



International
Olympic
Committee

SOG-2024-BMF-3.0 SFA

Olympic Data Feed



Cycling BMX Freestyle ODF Data Dictionary

Technology and Information Department
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SOG-2024-BMF-3.0 SFA
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1 Introduction

1.1 This document

This document includes the ODF Cycling BMX Freestyle 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 Cycling BMX Freestyle Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Cycling BMX Freestyle Overview

MESSAGES

* In the both seeding and final phases there is a single DT_RESULT at unit level. There is one unit in each phase.

SCHEDULE

* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit in all phases (schedule=Y) which is the same RSC used for DT_RESULT.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	



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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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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
Competition (0..1)	Gen Sport Codes			
	Participant (1..N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate PlaceofBirth CountryofBirth		



PlaceofResidence	
CountryofResidence	
Nationality	
MainFunctionId	
Current	
OlympicSolidarity	
ModificationIndicator	
Discipline (1,1)	
	Code
	IFId
	RegisteredEvent (0,N)
	Event

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-BMF-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	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function



			In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

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

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

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

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

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 Event Unit Start List and Results

2.3.2.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	CC.@Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC.@ResultStatus	It indicates whether the result is official intermediate etc. START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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.

2.3.2.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

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

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered



on all updates.

* When the competition starts and all changes/additions in data (LIVE)

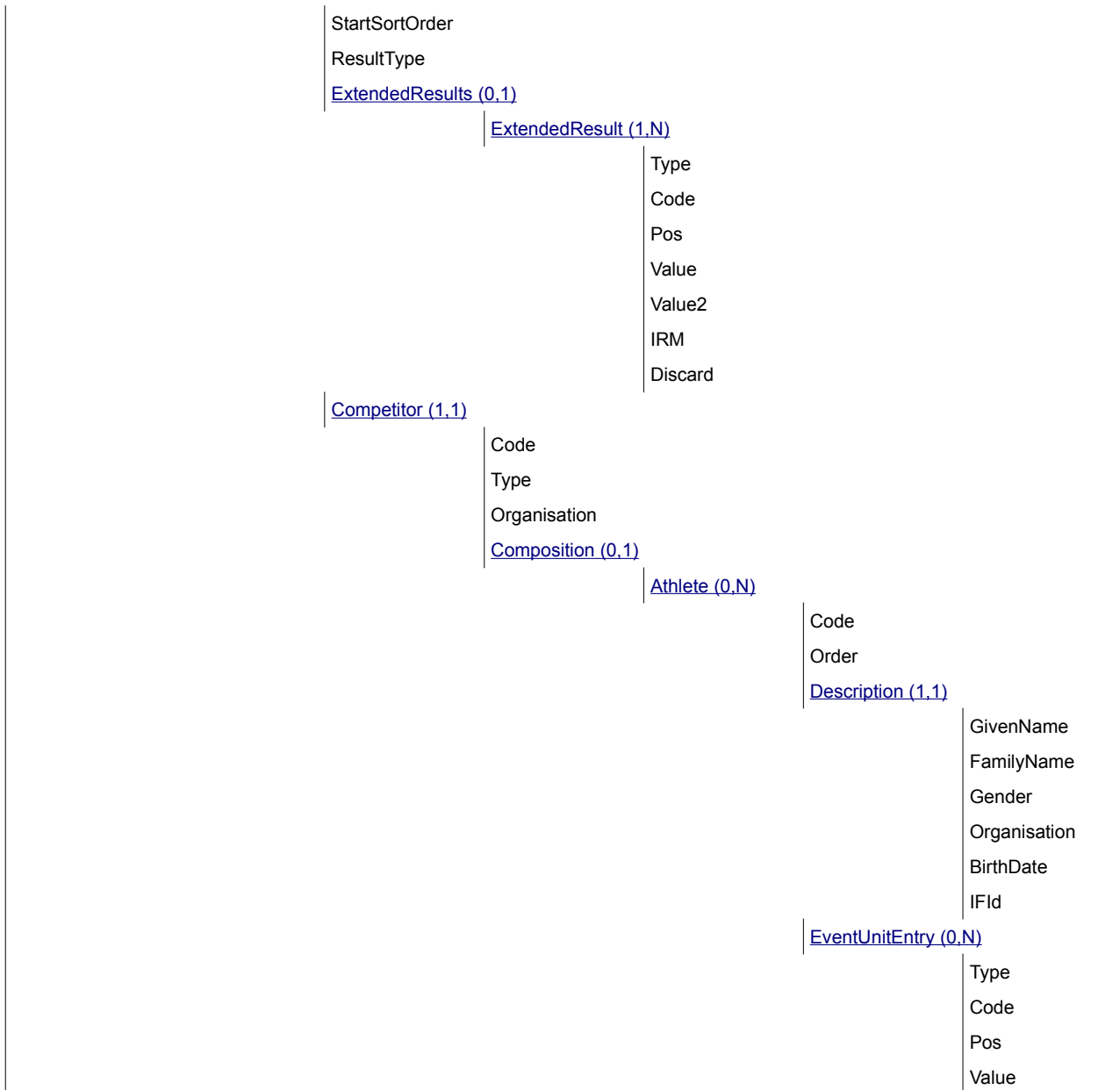
* After each run where there are multiple runs (INTERMEDIATE)

* After the results for the unit are approved (OFFICIAL)

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	Level 7
<u>Competition (0,1)</u>						
	Gen					
	Sport					
	Codes					
	<u>ExtendedInfos (0,1)</u>					
		<u>UnitDateTime (0,1)</u>				
			StartDate			
		<u>ExtendedInfo (0,N)</u>				
			Type			
			Code			
			Pos			
			Value			
			<u>Extension (0,N)</u>			
		<u>SportDescription (0,1)</u>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		<u>VenueDescription (0,1)</u>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<u>Result (1,N)</u>					
		Rank				
		RankEqual				
		Result				
		IRM				
		QualificationMark				
		SortOrder				
		StartOrder				



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 /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	Numeric 0	Pos Description: Send run number Element Expected: When competitor starts in a run. Keep the value until there is a new current and while the unit is LIVE.
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes Athlete's ID, to identify an athlete, for the current rider in this run.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Only during second round of preliminaries			
	Attribute	Value	Description
	Code	NEED	
	Pos	Numeric 0	Sequential number for ranks 1, 2, 3 and x where x = last qualifying position.
	Value	String	Score (with format ##0.00) needed to reach the rank related to @Pos. Send "-" if the competitor is already ranked at this rank or higher. Send "x" if not possible to attain this rank
DISPLAY	CURRENT_RUN	Pos #0	Pos Description: Current heat number, only included if there are multiple heats. Element Expected: At the beginning of each run where there are multiple runs. Not included when official.
	Attribute	M/O	Value
	Value	M	Numeric # The number that identifies the current Run for this event unit, according to the defined number of runs per phase.
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Send run number Element Expected: When competitor finishes a run. Keep the value until there is a new last competitor or the unit becomes OFFICIAL
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes Athlete's ID, to identify an athlete, for the most recently finished rider in this run.

Sample (General)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-08T15:40:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT_RUN" Value="1" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="1" Value="6427469" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="6368126" />
  ...
</ExtendedInfos>
```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit. In the finals the rank must be included when a competitor has at least one run with a score. In qualification the value is only added after each athlete completes their second run.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	Numeric ##0.00	Total result for the particular event unit. Send just in the case @ResultType is Points, according to expected result in this event phase. Send the score considering both runs. If average used, only include after 2 runs complete for the athlete If best used then include after one run is complete for the athlete
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM or both points and IRM.
QualificationMark	O	SC @QualificationMark	Indicates whether qualification for next phase is confirmed. Do not send during the final phase.



			Only for the competitor when qualification mark cannot change (i.e., only insert the first Q when the number of competitors remaining is one less than the number of competitors qualifying for the next phase)
SortOrder	M	Numeric	Used to sort all the results of an event unit. This attribute is a sequential number with the order of the results for the particular 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. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. Sort order is only updated to follow rank after ranks are available. Those without rank remain ordered by StartSortOrder.
StartOrder	M	Numeric	Displayed start order. Do not send anything in case a rider gets a DSQ in a previous run. If heats are used, this is the order within the heat for display
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Generally the same @StartOrder, except that the attribute should be sent even in case of DSQ, following sport rules. If heats are used then this is the order considering all heats, 1..n
ResultType	O	SC @ResultType	Type of the @Result attribute, either time or IRM with/without points for the corresponding event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	WARNING	N/A	Element Expected: Send for any athlete in case of Warning
	Attribute	M/O	Value
	Value	M	S(1) Warning indicator. Send 'Y' when it has received a Warning else do not send.
ER	SCORE	SC @Run	Pos Description: Run value Element Expected: Always after the competitor has completed at least one run
	Attribute	M/O	Value
	Value	O	Numeric ##0.00 Score for this run
	Value2	O	S(1) Send Y if this is the best score for the competitor at the current time. Only included



				if overall result is best result (ie not used if overall result is average)
IRM	O	SC @IRM		The invalid result mark if applicable.
Discard	O	S(1)		Send Y if the score is not an IRM and is to be discarded (not best score) where the overall result is best score.

Sample (Start List)

```
<Result SortOrder="2" StartSortOrder="2" StartOrder="2">
  <ResultItems>
    <ResultItem Unit="RUN1" Order="1">
      <Result StartOrder="2" StartSortOrder="2" SortOrder="2" />
    </ResultItem>
    <ResultItem Unit="RUN2" Order="2">
      <Result StartOrder="2" StartSortOrder="2" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="9060078" Type="A" Organisation="GER">
    <Composition>
      <Athlete Bib="2" Code="9060078" Order="1">
        <Description GivenName="Lara" FamilyName="Lessmann" Gender="F" Organisation="GER" BirthDate="1974-07-18"
        IFId="10064792849" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Result)

```
<Result Rank="2" Result="90.70" ResultType="POINTS" SortOrder="2" StartOrder="3" StartSortOrder="3">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SCORE" Pos="RUN1" Value="90.70" />
  </ExtendedResults>
</Result>
```

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

Competitor related to the result of one event unit.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Send 1 if Competitor @Type="A".



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	GROUP	Numeric #0	Pos Description: Heat number Element Expected: Only if there are multiple heats.
Attribute	M/O	Value	Description
Value	M	hh:mm	Estimated start time of the group/heat.

2.3.2.6 Message Sort

Sort by Result @SortOrder



2.3.3 Event Final Ranking

2.3.3.1 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 Result Mark (disqualified, etc.), or both.

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

2.3.3.3 Trigger and Frequency

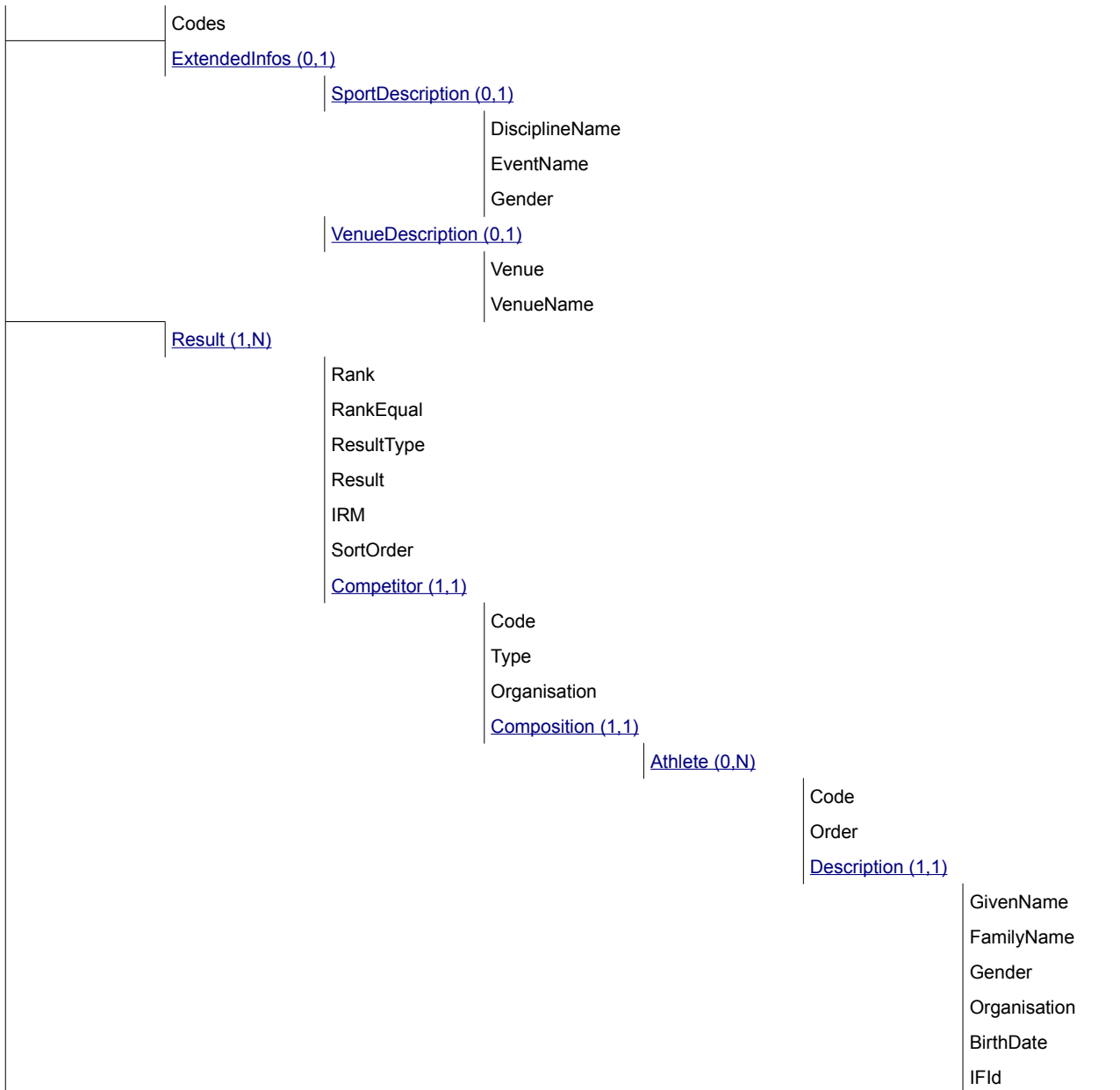
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

2.3.3.4 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					



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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, points or IRM with/without points for the corresponding event.
Result	O	Numeric ##0.00	Score of the competitor, i.e.: Total points achieved in the final.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Athlete's ID



		zeroes	
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".

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

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Configuration

2.3.4.1 Description

The Configuration is a message containing general configuration.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentType	DT_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.

2.3.4.3 Trigger and Frequency

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

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

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
Competition (0..1)	Gen Sport Codes			
	Configs (1..1)			
		Config (1..N)		
			Unit	
				ExtendedConfig (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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the Unit

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	FROM_RANK	N/A	Element Expected: In qualification
Attribute	M/O	Value	Description
Value	M	Numeric #0	Indicates qualification for the final based on rank. Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION	TO_RANK	N/A	Element Expected: In qualification
Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION	QUAL_RULE	N/A	Element Expected: In qualification
Attribute	M/O	Value	Description
Value	M	SC @QualRule	Qualification rule code

Sample (Qualification)



```
<Configs>  
  <Config Unit="...">  
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />  
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="9" />  
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />  
  </Config>  
</Configs>
```

2.3.4.6 Message Sort

There is no message sorting rule.



2.3.5 Weather conditions

2.3.5.1 Description

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

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 @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0..1)	Gen Sport Codes			
	Weather (1..1)	Date Conditions (1..N)		Code



Humidity	Code
Wind_Direction	Value
Condition (0,3)	
Temperature (0,N)	Code
	Unit
	Value
Wind (0,N)	Code
	Unit
	Value

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 /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint	Weather Points
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
--	--	--	--



Send with different @Code in the case of winter conditions as needed.

Attribute	M/O	Value	Description
Code	M	AIR	Air temperature
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric ##0.0 or ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

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

Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed in km/h

2.3.5.6 Message Sort

There is no special sort order requirement for this message.



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3 Message Timeline

Legend:

D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit
x Sent on that level; **o** Includes info from that level



4 Document Control

Version history		
Version	Date	Comments
V1.0	18 Apr 2019	First version (Previously included within BMX combined document)
V1.1	14 Aug 2019	Updated, CRs. First version as a full document
V1.2	27 Mar 2020	Updated after Homologation
V1.3	1 May 2020	Updated
V3.0	18 Nov 2022	First version for Paris 2024

File Reference: SOG-2024-BMF-3.0 SFA

Change Log		
Version	Status	Changes on version
V1.0	APP	First version
V1.1	APP	CR16640: Add ODF Version @Competition. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document
V1.2	APP	DT_PARTIC: Remove Substitute at Participant /Discipline /RegisteredEvent [189089] DT_PARTIC: Update the description of Participant/Weight [CR18565]
V1.3	APP	DT_RESULT: Add ER/SCORE at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_RESULT: Clarify when to include Result/Rank and Result/Result
V3.0	SFA	DT_PARTIC: Remove Participant/Weight DT_PARTIC: Remove Participant/Height DT_RESULT: Update Result/Competitor/Code DT_RESULT: Update Result/Competitor/Organisation DT_RESULT: Update Result/Result DT_RESULT: Add ER/SCORE at Result /ExtendedResults /ExtendedResult DT_RESULT: Delete Result /ResultItems /ResultItem DT_RESULT: Update DISPLAY/CURRENT_RUN at /ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/CURRENT at /ExtendedInfos /ExtendedInfo DT_RESULT: Add Result/QualificationMark DT_RESULT: Update Result/StartOrder DT_RESULT: Update Result/StartSortOrder DT_RESULT: Add Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update ResultStatus DT_RESULT: Update triggering DT_RESULT: Update Result/Rank DT_CONFIG: Add message DT_WEATHER: Add message