

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

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





### Sample (Team)

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

### 2.3.6.6 Message Sort

Sort by Competition /Image /Result /SortOrder within image.



## 2.3.7 Event Final Ranking

### 2.3.7.1 Description

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

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

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

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

Usually only send after the competition with status OFFICIAL.

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
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	
IFId	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
ExtendedResults (0,1)	
ExtendedResult (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 /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	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	Type of the @Result attribute
Result	O	m:ss.fff	Best time for the competitor regardless of phase. May be empty in the case of a referee decision to suppress time. Note that rank is not determined by best time.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	ROUND	Numeric 0	Pos Description: Send the order of the rounds in which this competitor participated, with Final A last (highest value) if applicable. Each round has the same @Pos value for all participants. Element Expected: For each round where the competitor participated except where sport rules do not include the data.
	Attribute	M/O	Value
			Description



Value	M	SC @ResultPhase	Code of the round
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If the competitor received an IRM in this round</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	IRM		
Pos	N/A		
Value	SC @IRM	IRM of the competitor if applicable in this round.	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RANK		
Pos	N/A		
Value	S(2)	The rank of the competitor in their unit in this round	
UNIT_LAST	PHASE	N/A	Element Expected: Always except where sport rules do not include the data (usually RC, DBQ etc)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @ResultPhase	Last Phase reached by the competitor FNLA and FNLB not applicable

**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. "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

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.
IFId	O	S(16)	Team IF number, send if available

**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)	Athlete Bib

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)



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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member's extended result.				
Type	Code	Pos	Description	
PHASE	SC @ResultPhase	N/A	Element Expected: When available	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.	

### Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:14.480">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="2" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="QFNL" >
      <Extension Code="RANK" Value="3" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="SFNL" >
      <Extension Code="RANK" Value="3" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="FNL" />
  </ExtendedResults>
  <Competitor Type="A" Code="2012272" Organisation="GER" >
    <Composition>
      <Athlete Code="2012272" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
<Result SortOrder="36">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="2" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="QFNL" >
      <Extension Code="IRM" Value="PEN" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="QFNL" />
  </ExtendedResults>
  <Competitor Type="A" Code="2000137" Organisation="SWE" >
    <Composition>
      <Athlete Code="2000137" Order="1" >
        <Description GivenName="James" FamilyName="Smith" Gender="M" Organisation="SWE" BirthDate="1994-12-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>...
```



### Sample (Team)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="6:42.100">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="ROUND" Value="HEAT" >
      <Extension Code="RANK" Value="1" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="ROUND" Value="FNLA" >
      <Extension Code="RANK" Value="1" />
    </ExtendedResult>
    <ExtendedResult Type="UNIT_LAST" Code="PHASE" Value="FNL" />
  </ExtendedResults>
  <Competitor Type="T" Code="STKMTeam4---RUS01" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000940" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PHASE" Code="HEAT" Value="Y" />
          <ExtendedResult Type="PHASE" Code="FNL" Value="Y" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2000943" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-12-14" />
        <ExtendedResults>
          <ExtendedResult Type="PHASE" Code="HEAT" Value="N" />
          <ExtendedResult Type="PHASE" Code="FNL" Value="Y" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2000946" Order="3" >
        ...
      </Athlete>
      <Athlete Code="2000964" Order="4" >
        ...
      </Athlete>
      <Athlete Code="2000967" Order="5" >
        ...
    </Composition>
  </Competitor>
</Result>
```

### 2.3.7.6 Message Sort

Sort by Result @SortOrder



## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each event in separate message in short track.

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

### 2.3.8.3 Trigger and Frequency

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

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

If a DT\_CONFIG message is sent after a DT\_RESULT in a related unit then the next version of DT\_RESULT must be sent immediately.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

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





	Type
	Code
	Pos
	Value

### 2.3.8.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC (34) at phase level.

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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of laps remaining at this point.
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
QUALIFICATION	FROM_RANK	S(1)	Pos Description: Send A or B if this rule is applying for Final A or Final B. If a single final then do not send. Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	TO_RANK	S(1)	Pos Description: Send A or B if this rule is applying for Final A or Final B. If a single final then do not send. Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_BT	N/A	Element Expected: When some competitors qualify by time.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of athletes who will qualify by time.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable pre-finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualRule	Send the code for the qualification rule.

### Sample (General)

```
<Configs>
<Config Unit="STKM1500M-----SFNL-----">
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="13" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="12" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="11" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="10" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="9" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="7" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="6" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="4" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="3" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="12" Value="2" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="1" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="0" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="14" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ITOP2ANDB" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="A" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="A" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="B" Value="3" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="B" Value="4" />
</Config>
</Configs>
```

### 2.3.8.6 Message Sort

There is no general message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
V1.0	20 Sep 2019	First version
V1.1	9 Apr 2020	Updated after PT0
V1.2	5 Jun 2020	Updated with PT feedback
V1.3	4 Aug 2020	Updated
V1.4	14 Aug 2020	Changed to APP
V1.5	16 Oct 2020	Updated CR020623
V1.6	20 Nov 2020	Updated with CR020778
V1.7	19 Mar 2021	Updated with CR
V1.8	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.9	9 Aug 2021	Updated after Homologation
V2.0	4 Nov 2021	Updated with CRs
V2.1	12 Nov 2021	Updated
V3.0	5 May 2023	First version for Gangwon

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version DT_PARTIC: Manage world rank in generic event at ENTRY/WLD_RANK
V1.1	SFA	Add central messages to applicable messages. Add DT_PRESENTER to applicable messages. DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update Expected at PROGRESS/INTERMEDIATE @: Result /ExtendedResults /ExtendedResult DT_RESULT: Update SortOrder at PROGRESS/INTERMEDIATE @: Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value of Result/Result DT_PHASE_RESULT: Change Result/ResultType to Mandatory DT_PHASE_RESULT: Change Result /Competitor /Description /TeamName to Mandatory DT_PHASE_RESULT: Update Value of Result/Result DT_IMAGE: Update Competition /Image /Result /Rank to S(3) DT_RANKING: Remove ExtendedInfos /VenueDescription DT_RANKING: Update ER/ROUND/RANK @Result /ExtendedResults /ExtendedResult DT_RANKING: Update UNIT/PHASE @Result /ExtendedResults /ExtendedResult DT_RANKING: Remove UNIT_LAST/RANK and UNIT_LAST/IRM @Result /ExtendedResults /ExtendedResult DT_RANKING: Update Result/Result DT_RECORD: Update Value of Record /RecordType /RecordData /Result DT_CONFIG: Clarify the message is by event Update errors where Value is incorrectly optional (at least one attribute should be mandatory) Editorial improvements
V1.2	SFA	DT_RESULT: Update Value at PROGRESS/INTERMEDIATE Result /ExtendedResults /ExtendedResult DT_RESULT: Change the value at Result/Diff to 0.000 for winner DT_RESULT: Update Value2 at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to three decimals for last split. DT_RESULT: Update Diff at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to three decimals for last Diff. DT_RESULT: Corrected errors in sample DT_IMAGE: Generic Mandatory/Optional updates DT_RANKING: Corrected errors in samples



V1.3	SFA	DT_RESULT: Correct typo at Result/ResultType Add section 2.1
V1.4	APP	Changed to APP
V1.5	APP	DT_RESULT: Update Value of DISPLAY/LEADER_SPEED at ExtendedInfos /ExtendedInfo Added Timeline
V1.6	APP	DT_RESULT: Update PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult to include at first split.
V1.7	APP	DT_RESULT: Update triggering. DT_RESULT: Update format for PROGRESS/INTERMEDIATE/Diff at Competition /Result /ExtendedResults /ExtendedResult (typographical correction, no change in OVR as no change in data sent) DT_RESULT: Update Expected for PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult to exclude IRMs DT_RECORD: Update Competition /Record /RecordType /NotEstablishedLabel to accommodate translations (no change in OVR as no change in data sent) DT_RANKING: Update expected for ER/ROUND and UNIT_LAST/PHASE related to IRMs at Competition /Result /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Update description and ResultStatus to match triggering (typographical correction, no change in OVR as no change in data sent) DT_WEATHER: Update triggering [CR021512] Minor typographical improvements and clarifications without changing any data/messages
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	Add DT_SCHEDULE message [HPQC198078] Update timeline (improvement)
V2.0	APP	DT_PARTIC: Update ENTRY/RANK_WLD at Participant /Discipline /RegisteredEvent /EventEntry [clarification from ORIS] DT_RESULT: Add ER/INFRINGEMENT at Result /ExtendedResults /ExtendedResult [CR024249]
V2.1	APP	DT_WEATHER: Editorial update to match triggering from provider
V3.0	SFA	Remove records throughout Remove DT_WEATHER