



# Olympic Data Feed



## Cycling BMX Racing ODF Data Dictionary

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Cycling BMX Racing 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 Racing 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 Racing Overview

#### MESSAGES IN EACH EVENT

- \* All units have a single DT\_RESULT for each unit (each heat in each run in each phase).
- \* DT\_PHASE\_RESULT is sent for phases with multiple runs.

#### SCHEDULE

- \* The schedule (with schedule=Y) is sent for the final and last chance which matches DT\_RESULT
- \* For non-final phases (with multiple heats & runs) the schedule is at run level (with schedule=Y)
- \* In addition, the schedule for every unit (race) (schedule=S) for all phases before the final which matches 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 nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
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	
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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">Participant (1.N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate			



### 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-BMX-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.



			<p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	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	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	Bib number.  Although this attribute is optional, it will be updated and informed as soon as this information is known (example: 8,



			10,..).
			Send only in the Case of Current="true".

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	Numeric ##0	World Ranking
ENTRY	RANK_PTS	N/A	Element Expected: When available
Attribute	M/O	Value	Description
Value	M	Numeric #####0	Ranking points

### 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	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	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	<a href="#">CC.@ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies) 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	<a href="#">SC.@Source</a>	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 and when all gates are selected ] (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)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

\* When the last competitor finishes (UNOFFICIAL)

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

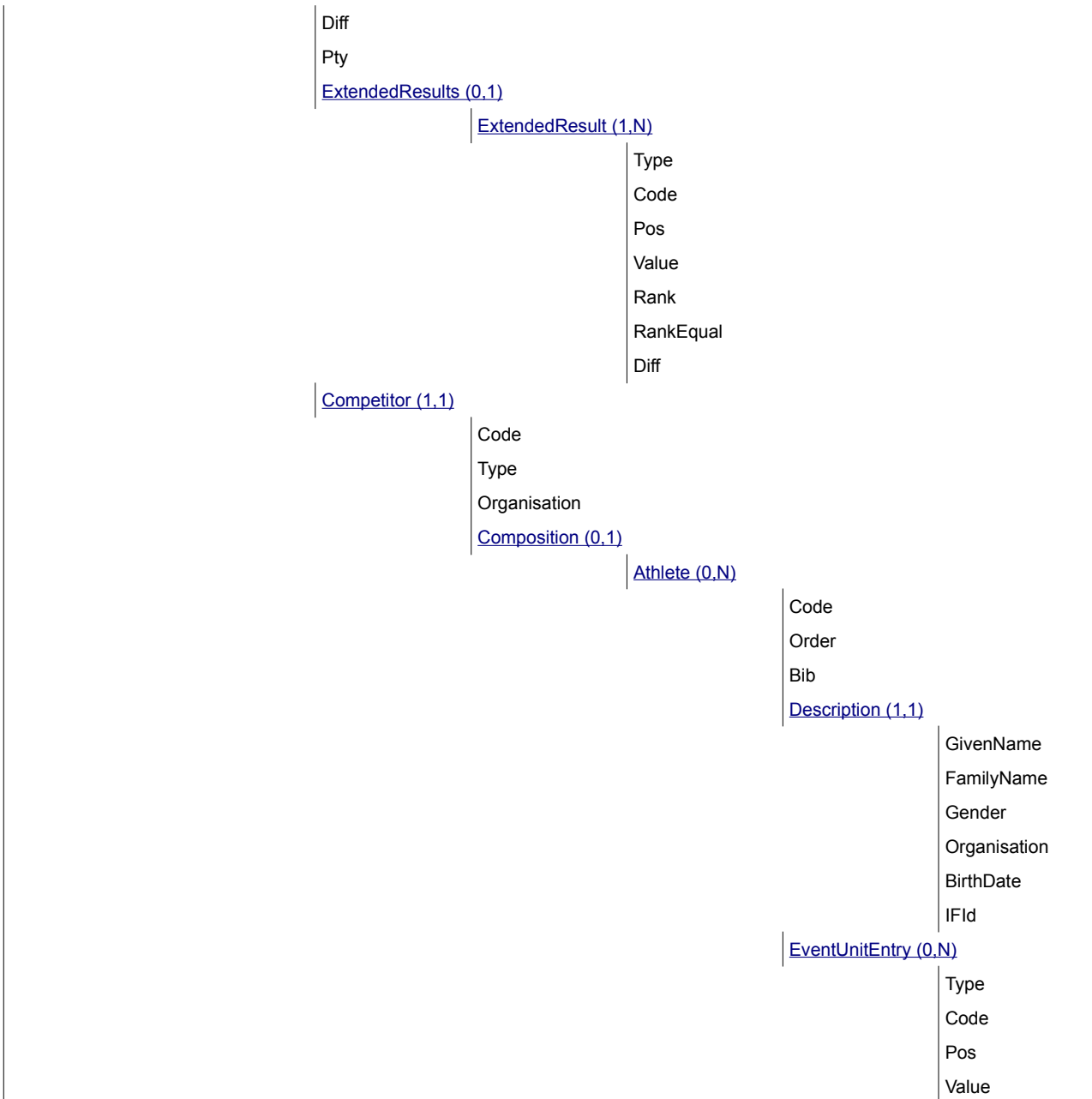
\* Send with PROTESTED if applicable

Trigger also after any change.

### 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						
<a href="#">Competition (0,1)</a>	Gen Sport Codes	<a href="#">ExtendedInfos (0,1)</a>	<a href="#">UnitDateTime (0,1)</a>	StartDate	<a href="#">SportDescription (0,1)</a>	DisciplineName						
				EventName								
				Gender								
	SubEventName		<a href="#">VenueDescription (0,1)</a>	Venue	VenueName	Location	LocationName					
	Result (1,N)			Rank	RankEqual	Result	IRM	QualificationMark	SortOrder	StartOrder	StartSortOrder	ResultType



### 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 /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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	<b>m:ss.fff</b>	<b>Result of the competitor for the unit.</b> <b>Send where @ResultType is Time, according to expected result.</b> <b>Do not send minutes if they do not apply.</b>
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned.  Send just in the case @ResultType is IRM or both points and IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	<b>The code which gives the information on the qualification of the competitor for the next round of the competition.</b> <b>Only send if applicable.</b> <b>Only for LCR.</b>
SortOrder	M	<b>Numeric #0</b>	<b>Used to sort all the results of the run.</b> <b>- Gate selection order before gate selected</b> <b>- Gate order when gates selected</b> <b>- Rank order after the race</b>



StartOrder	M	Numeric #0	Start order of the competitor in the start list, which is the gate selection order.
StartSortOrder	M	Numeric #0	Same as StartOrder.
ResultType	O	SC @ResultType	Type of the @Result attribute
Diff	O	+m.ss.fff	Time Behind leader. (not sent for leader)
Pty	O	S(1)	Warning indicator. Send 'Y' when it has received a Warning else do not send Include in future units if applicable.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PTS	N/A	Element Expected: Send points scored in the run if applicable. Not applicable in LCR or final.
	Attribute	M/O	Value
	Value	M	Numeric #0 Points
ER	PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value
	Value	M	S(1) Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status Send "E" for Evaluated Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7 Used when two or more athletes finish close to each other and photofinish is required to determine Race Rank.
ER	GATE	N/A	Element Expected: When known
	Attribute	M/O	Value
	Value	M	Numeric #0 Gate selected for this run (e.g.: 1..8)
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Send the intermediate position 1..., etc. for each intermediate point where time is recorded. (Including the Finish point) Element Expected: Always where time is recorded.
	Attribute	M/O	Value
	Value	M	m:ss.fff Send the time for the competitor in the corresponding intermediate point if a time is recorded. Do not send minutes if not applicable.



Rank	M	Text	Send the cumulative rank of the competitor up to this intermediate point.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Diff	O	+s.fff	Time Behind leader at this ExtendedResult (not sent for leader)

### Sample (Start List)

```
<Result StartOrder="3" StartSortOrder="3" SortOrder="3">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="GATE" Value="4" />
  </ExtendedResults>
```

### Sample (Results)

```
<Result Rank="1" SortOrder="1" StartOrder="3" StartSortOrder="3" ResultPoints="1" ResultType="TIME" Result="36.939">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="GATE" Value="5"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1.544" Diff="+0.547" Rank="7" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6.480" Diff="+0.027" Rank="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="14.533" Diff="+0.7" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="22.082" Rank="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="36.939" Rank="1" />
  </ExtendedResults>
```

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 0	Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)



FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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)			
For runs 2 and 3 in phases with multiple runs			
Type	Code	Pos	Description
EUE	RANK_BEFORE	N/A	Element Expected: As soon as known in phases with multiple runs
Attribute	M/O	Value	Description
Value	M	Numeric #0	Rank in the phase after previous run
EUE	ERANK_BEFORE	N/A	Element Expected: If applicable
Attribute	M/O	Value	Description
Value	M	S(1)	Send Y if the RANK_BEFORE is equalled. Only send if applicable.
EUE	PTS_BEFORE	N/A	Element Expected: As soon as known
Attribute	M/O	Value	Description
Value	M	Numeric #0	Points achieved in the phase after previous run

### 2.3.2.6 Message Sort

Sort by Result @SortOrder



## 2.3.3 Phase Results

### 2.3.3.1 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.

This message is only used in phases with multiple runs.

### 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_@Phase	Full RSC of the phase
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 heat/semifinal except the last) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

\* Send after each unit (race) is unofficial (including the first) in all phases with multiple runs (INTERMEDIATE).

\* Only include those athletes who have competed in at least one run.

\* Send after the last unit in a phase with status UNOFFICIAL/OFFICIAL

\* Send as PROTESTED if applicable

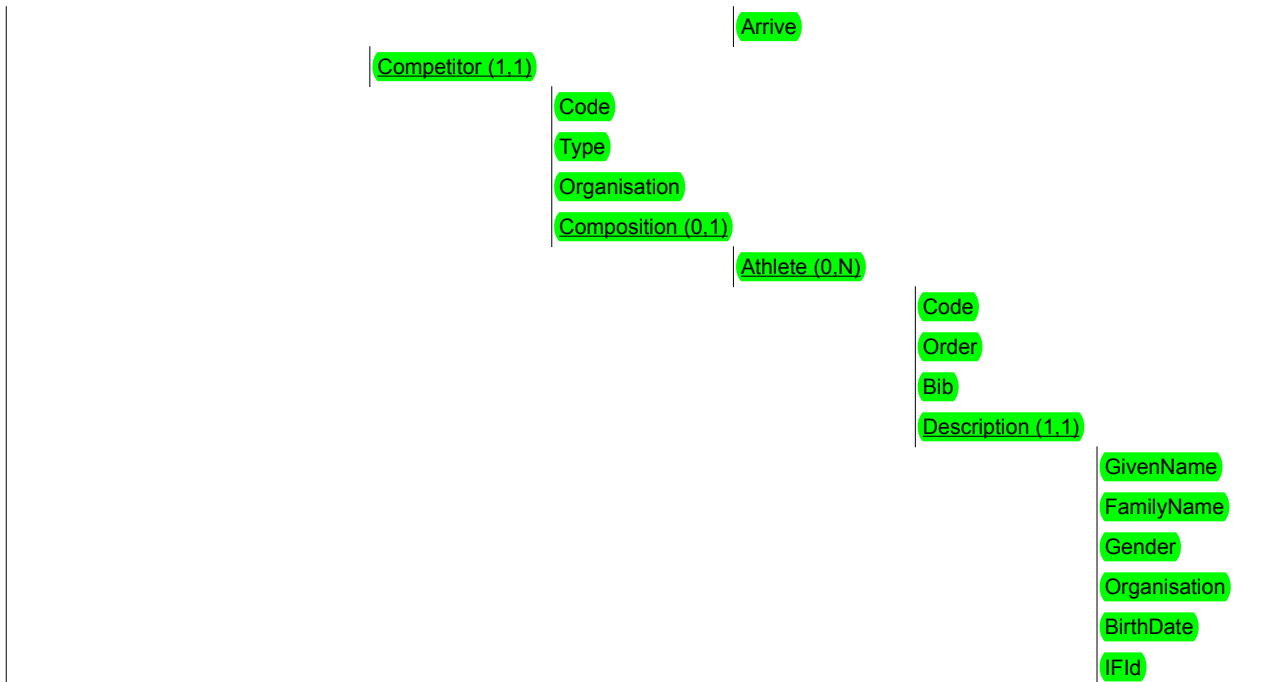
Trigger also after any change.



### 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	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														Result	IRM	QualificationMark	SortOrder	ResultType	Pty	ExtendedResults (0,1)				
																								ExtendedResult (1,N)	Type	Code	Pos



### 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 /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)			
For any Phase Results message, there should be at least one competitor being awarded a result for the phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the phase.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	Numeric #0	The result of the competitor in the phase. Send just in the case @ResultType is POINTS.
IRM	O	SC @IRM	The invalid result mark, if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor. Only send if it applies.
SortOrder	M	Numeric ##0	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. This attribute is a sequential number with the order of the results for the particular phase, 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.  Where athletes have completed a different number of runs (for example in middle of second or third run) then those with the most runs are ordered within themselves and those with lesser runs are below and ordered within that group.
ResultType	O	SC @ResultType	Type of the @Result attribute
Pty	O	S(1)	Warning indicator. Send 'Y' when it has received a Warning else do not send Include in future units if applicable.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	RUN	SC @Run	Pos Description: Send run for each run contested in the phase Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	m:ss.fff Time in the run Do not send minutes if zero
	Value2	O	Numeric #0 Points scored in the run
	IRM	O	SC @IRM Send IRM if applicable
	Rank	O	Text Rank in the run





RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Arrive	O	S(1)	Heat number

**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)	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 ID
Order	M	Numeric 0	1 for Competitor @Type="A".
Bib	O	S(4)	Bib number

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

Athletes extended information.

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

Result @SortOrder followed by Athlete @Order.



## 2.3.4 Image

### 2.3.4.1 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.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

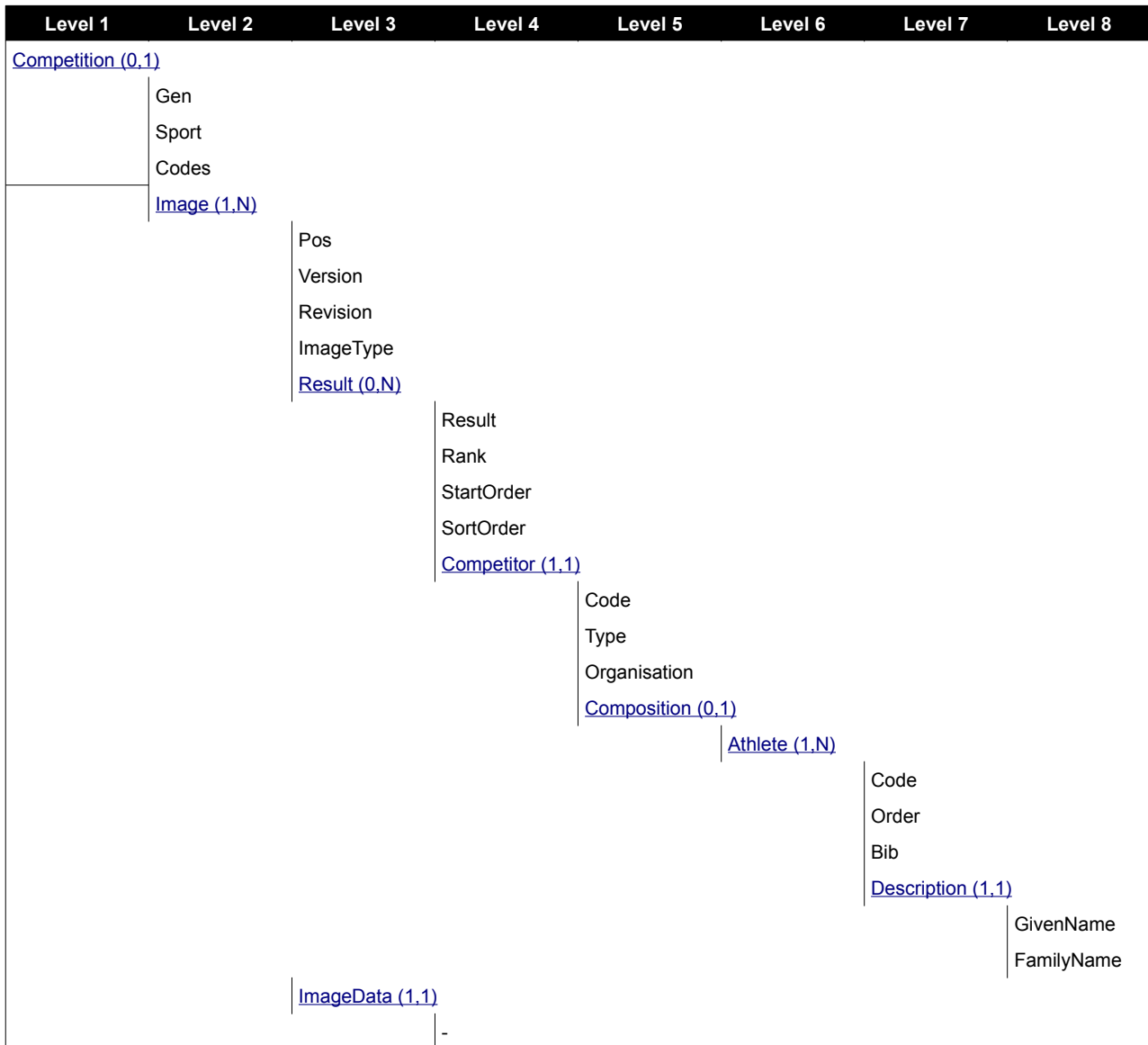
Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC of the unit (race)
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. 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	<a href="#">CC.@ResultStatus</a>	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	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.



### 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 //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 way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit.
StartOrder	O	S(4)	Start or lane position. This value is expected if it is included in DT_RESULT.
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

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

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

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

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

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



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

### Sample (General)

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

### 2.3.4.6 Message Sort

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



## 2.3.5 Event Final Ranking

### 2.3.5.1 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.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	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	<a href="#">CC_@ResultStatus</a>	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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

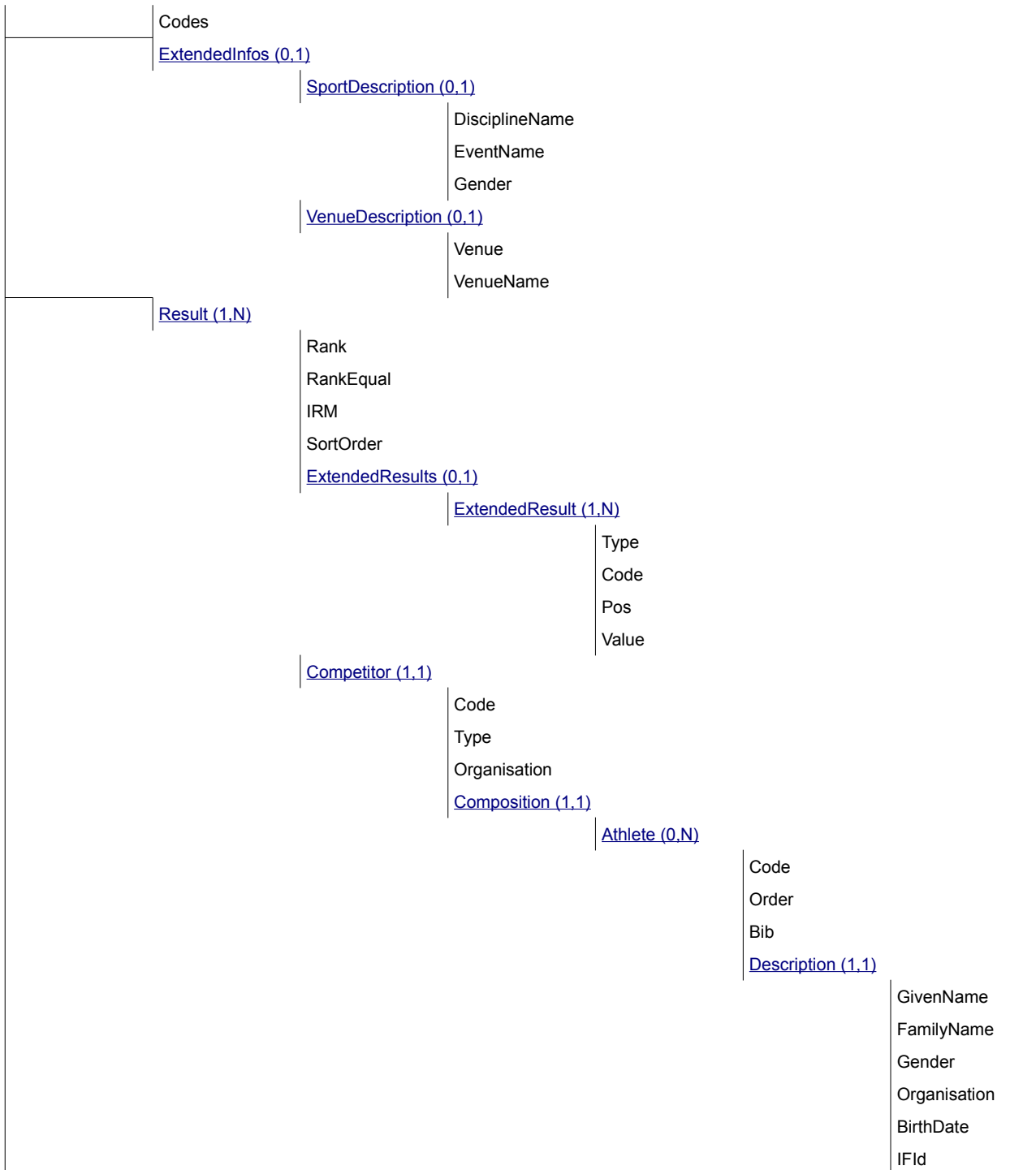
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.3.5.4 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
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					



### 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 /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	<a href="#">CC @VenueCode</a>	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.
IRM	O	<a href="#">SC @IRM</a>	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	AFTER_PHASE	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Phase</a>
			Full (34) phase code of the phase after which the ranking corresponds. It means the last phase of the event in which the rider has participated.

### Sample (General)





```
...
<Result Rank="2" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="AFTER_PHASE" Value="BMXMINDVRACE-----FNL-----" />
  ...
```

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 when Competitor @Type="A".
Bib	O	S(4)	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 WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.3.5.6 Message Sort

Sort by Result @SortOrder



## 2.3.6 Configuration

### 2.3.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each **phase** in separate messages.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Phase</a>	Full RSC of the phase.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any change, but considering that, the configuration for one particular event unit must be provided before the start list. If this message is re-sent then a DT\_RESULT message should follow.

All messages are at phase level.

### 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
<a href="#">Competition (0..1)</a>	Gen Sport Codes			
	<a href="#">Configs (1..1)</a>			



<a href="#">Config (1,N)</a>	Unit	<a href="#">ExtendedConfig (1,N)</a>	Type
			Code
			Pos
			Value

### 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Phase</a>	Full RSC of the Phase.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	GROUPS_NUM	N/A	Element Expected: (Quarterfinals and Semifinals), when it is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Total number of heats (groups) per phase (only applies for the Quarterfinals and the Semifinals).
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from S to F. Where S is the start, intermediate point 1 is following ... and F is the finish.  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send distance in metres at this intermediate point. Not expected for S (which by definition is zero)
EC	INTERMEDIATES_NUM	N/A	Element Expected: When available	



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points where a time is recorded including the finish. (Do not consider S)
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Code for the qualification rule
EC		RUNS_NUM	N/A	Element Expected: Always in quarterfinals and semifinals.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Total number of runs (races) in this phase
QUALIFICATION		FROM_RANK	N/A	Element Expected: Always except Final
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Indicates qualification for the next round (quarterfinals, semifinal, final), based on rank for each unit in the phase Send the qualifying rank to indicate first rank to qualify. Usually 1.
QUALIFICATION		TO_RANK	N/A	Element Expected: Always except Final
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify for each unit in the phase.

### Sample (Quarterfinals)

```
<Configs>
  <Config Unit="BMXMINDVRACE-----QFNL-----">
    <ExtendedConfig Type="EC" Code="GROUPS_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="RUNS_NUM" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="abc" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="200" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="375" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="4" />
  </Config>
</Configs>
```

### 2.3.6.6 Message Sort

There is no message sorting rule.



## 2.3.7 Weather conditions

### 2.3.7.1 Description

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

### 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 @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.

### 2.3.7.3 Trigger and Frequency

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

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0..1)	Gen Sport Codes			
	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

### 2.3.7.5 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 /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	GEN for general
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
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)			
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Send with different @Code in the case of winter conditions as needed.

Attribute	M/O	Value	Description
Code	M	AIR	Air
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	Use KPH
Value	M	Numeric ##0	Wind speed in @Unit

### 2.3.7.6 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	23 Jun 2017	First version
V1.1	13 Jul 2017	Updated
V1.2	03 Jan 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	18 Apr 2019	Updated, BMF information removed (CR)
V2.5	14 Aug 2019	Updated, CRs. First version as a full document
V2.6	27 Mar 2020	Updated after Homologation
V3.0	21 Dec 2022	First version for Paris 2024

### File Reference: SOG-2024-BMX-3.0 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_CONFIG: Update intermediates for consistency (use INTERMEDIATES_NUM and include F)
V1.2	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V2.0	SFA	DT_PARTIC: Remove LICENCE DT_RESULT: Adjusted to support Freestyle Park and intermediates in racing. Typographical correction in samples CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	SFA	DT_RESULT: Clarify the use of StartOrder in BMX Freestyle Park
V2.2	SFA	DT_RESULT: Diff are intermediate removed, was included in error. Typographical corrections without changing the definition.
V2.3	APP	DT_RESULT: Update CURRENT and LAST_COMP in ExtendedInfos. DT_RESULT: Result/StartOrder description clarified. DT_RESULT: Intermediate Diff values added. DT_RESULT: Add Start List sample. DT_RESULT: In ExtendedInfos update expected for DISPLAY/CURRENT. DT_RESULT: Add DISPLAY/CURRENT/NEED @ExtendedInfos /ExtendedInfo. DT_CONFIG/DT_RESULT: Clarify the use of S in intermediates.
V2.4	APP	CR17265: Document split between Racing and Freestyle
V2.5	APP	CR16640: Add ODF Version @Competition. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.6	APP	DT_PARTIC: Remove Substitute at Participant /Discipline /RegisteredEvent [189089] DT_PARTIC: Update the description of Participant/Weight [CR18565]
V3.0	SFA	DT_PARTIC: Add ENTRY/RANK_WLD at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC: Add ENTRY/RANK_PTS at Participant /Discipline /RegisteredEvent /EventEntry



	<p>DT_PARTIC: Remove Participant/Height DT_PARTIC: Remove Participant/Weight DT_RESULT: Update ResultStatus DT_RESULT: Update triggering DT_RESULT: Update Result/Result DT_RESULT: Update Result/QualificationMark DT_RESULT: Update Result/StartOrder DT_RESULT: Update Result/Diff DT_RESULT: Update Result/ResultType DT_RESULT: Update Result/SortOrder DT_RESULT: Add Result/Pty DT_RESULT: Remove ER/WARNING at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/PTS at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/PHOTO at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/GATE_SELECTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ExtendedInfos /ExtendedInfo DT_RESULT: Remove Result /ResultItems DT_RESULT: Add Result /Competitor /Composition /Athlete /EventUnitEntry DT_PHASE_RESULT: Add message DT_BRACKETS: Remove message DT_RANKING: Remove Result/ResultType DT_RANKING: Remove Result/Result DT_RANKING: Remove ER/HEAT, ER/HEAT_RANK and ER/PTS at Result /ExtendedResults /ExtendedResult DT_IMAGE: Update throughout the message for global change [CR022136] DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule DT_WEATHER: Add message</p>
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