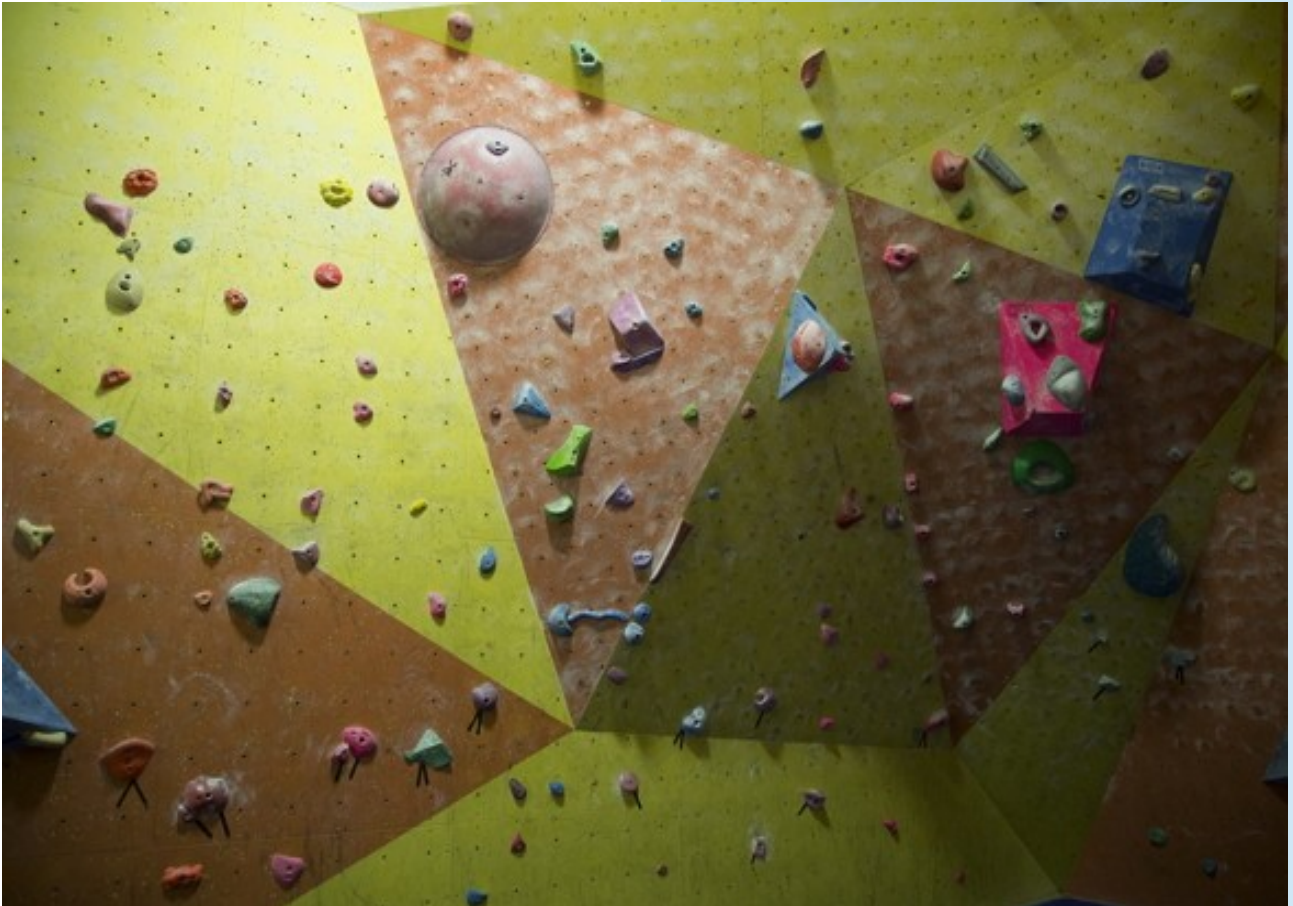




International  
Olympic  
Committee

SOG-2024-CLB-3.0 SFA

# Olympic Data Feed



## **Sport Climbing ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2024-CLB-3.0 SFA  
8 July 2022



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# 1 Introduction

## 1.1 This document

This document includes the ODF Sport Climbing 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 Sport Climbing 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 Sport Climbing Overview

#### EVENT MESSAGES

##### Boulder and Lead

- \* One DT\_RESULT message is sent for each unit
- \* One DT\_CUMULATIVE\_RESULT is distributed for the scores in each phase.

##### Speed Qualification Seeding

- \* One DT\_RESULT message is sent (single unit)

##### Speed Qualification Elimination

- \* One DT\_RESULT message is sent for each unit/race (pairs of athletes)
- \* One DT\_PHASE\_RESULT for Qualification

##### Speed Finals

- \* One DT\_RESULT message is sent for each unit/race (pairs of athletes)
- \* The DT\_BRACKET is also sent for the finals

#### SCHEDULE

- \* In Boulder and Lead the schedule is sent at unit level (schedule=Y).
- \* In Speed qualification seeding there is single unit sent
- \* In Speed qualification elimination the schedule is for all elimination heats (schedule=Y) and each race is also sent (schedule=S)
- \* In Speed finals the schedule is sent at phase level (schedule=Y) and each unit (pair) is also sent (schedule=S)

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X



DT_BRACKETS	Brackets	<a href="#">X</a>
DT_RECORD	Records	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	<a href="#">X</a>
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	





## 2.3 Messages

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

#### 2.3.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their status.

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<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)	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	<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			



### 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-CLB-1.10" Codes="SOG-2020-1.20" >
```

#### Element: Competition /Participant (1,N)



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<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.
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
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)	Competitor's federation number for the corresponding 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, only available in the UPDATE message. Send only in the Case of Current="true".
Substitute	O	S(1)	Substitute information. Send "Y" if substitute else do not send.

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	SEED	N/A	Element Expected: When data available (only expected in the update message)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
ENTRY	QUAL_TYPE	N/A	Element Expected: When data is available. (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @QualifyingType</a>
ENTRY	QUAL_RANK	N/A	Element Expected: When data is available. (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4)
<b>ENTRY</b>	<b>PB</b>	<b>N/A</b>	<b>Element Expected: Only for speed</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	s.ff
			<b>Description</b>
			<b>Personal best</b>

### 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>	Sent according to the ODF Common Codes document (header values) with one message per 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 (as soon as the start list is known and with any changes / IRMs before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<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] (START\_LIST)



This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates including during boulder and lead attempts.

Send the message as INTERMEDIATE is there is any extended break in the unit.

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.

\* After the race is finished (UNOFFICIAL / OFFICIAL)

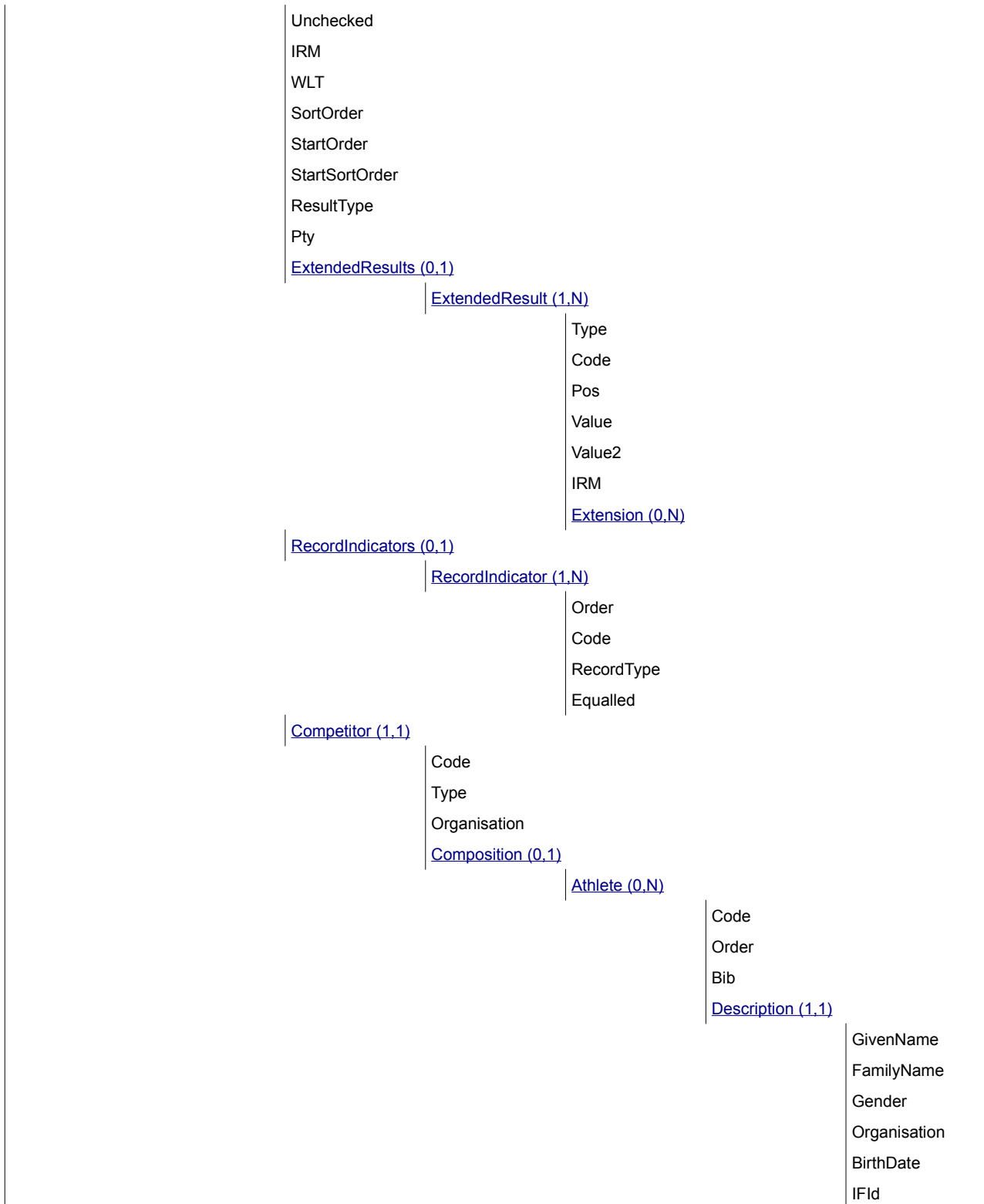
Trigger also after any change.

### 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="#">ExtendedInfo (0,N)</a>				
			Type			
			Code			
			Pos			
			Value			
			<a href="#">Extension (0,N)</a>			
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		Result				







<a href="#">EventUnitEntry (0..N)</a>	
	Type
	Code
	Pos
	Value

### 2.3.2.5 Message Values

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

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
SPEED	HEAT	Numeric #0	Pos Description: Sequential number in the message to differentiate TYPE/CODE Element Expected: Always in speed qualification seeding
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Send the heat number in qualification seeding
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension</b> Expected Always in Speed			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ID		
Pos	Numeric 0	Position of the competitor in the heat 1 or 2 In Qualification 1 = Lane A, 2 = Lane B	
Value	S(20) with no leading zeroes	Competitor's ID (to identify an athlete) that competes in this heat.	
<b>DISPLAY</b>	<b>CURRENT</b>	<b>Numeric</b> 0	<b>Pos Description:</b> Send the boulder number in bouldering.  <b>Element Expected:</b> In speed qualification seeding and for bouldering and lead
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Numeric ##0 or S(20)	In speed send the current heat number in speed qualification seeding. In bouldering and lead send the current competitor ID.
DISPLAY		NEXT	Numeric 0	Pos Description: Send the boulder number in bouldering. Element Expected: In speed qualification seeding and for bouldering and lead.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or S(20)	Send the next heat number in speed qualification seeding. In bouldering and lead send the next competitor ID.
DISPLAY		LAST_COMP	Numeric 0	Pos Description: Send the boulder number in bouldering Element Expected: In speed qualification seeding and for bouldering and lead.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0 or S(20)	Send the last completed heat number in speed qualification seeding. In bouldering and lead send the last scored competitor ID.
UI		ZONE_OPEN	N/A	Element Expected: Bouldering and Lead and when applicable in Speed.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Send the isolation/warm-up opening time.
UI		ZONE_CLOSE	N/A	Element Expected: Bouldering and Lead
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Send the isolation closing time.
UI		OBSERVE_TIME	N/A	Element Expected: In Lead and Bouldering Final.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Send the allowed observation time.
UI		CLIMB_TIME	N/A	Element Expected: In Lead and Bouldering.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Send the allowed climbing time.
UI		RERUN	N/A	Element Expected: Speed after qualification seeding
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if re-run needed for this unit or this unit was re-run

**Sample (Speed Qualification Seeding)**



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="ZONE_OPEN" Value="17:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="3" />
  <ExtendedInfo Type="SPEED" Code="HEAT" Pos="1" Value="1" >
  <Extension Code="ID" Pos="1" Value="1123054" />
  <Extension Code="ID" Pos="2" Value="1056610" />
  </ExtendedInfo>
  <ExtendedInfo Type="SPEED" Code="HEAT" Pos="2" Value="2" >
  <Extension Code="ID" Pos="1" Value="1086721" />
  <Extension Code="ID" Pos="2" Value="1123054" />
  </ExtendedInfo>
  <ExtendedInfo Type="SPEED" Code="HEAT" Pos="3" Value="3" >
  <Extension Code="ID" Pos="1" Value="1066055" />
  <Extension Code="ID" Pos="2" Value="1086721" />
  </ExtendedInfo>
  ...
  <ExtendedInfo Type="SPEED" Code="HEAT" Pos="20" Value="20">
  <Extension Code="ID" Pos="1" Value="1100005" />
  <Extension Code="ID" Pos="2" Value="1100025" />
  </ExtendedInfo>
```

**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	Numeric ##0.0 or s.ff or s.ff or SC @ResultCode	The result of the competitor in the event unit. This is the points scored in the unit which is carried to the cumulative score in boulder and lead. Send just in the case @ResultType is POINTS in boulder &



			lead. For speed units send best time as the result and @ResultType is TIME.
Unchecked	O	S(1)	Send Y if this result is pending appeal
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the particular event unit. Send just in the case @ResultType is IRM.
WLT	O	SC @WLT	The code indicating if the competitor won or lost in a head-2-head unit (not applicable in boulder, lead or speed qualification seeding)
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 it is the same as the StartSortOrder.
StartOrder	O	Numeric	The order at the start of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Pty	O	SC @Card	Send card if applicable

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
SPEED	TIME	S(1)	Pos Description: Lane indicator A or B Element Expected: Qualification seeding in Speed	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	s.ff or s.fff or SC @ResultCode	Time in Speed with 2 or 3 decimals
	Value2	O	Numeric #0	Heat
	IRM	O	SC @IRM	Send appropriate IRM code if applicable
SPEED	REACT_TIME	S(1)	Pos Description: Lane indicator A or B for lane, only included in qualification seeding. Element Expected: Always in speed	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff or -s.ff	Reaction time
SPEED	ORIGINAL	N/A	Element Expected: Speed if rerun required (after seeding). This is the original data	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s.ff or s.fff or @ResultCode	Time or result code (FS/Fall)
SPEED	ORIGINAL_RECORD	S(1)	Pos Description:	



				Send Y if this is an equalled record Element Expected: If rerun needed (after seeding), this is the original data if a record
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Only include the highest level record broken.
LEAD		HOLD	N/A	Element Expected: In Lead
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Highest hold reached or if in progress then the current hold.
BOULDER		RESULT	Numeric 0	Pos Description: Boulder number Element Expected: In Bouldering
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Score for this boulder (or current score if still on boulder)
	Value2	O	SC @Zone	Send the highest zone reached or if this competitor is currently competing then the current zone.
LEAD		NEED	Numeric 0	Pos Description: Rank to be achieved. In semifinals is 1, 2, 3 and 4. In finals is 1, 2 and 3. Element Expected: In lead when this competitor is CURRENT
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.0	Score needed to pass the rank indicated @Pos Only send if that rank can be achieved and exists before this attempt.

**Sample (Speed Qualification)**

```
<Result Rank="1" Result="1.00" SortOrder="1" StartOrder="2" StartSortOrder="2" ResultType="POINTS">
  <ExtendedResults>
  <ExtendedResult Type="SPEED" Code="TIME" Value="5.96" >
    <Extension Code="LANE" Pos="A" Value="5.96" />
    <Extension Code="LANE" Pos="B" Value="5.98" />
  </ExtendedResult>
</ExtendedResults>
...
```

**Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)**

Result's record indicator. Applicable in Speed only.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).



Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value.
RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken (e.g. "OR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	S(1)	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	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)**

Individual athletes entry information.

Type	Code	Pos	Description
EUE	START_TIME	N/A	Element Expected: Bouldering
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm:ss Send the Start time for the competitor.
EUE	QUAL_RANK	N/A	Element Expected: In Speed Finals
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>





	Value	M	Numeric 0	Rank from qualification round.
--	-------	---	--------------	--------------------------------

### Sample (Bouldering Qualification)

```
<Competitor Code="1106825" Type="A" Organisation="NOC" Bib="4">
  <Composition>
    <Athlete Code="1106825" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1996-12-12"
      IFId="33195"/>
      <EventUnitEntry Type="EUE" Code="START_TIME" Value="14:20:00" />
    </Athlete>
  ...

```

### 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 speed qualification and is available during/after elimination.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

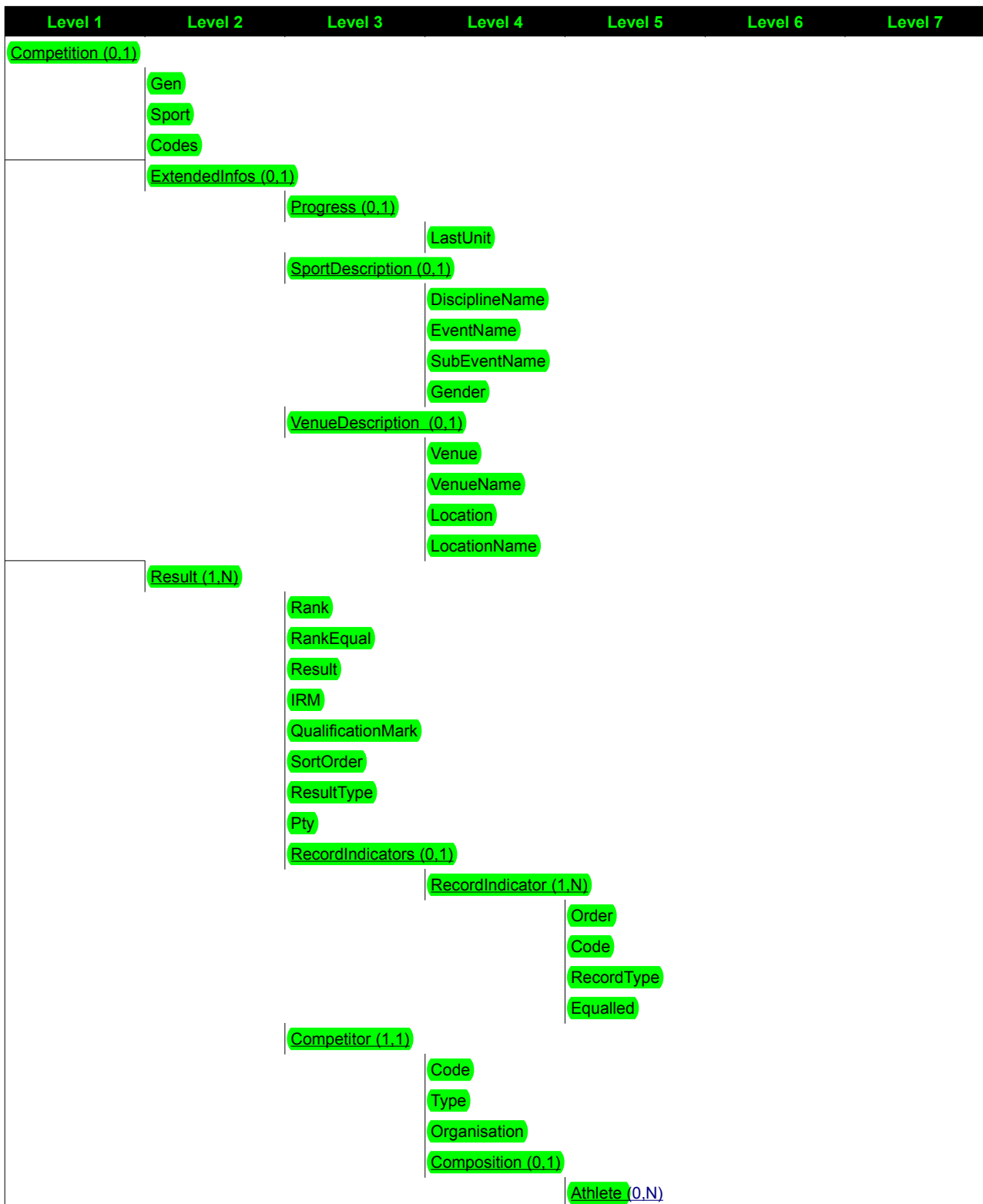
Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Unit	Full RSC of the qualification elimination
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC_@ResultStatus	It indicates the status of the results INTERMEDIATE (after each elimination pair 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 race unit is unofficial (including the first) (INTERMEDIATE).
- \* Send after the last race with status UNOFFICIAL/OFFICIAL
- \* Trigger also after any change.

### 2.3.3.4 Message Structure

The following table defines the structure of the message.





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

### 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	O	CC @Unit	Full RSC of the most recent subunit 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	M	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 qualification phase.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	s:ff or s:fff or SC @ResultCode	The time of the competitor (this is the fastest time in seeding).
IRM	O	SC @IRM	The invalid result mark, if applicable.
QualificationMark	O	SC @QualificationMark	Code for progress to finals if applicable
SortOrder	M	Numeric #0	Used to sort all results based on rank, but to break rank ties, etc. It is mainly used for display purposes.
ResultType	O	SC @ResultType	Type of the @Result attribute
Pty	O	SC @Card	Send card if applicable

**Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)**

Phase result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric 0	The hierarchy (priority) for types of record from 1 to n (with WR being the highest).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Send all applicable.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

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

Athletes extended information.



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

### 2.3.3.6 Message Sort

Result @SortOrder followed by Athlete @Order.



## 2.3.4 Cumulative Results

### 2.3.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

Cumulative results message is used in Boulder & Lead event only (not used in Speed events).

In Sport Climbing Boulder & Lead there will be two separate cumulative results, one for each phase.

### 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 @Phase</a>	Full RSC of the phase (qualification and final)
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	It indicates the status of the results LIVE INTERMEDIATE 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.

### 2.3.4.3 Trigger and Frequency

The cumulative results accumulate results over a number of units so are generally sent after each DT\_RESULT message (ie send with ResultStatus LIVE when DT\_RESULT ResultStatus is LIVE) if the cumulative message applies. When there is no unit in progress the cumulative results will have INTERMEDIATE status before the end of the competition.

The first version should be triggered at the same time as the start list of the first unit is triggered and then





after each unit is finished.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>	Gen Sport Codes					
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">Progress (0,1)</a>	LastUnit			
		<a href="#">SportDescription (0,1)</a>	DisciplineName EventName Gender			
		<a href="#">VenueDescription (0,1)</a>	Venue VenueName			
	<a href="#">Result (1,N)</a>					
		Rank RankEqual Result ResultType IRM QualificationMark SortOrder Pty				
		<a href="#">ResultItems (0,1)</a>				
			<a href="#">ResultItem (1,N)</a>			
				Unit Order		
				<a href="#">Result (1,1)</a>		
					ResultType Result IRM SortOrder	
		<a href="#">Competitor (1,1)</a>				
			Code			



Type	
Organisation	
<a href="#">Composition (1,1)</a>	
	<a href="#">Athlete (0,N)</a>
	Code
	Order
	Bib
	<a href="#">Description (1,1)</a>
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit 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.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only include if competition is in a single venue.			
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 cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result.  This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	Numeric ##0.0	The cumulative result of the competitor. Send just in the case @ResultType is POINTS
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either points or IRM for the cumulative result.
IRM	O	SC @IRM	The invalid result mark for the cumulative result, if applicable. Only in the case where @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Indicates in the competitor the qualification of the competitor for the final. Do not send for final.
SortOrder	M	Numeric	Used to sort all cumulative results. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the cumulative result, 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.
Pty	O	SC @Card	Send card if applicable

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the unit.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem. POINTS or IRM if applicable
Result	O	S(10)	The result of the competitor in the event unit for the event unit identified by /ResultItems /ResultItem. Send the points or "-" if appropriate.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by @Unit at



			/ResultItems /ResultItem.
--	--	--	---------------------------

Element: Competition /Result /Competitor (1,1)			
Competitor related to one cumulative result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 the competitor is an athlete.
Bib	O	S(4)	Bib number

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

### Sample (Final)



```
<Result Rank="1" ResultType="POINTS" Result="150.0" Diff="0.00" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="CLBMCOMBINED-----FNL-0001SP--" Order="1">
      <Result Result="80.0" ResultType="POINTS" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="CLBMCOMBINED-----FNL-0001BL--" Order="2">
      <Result ResultType="POINTS" Result="70.0" SortOrder="4" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2021732" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="20217432" Order="1" Bib="5">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-12-15" IFId="30279"/>
      >
    </Athlete>
  </Composition>
</Competitor>
</Result>
```

#### 2.3.4.6 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder



## 2.3.5 Brackets

### 2.3.5.1 Description

The Brackets message contains the brackets information for an event or component of an event (phase or unit). It is used where there is a necessity to know the progress of a competition. In the early stages of the competition, it indicates how the competition progress will proceed from the winners/losers.

In the case of Sport Climbing the message only applies to the speed final.

### 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_@Unit</a>	Full RSC of the event unit
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (when the draw initially made) INTERMEDIATE (during the competition after each race) OFFICIAL (when all races 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.

### 2.3.5.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available after the draw (START\_LIST).

Send as INTERMEDIATE when a race is completed (except last race), including Official status. The message should be updated including information on each competitor in the different bracket items.

Send as OFFICIAL after last race.

The @ResultStatus attribute will vary depending on the competition status and follows the DT\_RESULT.

Trigger also after any change.

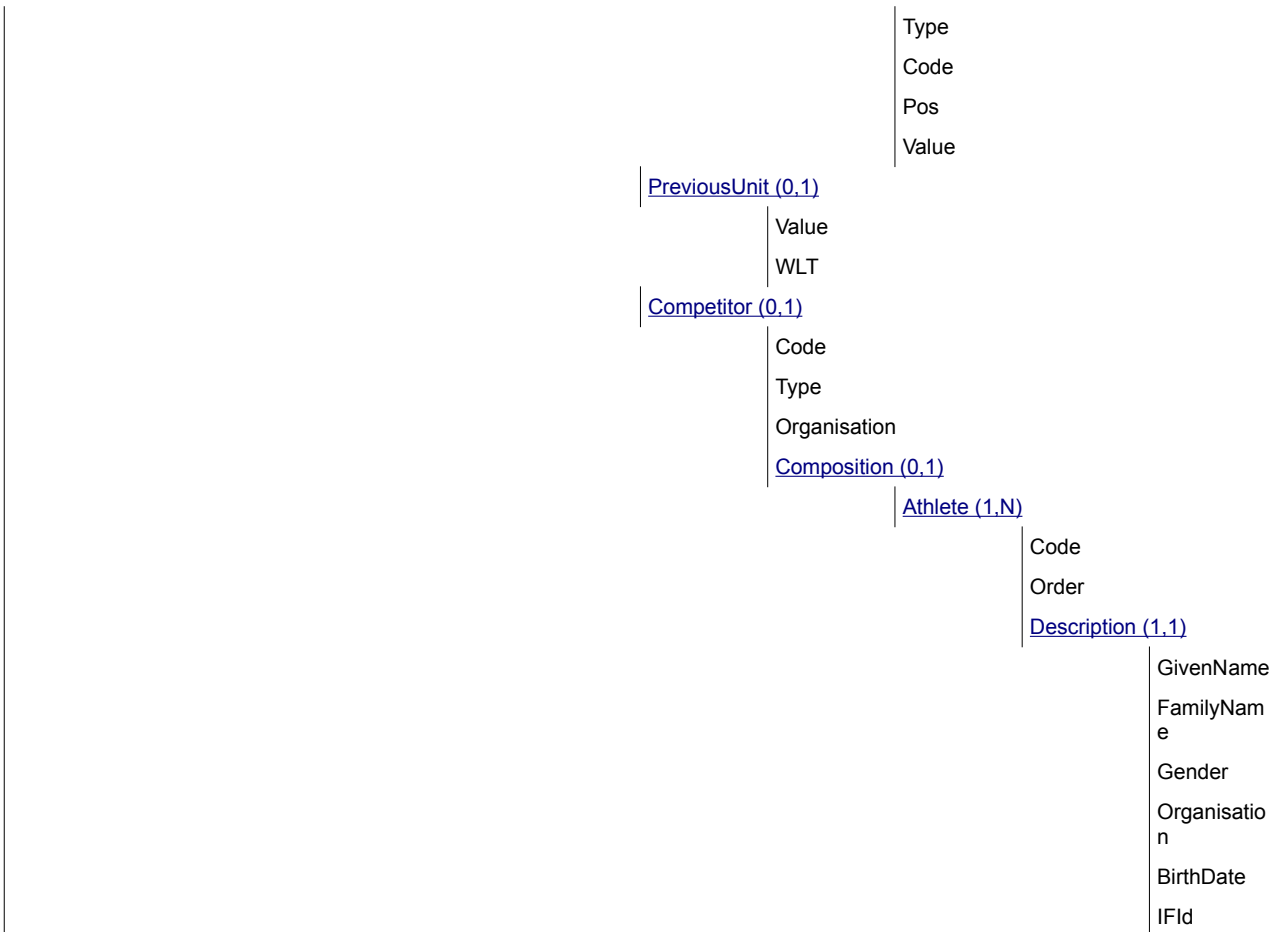


### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<a href="#">Competition (0.1)</a>									
	Gen								
	Sport								
	Codes								
	<a href="#">ExtendedInfos (0.1)</a>								
		<a href="#">Progress (0.1)</a>							
			LastUnit						
			UnitsTotal						
			UnitsComplete						
		<a href="#">SportDescription (0.1)</a>							
			DisciplineName						
			EventName						
			Gender						
		<a href="#">VenueDescription (0.1)</a>							
			Venue						
			VenueName						
	<a href="#">Bracket (1.N)</a>								
		Code							
		<a href="#">BracketItems (1.N)</a>							
			Code						
			<a href="#">BracketItem (1.N)</a>						
				Code					
				Order					
				Position					
				Date					
				Time					
				<a href="#">CompetitorPlace (1.N)</a>					
					Pos				
					Code				
					WLT				
					Result				
					ResultType				
					IRM				
					StrikeOut				
					<a href="#">ExtCompPlaces (0.1)</a>				
						<a href="#">ExtCompPlace (1.N)</a>			





### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	M	Numeric ##0	Total number of races in the bracket.
UnitsComplete	M	Numeric ##0	Total number of races in the bracket which are complete and included in the message.



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

Element: Competition /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 /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item (finals). There should be a different code for each bracket based on sport/ORIS presentation of the bracket.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. Each BracketItems should include all BracketItem grouped by their SC @BracketItems.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	<a href="#">SC @Round</a>	Bracket code to identify a bracket item. Send the round (QFNL1, QFNL2, ... )
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric ##0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Must include if the data is available.

**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**  
 - If the competitors are known, this element is used to place the competitors in the bracket.  
 - If they are not yet known, it contains some information (on the rule to access to this bracket...)



Attribute	M/O	Value	Description
Pos	M	Numeric ##0	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	<a href="#">SC @CompetitorPlace</a>	Send when there is no competitor (BYE) or when it is not known yet (TBD).
WLT	O	<a href="#">SC @WLT</a>	Indicates the winner or loser of the bracket item. Always send when known
Result	O	s.ff or s.fff or <a href="#">SC @ResultCode</a>	The result (time) of the competitor in the event unit (race) or result code.
<a href="#">ResultType</a>	<a href="#">O</a>	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type	Code	Pos	Description	
ECP	<a href="#">PTY</a>	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Card</a>	<a href="#">Send card is applicable</a>
ECP	QUAL	N/A	Element Expected: In the first round only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the rank in qualification.
ECP	RECORD	N/A	Element Expected: Only if record applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @RecordType</a>	Send the record type (send only highest if multiple)
ECP	RECORD_EQ	N/A	Element Expected: Only if RECORD is equalled	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if RECORD is equalled.
<a href="#">SPEED</a>	<a href="#">ORIGINAL</a>	<a href="#">N/A</a>	<a href="#">Element Expected:</a> <a href="#">If rerun needed, this is the original data</a>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	<a href="#">M</a>	s.ff or s.fff or <a href="#">@ResultCode</a>	<a href="#">Time or result code (FS/Fall)</a>
<a href="#">SPEED</a>	<a href="#">ORIGINAL_RECORD</a>	<a href="#">S(1)</a>	<a href="#">Pos Description:</a> <a href="#">Send Y if this is an equalled record</a> <a href="#">Element Expected:</a> <a href="#">If rerun needed, this is the original data if a record</a>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	<a href="#">M</a>	<a href="#">CC @RecordType</a>	<a href="#">Code which specifies the level at which the record is broken (e.g. "OR"). Only include the</a>



			highest level record broken.
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**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)**  
 Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding races.

Attribute	M/O	Value	Description
Value	O	CC @Unit	If the competitor in the current unit is unknown due to coming from previous races then fill this field with the round as appropriate.
WLT	O	SC @WLT	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

**Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)**  
 CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

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

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

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

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

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

### 2.3.5.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (using order in sport codes) then Bracket/BracketItems/BracketItem @Position.



## 2.3.6 Records

### 2.3.6.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

### 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 @Discipline</a>	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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.

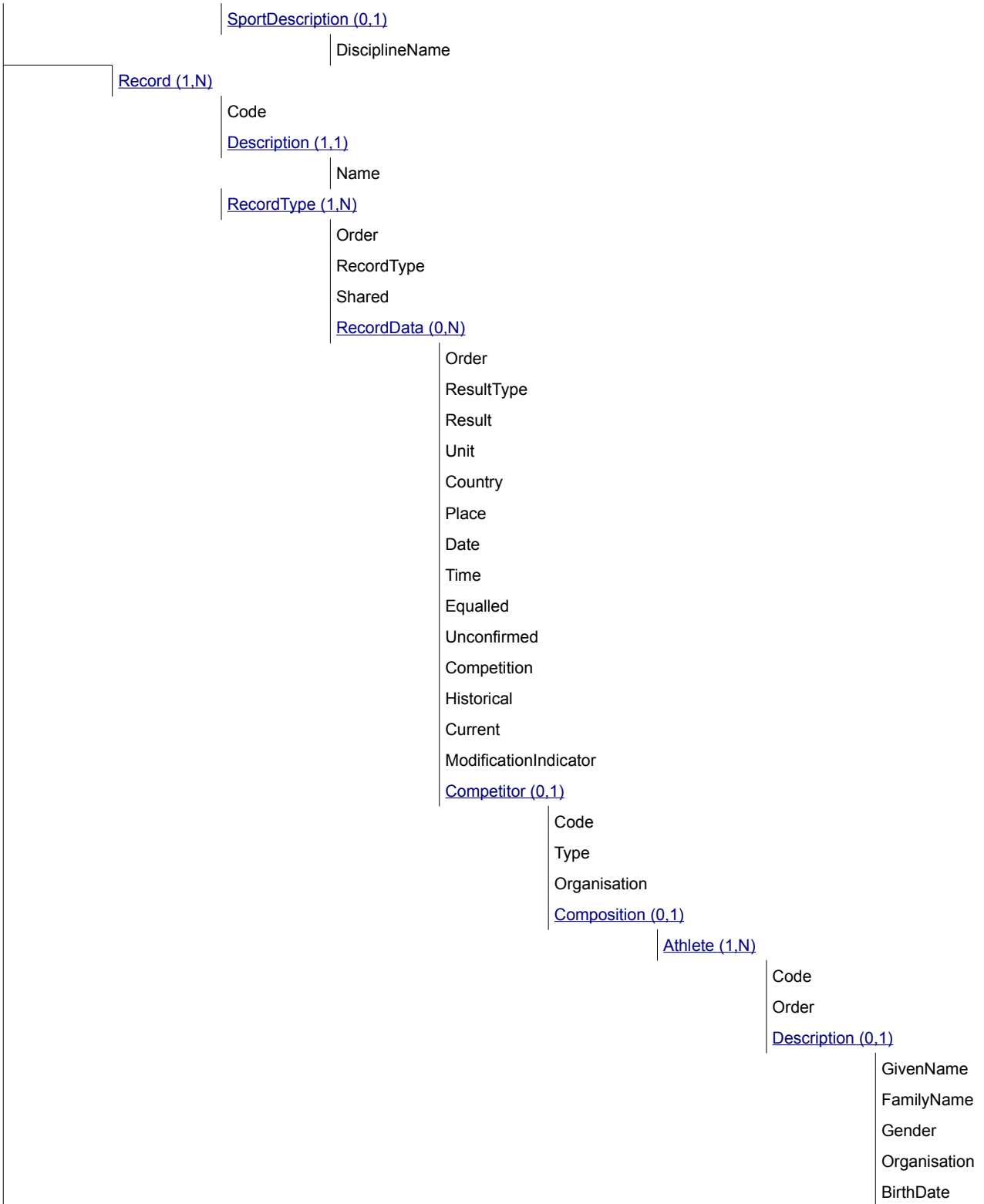
### 2.3.6.3 Trigger and Frequency

The DT\_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified. Send as soon as appropriate within the rules of the sport.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							





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### 2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

Element: Competition /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @RecordCode</a>	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Competition /Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Competition /Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will



			have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	<a href="#">SC @ResultType</a>	Result type for the corresponding event unit
Result	M	s.ff or s.fff	Send always unless the record is not established (can be sent for not established if there is a standard). The performance of the competitor for the record.
Unit	O	<a href="#">CC @Unit</a>	Include the event unit in the current competition where the record was broken.  It is the full RSC  Send always (Mandatory) in the case Historical="N".
Country	O	<a href="#">CC @Country</a>	Always send for new records and where known for historical records. Not applicable for not established records. Country code where the record was broken
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

**Element: Competition /Record /RecordType /RecordData /Competitor (0,1)**

**Competitor to whom the record is assigned.**

**Athlete's information should be in DT\_PARTIC (Historic) for Competitor @Type="A"**





Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"A" for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete (1,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".

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
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

### 2.3.6.6 Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order



## 2.3.7 Event Final Ranking

### 2.3.7.1 Description

The Event Final Ranking is a message containing the final results and ranking at the completion of one particular event.

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.

### 2.3.7.2 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
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.

### 2.3.7.3 Trigger and Frequency

This message is only triggered after a unit or phase 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.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					
	Codes					





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 /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 <a href="#">@CompetitorPlace</a>	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	Order attribute. Send 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete Bib

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

### 2.3.7.6 Message Sort

Sort by Result @SortOrder



## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages where applicable.

### 2.3.8.2 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>	Sent this message for each Unit, full RSC
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.

### 2.3.8.3 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 phase must be provided before the start list. If there is a change then DT\_RESULT must be sent immediately afterward.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<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

### 2.3.8.5 Message Values

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

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

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

### 2.3.8.6 Message Sort

There is no message sorting rule.



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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	20 Feb 2018	First version
V1.1	26 Jul 2018	Updated after Omega review
V2.0	08 Aug 2018	Updated, CRs
V2.1	24 Jan 2019	Updated
V2.2	30 May 2019	Updated, CR
V2.3	14 Aug 2019	Updated. First version as a full document
V2.4	20 Dec 2019	Updated CR 18635
V2.5	6 Feb 2020	Updated
V2.6	18 Dec 2020	Typographical correction
V3.0	8 Jul 2022	First version for Paris 2024

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

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFA	DT_RESULT: Correct typo INSOLATION -> ISOLATION DT_RESULT: Correct type CLIMB TIME -> CLIMB_TIME DT_RESULT: Correct typo in Result /Competitor /Composition /Athlete /EventUnitEntry (applicable in bouldering). DT_RESULT: Update ExtendedInfos DISPLAY to support the competition format in bouldering DT_BRACKET: Bracket /BracketItems /BracketItem @Result removed (typo) DT_BRACKET: Update to clarify it is only needed for the speed final. Section 1.4: Note that records not applicable in Youth Olympic Games.
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16637: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results CR16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.
V2.1	APP	DT_RESULT: In ExtendedInfos /ExtendedInfo add @Pos in SPEED/HEAT DT_RESULT: In ExtendedInfos /ExtendedInfo add DISPLAY/LAST_COMP DT_RESULT: Update EUE/START_TIME to only be applicable in bouldering qualification. DT_BRACKETS: Add RECORD flag and allow for LL in WLT. DT_BRACKETS: Type ER changed to ECP. Fixing minor typographical errors. Youth Olympic Games references removed.
V2.2	APP	DT_RESULT: Add IRM in ER/TIME DT_RESULT: In ExtendedInfos update expected for CLIMB_TIME and OBSERVE_TIME CR16640: Add ODF Version @Competition
V2.3	APP	CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.4	APP	CR18565: DT_PARTIC: Update the description of Participant/Weight CR18635: DT_RESULT: Update Value at BOULDER/RESULT/BOULDER @Result /ExtendedResults /ExtendedResult CR18635: DT_CUMULATIVE_RESULT: Update Value at Result/Result and Result/Diff CR18635: DT_CUMULATIVE_RESULT: Update Value at Result /ResultItems /ResultItem /Result /Result CR18635: DT_BRACKETS: Add ExtendedInfos /Progress



		CR18635: DT_RECORD: Update triggering Editorial improvements without changing the intent
V2.5	APP	DT_RESULT: Change the format of Result/Result (183938) DT_CUMULATIVE_RESULT: Change the format of Result/Result and Result/Diff (183950) DT_RESULT: Update description at Result /RecordIndicators /RecordIndicator /RecordType (184038)
V2.6	APP	Correct the typographical errors for OBSERVE_TIME and CLIMB_TIME from hh:mm to m:ss. The data remains the same, document correction only.
V3.0	SFA	DT_PARTIC: Remove Participant/Weight DT_PARTIC: Add ENTRY/PB at Participant /Discipline /RegisteredEvent /EventEntry DT_RESULT: Update Result/Result DT_RESULT: Add Result/QualificationMark DT_RESULT: Update ER/TIME at Result /ExtendedResults /ExtendedResult (use SPEED/TIME) DT_RESULT: Add Result/Unchecked DT_RESULT: Update SPEED/HEAT at ExtendedInfos /ExtendedInfo DT_RESULT: Update EUE/START_TIME at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add Result/Pty DT_RESULT: Remove ER/YC at Result /ExtendedResults /ExtendedResult DT_RESULT: Update BOULDER/RESULT at Result /ExtendedResults /ExtendedResult DT_RESULT: Update LEAD/HOLD at Result /ExtendedResults /ExtendedResult DT_RESULT: Update triggering DT_RESULT: Update Result/StartOrder DT_RESULT: Update Result/StartSortOrder DT_RESULT: Add Result/WLT DT_RESULT: Change UI/ISOLATION_OPEN and UI/ISOLATION_CLOSE to UI/ZONE_OPEN and UI/ZONE_CLOSE and update description DT_RESULT: Add SPEED/ORIGINAL at Result /ExtendedResults /ExtendedResult DT_RESULT: Add SPEED/ORIGINAL_RECORD at Result /ExtendedResults /ExtendedResult DT_RESULT: Add UI/RERUN at ExtendedInfos /ExtendedInfo DT_PHASE_RESULT: Add message DT_CUMULATIVE_RESULT: Update Description DT_CUMULATIVE_RESULT: Update Result/Result DT_CUMULATIVE_RESULT: Remove Result/Diff DT_CUMULATIVE_RESULT: Add Result/Pty DT_CUMULATIVE_RESULT: Remove Result /ExtendedResults /ExtendedResult DT_BRACKETS: Update Message Sort DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit /Value DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /Result DT_BRACKETS: Add ORIGINAL/... at Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace for all original values needed DT_RECORD: Update Description DT_RECORD: Remove Record /RecordType /NotEstablished and Record /RecordType /NotEstablishedLabel DT_RANKING: Remove Result/ResultType and Result/Result DT_RANKING: Remove Result /ExtendedResults /ExtendedResult DT_RANKING: Update triggering DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule DT_CONFIG: Remove EC/BOULDER at Configs /Config /ExtendedConfig DT_CONFIG: Add QUALIFICATION/FROM_RANK at Configs /Config /ExtendedConfig DT_CONFIG: Add QUALIFICATION/TO_RANK at Configs /Config /ExtendedConfig