Olympic Data Feed

Cycling Road
ODF Data Dictionary

Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Cycling Road 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 Road 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 Road Overview

MESSAGES IN EACH EVENT
All events have a single DT_RESULT, DT_CURRENT and DT_PLAY_BY_PLAY for each unit and DT_IMAGE if appropriate.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (schedule=Y) only which is aligned with the same RSC for DT_RESULT.

PARALYMPIC GAMES
DT_PARTIC_TEAMS is only applicable to the Paralympic Games.
Class is added in the Paralympic Games.

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_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	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_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_ESL	Extended Start List	
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	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending

		number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		Gender			
		Organisation			
		BirthDate			

- Height
- PlaceofBirth
- CountryofBirth
- PlaceofResidence
- CountryofResidence
- Nationality
- MainFunctionId
- Current
- OlympicSolidarity
- ModificationIndicator
- Discipline (1,1)
  - Code
  - IFId
  - RegisteredEvent (0,N)
    - Event
    - Bib
    - Class
    - EventEntry (0,N)
      - Type
      - Code
      - Pos
      - Value

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-CRD-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Participant's ID.

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

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

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

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

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

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

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

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

Bib	O	S(4)	Bib number, only expected in _UPDATE.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor
ENTRY		GUIDE	Numeric 0	Pos Description: Send 1 and 2 (2 only if there is a second guide) Element Expected: If the athlete has a pilot
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID to identify the Pilot. Not used in all events.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition. This message is not applicable in the Olympic Games.

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

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

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

Element: Competition /Team /Composition /Athlete (0,N) In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Team Race number

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

2.3.3.2 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 unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). UNOFFICIAL OFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent 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:

- In Time Trial
  * When the competition starts and all changes/additions in data (LIVE)
- In Road Race
  * When the competition starts and after each group passes an intermediate point (send all changes for a group in a single message). Also update for any IRM.

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, and all finish times have been read from photofinish (UNOFFICIAL)
- After the results for the race are approved (OFFICIAL)

Trigger also after any other 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	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					

- RankEqual
- Result
- IRM
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Diff
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
    - Value2
    - Rank
    - RankEqual
    - SortOrder
    - Diff
    - Speed
    - Move
    - Arrive
- Competitor (1,1)
  - Code
  - Type
  - Bib
  - Organisation
  - Description (0,1)
    - TeamName
  - Composition (0,1)
    - Athlete (0,N)
      - Code
      - Order
      - Bib
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation

BirthDate
IFId
Class
GuideID
GuideFamilyName
GuideGivenName
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Rank
RankEqual

2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	INT_x (x = overall Intermediate Point)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available and only in Time Trial when

				the unit is LIVE or UNOFFICIAL. This is used to show the most recent competitors who have arrived at this intermediate point included in this message. Effectively it is saying who is updated in this message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) who arrived at the intermediate point (including F).
DISPLAY		AFTER_INT	S(2)	Pos Description: Intermediate point (1,2..F) Element Expected: Always for all intermediate points after the first person has passed that intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors who have passed the intermediate point.
UI		AFTER_DIST	N/A	Element Expected: When available in road race
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	The race distance completed by the leading competitor so far Example: 56km
UI		AFTER_N	N/A	Element Expected: When was available in road race.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Competitors passed point the furthest point reached by the leader. x competitors have completed y distance (z Km)
UI		STARTERS	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	ORG		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of organisations in the unit	

	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	y Where y=CC@IRM		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send number of competitors who have an IRM.	
LEADER		CURRENT	Numeric #0	Pos Description: Send the intermediate point where the current leader has most recently passed Element Expected: When it is available in Road Race and Relay
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the ID of the current leading competitor at the intermediate point described @Pos.
LEADER		INTERMEDIATE	S(2)	Pos Description: The number that identifies the intermediate point, from 1 to F intermediate points. Where F is when finish the race. Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time of the leader at the intermediate point. Without leading zeros
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	LAP_SPEED_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Average Speed of the race leader at last lap. km/h	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Average Speed, from the start, for the race leader at each intermediate point.	
LEADER		SECTION	Numeric #0	Pos Description: The number that identifies the lap, from 1 to the total number (n) of sections. According to the @pos of the INTERMEDIATE code Element Expected: When it is available in Road Race

	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time for that section. Do not send h if it is zero.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Leader Average Speed in that section	

Sample (General)

```
....
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
<ExtendedInfo Type="UI" Code="STARTERS" Value="30" />
<Extension Code="COMPLETE" Value="28" />
<Extension Code="ORG" Value="17" />
<Extension Code="DNF" Value="1" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="AFTER_N" Value="30 riders completed 10Km" />
<ExtendedInfo Type="LEADER" Code="CURRENT" Pos="13" Value="1106825" >
<ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="1" Value="0:55">
<Extension Code="SPEED_AVG" Value="28.800" />
</ExtendedInfo>
....
<ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="13" Value="1:30:52">
<Extension Code="SPEED_AVG" Value="19.320" />
<Extension Code="LAP_SPEED_AVG" Value="19.131" />
</ExtendedInfo>
<ExtendedInfo Type="LEADER" Code="SECTION" Pos="3" Value="14:46">
<Extension Code="SPEED_AVG" Value="19.178" />
</ExtendedInfo>
....
<ExtendedInfo Type="LEADER" Code="SECTION" Pos="13" Value="15:05">
<Extension Code="SPEED_AVG" Value="19.173" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="1234567" />
<ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="2" Value="1234444" />
</ExtendedInfos>
....
```

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

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Rank of the competitor in the corresponding event unit. In the case of Para Cycling time trial this rank is based on the factored final time.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent
Result	O	Road Race: h:mm:ss Time trial: h:mm:ss.ff	The result of the competitor in the event unit. Do not include h if it is zero. In the case of Para Cycling time trial this is the factored final time.
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM or RANK.
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 event unit. Before the race start content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as "did not finish" during the race must be dropped to the bottom with no rank. DSQ and DNF will be grouped separately in the order defined by the international federation.
StartOrder	O	Numeric	Competitor's start order. For Individual time trial this is the group number. Not applicable in road race.
StartSortOrder	M	Numeric	Order in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (Values for Leaders: +0 Road Race,

			+0.00 Time Trial and blank for team.) In the case of Para Cycling time trial this is the factored final time.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		CURRENT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Intermediate point where the competitor has most recently passed If the competitor has an IRM: 1. In case the DNS or the competitor has an IRM before crossing the first intermediate point: send 0. 2. In other cases, send the Intermediate point that was crossed most recently. (Starting by 1. Start point (0) not considered if competitor athlete does not receive an IRM)
ER		NEXT	N/A	Element Expected: Always after the first intermediate point
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Next intermediate point for the athlete. Only included after the first intermediate point for the competitor and until finished.
ER		RELEGATED	N/A	Element Expected: In Road Race only send for competitor who needs that otherwise DO NOT send.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's has been relegated. Send Y when competitor been relegated. Otherwise do not send
ER		STATUS	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @CompetitorStatus	Race status for that athlete
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F) Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Road Race: h:mm:ss Time trial: h:mm:ss.ff	Cumulative time at the intermediate point (@pos) Do not send leading zeros.
	Value2	O	h:mm:ss.ff	In Para Cycling races with factored times this

				is the factored cumulative time at the intermediate point (@pos) Do not send leading zeros or zero hours.
	Rank	O	S(3)	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Send the order of the competitor at the corresponding point Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first. E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point then the values for these athletes are AT1 @SortOrder 1 INTERMEDIATE 3 AT2 @SortOrder 2 INTERMEDIATE 3 Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are: AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1 AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2
	Diff	O	Time	Send the time behind the fastest in the corresponding intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.ff or +0.00 for Time Trial). Do not send H if it is zero. The possible formats are: Road Race +h:mm:ss +mm:ss +m:ss +ss +s +0 leader(s): +0

				Time Trial : +h:mm:ss.ff +mm:ss.ff +m:ss.ff +ss.ff +s.ff +0.ff leader(s): +0.00
	Speed	O	Numeric ##0.000	Send the average speed of the competitor up to that point.
	Move	O	Numeric	Send the rank progression in the current intermediate compared to the previous intermediate. (i.e: "2", "0", "-1", etc) Positive value means improved position, negative means lower rank. Only applicable in the Road Race
	Arrive	O	Numeric	Index based on the athlete's order of arrival to the intermediate point.
PROGRESS		SECTION	S(2)	Pos Description: Section number for the information. (1,2..) Section is between two intermediates the competitor has data (Time, Rank, diff. Avr. speed) Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Road Race: h:mm:ss Time trial: h:mm:ss.ff Only for the final results (last intermediate point)	Time for the section. Do not send h if it is zero.
	Value2	O	h:mm:ss.ff	In Para Cycling races with factored times this is the factored time of the section to this intermediate point (@pos) [from the last one] Do not send leading zeros or zero hours.
	Rank	O	Text	Rank of the competitor in the section.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, the rider with the lowest bib number is listed first.
	Diff	O	Time	Send the time behind the fastest in the corresponding intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.tt or +0.00 for Time Trial). Do not send H if it is zero)
	Speed	O	Numeric ##0.000	Send the average speed of the competitor in the SECTION.

ER		REAL_TIME	N/A	Element Expected: Para Cycling Time Trial if it is a factored race.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Unfactored time for the competitor.

Sample (General)

```
<Result Rank="1" ResultType="TIME" Result="3:35:29" SortOrder="1" StartSortOrder="8" Diff="0.0">
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="CURRENT" Value="13" />
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="7:39" Rank="16" SortOrder="16" Diff="+0:23" Speed="21.568"/>
....
<ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="14:57" Rank="1" SortOrder="1" Diff="0:00" Speed="19.344"/>
....
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="37:26" Rank="3" SortOrder="3" Diff="+0:02" Speed="19.859"/>
..
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	S(1)	A for athlete or T for Team
Bib	O	S(4)	Competitor Bib for Team events
Organisation	O	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

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

FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable
GuideFamilyName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable
GuideGivenName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable

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

Individual athletes entry information.

Type		Code	Pos	Description
EUE		START_TIME	N/A	Element Expected: Always, for Time Trial event units
	Attribute	**M/O**	**Value**	**Description**
	Value	M	hh:mm:ss	Send the Start time for the competitor. Do not remove leading zeros.
EUE		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor
EUE		WORLD_CHAMP	N/A	Element Expected: Olympic Games only if this athlete is the world champion in this event.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete is the current world champion in this event.
EUE		OLYMPIC_CHAMP	N/A	Element Expected: Olympic Games only if this athlete is the Olympic champion in this event.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete is the current Olympic champion in this event
EUE		WORLD_LEAD	N/A	Element Expected: Olympic Games only if this athlete is the world lead.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y if this athlete is the current world leader in cycling road.

Sample (General)

```
..
<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" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="14:20:00" />
..
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Only for team member in relay**				
Type		**Code**	**Pos**	**Description**
ER		LEG_SPLIT	Numeric 0	Pos Description: Round Number Element Expected: Para Cycling Team Relay
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Time for the team member in the leg
	Rank	O	Text	Send the rank for a team member in the leg
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
ER		AFTER_LEG_SPLIT	Numeric 0	Pos Description: Round Number Element Expected: Para Cycling Team Relay
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:ss	Time for the team member after the leg
	Rank	O	Text	Send the rank for team after the leg
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Always			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	N/A	N/A	
	Value	S(2)	Intermediate point where the related to the end of this leg (1,2..F)	

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information. In road cycling it is only used in the road race for the break away.

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

Only during the road race. Update at three minute intervals during the race.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		
			Type	
			Code	
			Pos	
			Value	

	Extension (0,N)

2.3.4.5 Message Values

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type		Code	Pos	Description
BREAKAWAY		GROUP	Numeric #0	Pos Description: Send a unique number for group (a group is one or more athletes with the same time) Element Expected: When available and only when the unit is LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+h:mm:ss +mm:ss +m:ss +ss +s	Time behind the leader(s). Do not send h if zero.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always			
	Attribute	**Value**	**Description**	
	Code	SPEED		
	Pos	N/A	N/A	
	Value	Numeric ##0.000	Average speed of the group from the start of the race	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When the rides are available			
	Attribute	**Value**	**Description**	
	Code	GROUP NAME		
	Pos	Numeric #0	Only send if there is more than one group.	
	Value	SC @GroupName	Name of the group.	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available but not for the peloton.			
	Attribute	**Value**	**Description**	
	Code	RIDER		
	Pos	Numeric #0	Send 1 to n with a unique number for each rider in the group	
	Value	S(20) with no leading zeroes	Send the ID of each rider known in the group.	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available but not for the peloton.			
	Attribute	**Value**	**Description**	
	Code	RIDERS_NUM		
	Pos	N/A	N/A	
	Value	Numeric	Number of athletes in the group	

		##0	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available only for the lead group		
	Attribute	**Value**	**Description**
	Code	TO_FINISH	
	Pos	N/A	N/A
	Value	Numeric ##0.0#	Distance to finish

Sample (General)

```
<Competition>
<ExtendedInfos>
<ExtendedInfo Type="BREAKAWAY" Code="GROUP" Pos="1" Value="1:12:23" />
<Extension Code="GROUP_NAME" Value="Leaders" />
<Extension Code="RIDER" Pos="1" Value="1234567" />
<Extension Code="RIDER" Pos="2" Value="1234555" />
</ExtendedInfo>
<ExtendedInfo Type="BREAKAWAY" Code="GROUP" Pos="2" Value="+1:32" />
<Extension Code="GROUP_NAME" Value="Peloton" />
</ExtendedInfo>
<ExtendedInfos>
</Competition>
```

2.3.4.6 Message Sort

Sort by BREAKAWAY @Pos.

2.3.5 Play by Play

2.3.5.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

Only applicable in road race.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

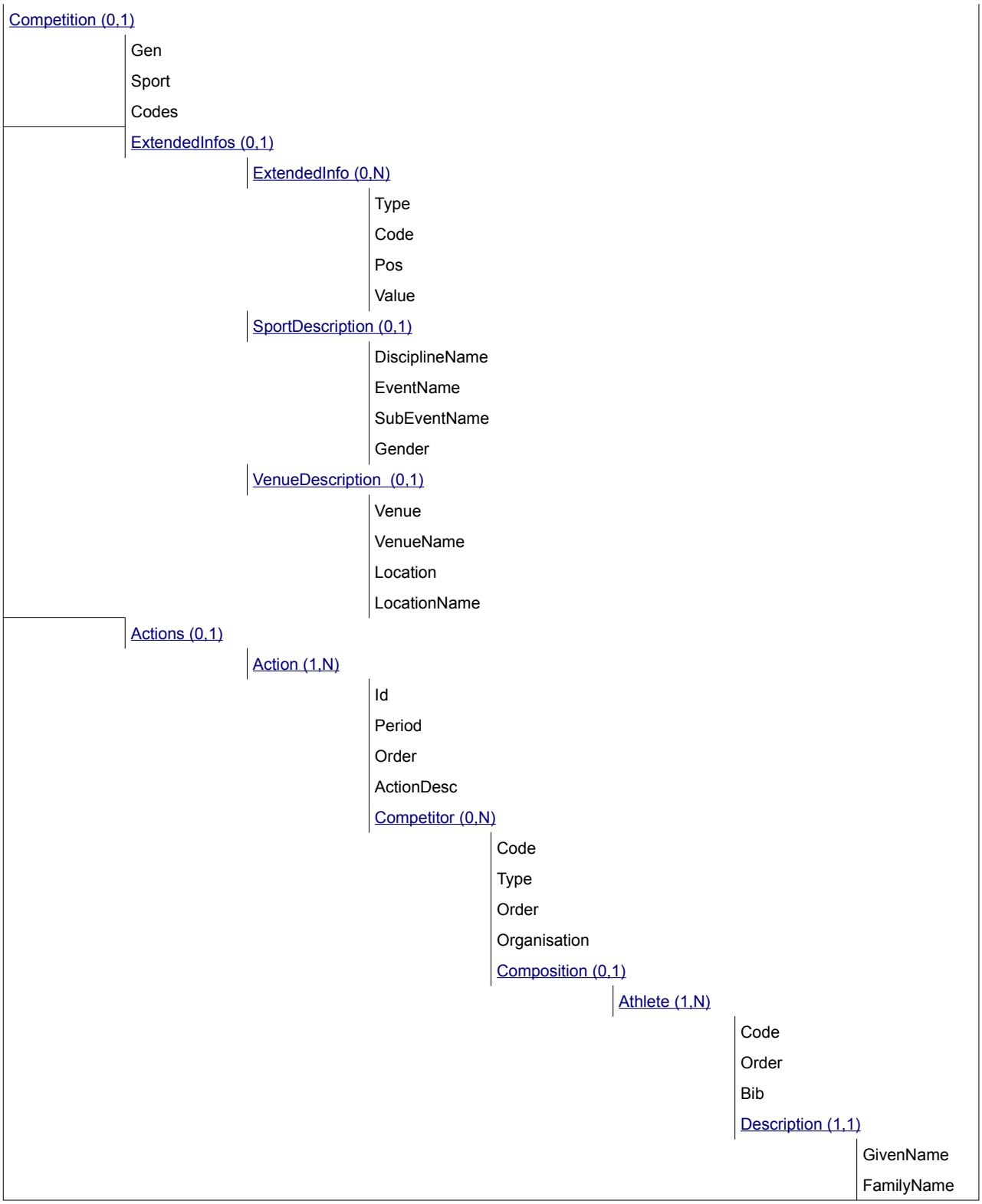
2.3.5.3 Trigger and Frequency

Messages will be generated with this frequency and status
- After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official)
- After the race (unit) (OFFICIAL).

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8


Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
ExtendedInfo (0,N)
Type
Code
Pos
Value
SportDescription (0,1)
DisciplineName
EventName
SubEventName
Gender
VenueDescription (0,1)
Venue
VenueName
Location
LocationName
Actions (0,1)
Action (1,N)
Id
Period
Order
ActionDesc
Competitor (0,N)
Code
Type
Order
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName

	Gender Organisation BirthDate IFId Class GuideID GuideFamilyName GuideGivenName

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 /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		AFTER_DIST	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	The race distance reached so far Example: Lap 4, 56km or just 56km

Element: Competition /ExtendedInfos /SportDescription (0,1)			
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)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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 /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	S(20)	When in race, lap number or at start etc.
Order	M	Numeric	Unique sequential number for all the incidents in the race, from 1 to n in chronological order from earliest to latest.
ActionDesc	O	S(200)	Action/Incident description

Element: Competition /Actions /Action /Competitor (0,N) Competitor participating in the Action. Used when the Action is related to a competitor.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.
Bib	O	S(4)	Bib number

Element: Competition /Actions /Action /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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable
GuideFamilyName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable

GuideGivenName	O	S(25)	Name to identify the Pilot in the case of Para Cycling if applicable

Sample (General)

```
..
<ExtendedInfos>
<ExtendedInfo Type="EI" Code="AFTER_DIST" Value="56km" />
<SportDescription DisciplineName="Road Cycling" EventName="Women's Road Race" SubEventName="Women's Road Race" Gender="W" />
<VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Id="123456" Period="Lap 3" Order="3" ActionDesc="Riders 56 and 58 involved in minor crash at 22 km. No serious injuries.">
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />
</Athlete>
</Composition>
</Competitor>
<Competitor Code="1008223" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008223" Order="1" >
<Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="FRA" BirthDate="1992-12-15" />
</Athlete>
</Composition>
</Competitor>
..
```

2.3.5.6 Message Sort

Actions /Action @Order.

2.3.6 Image

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

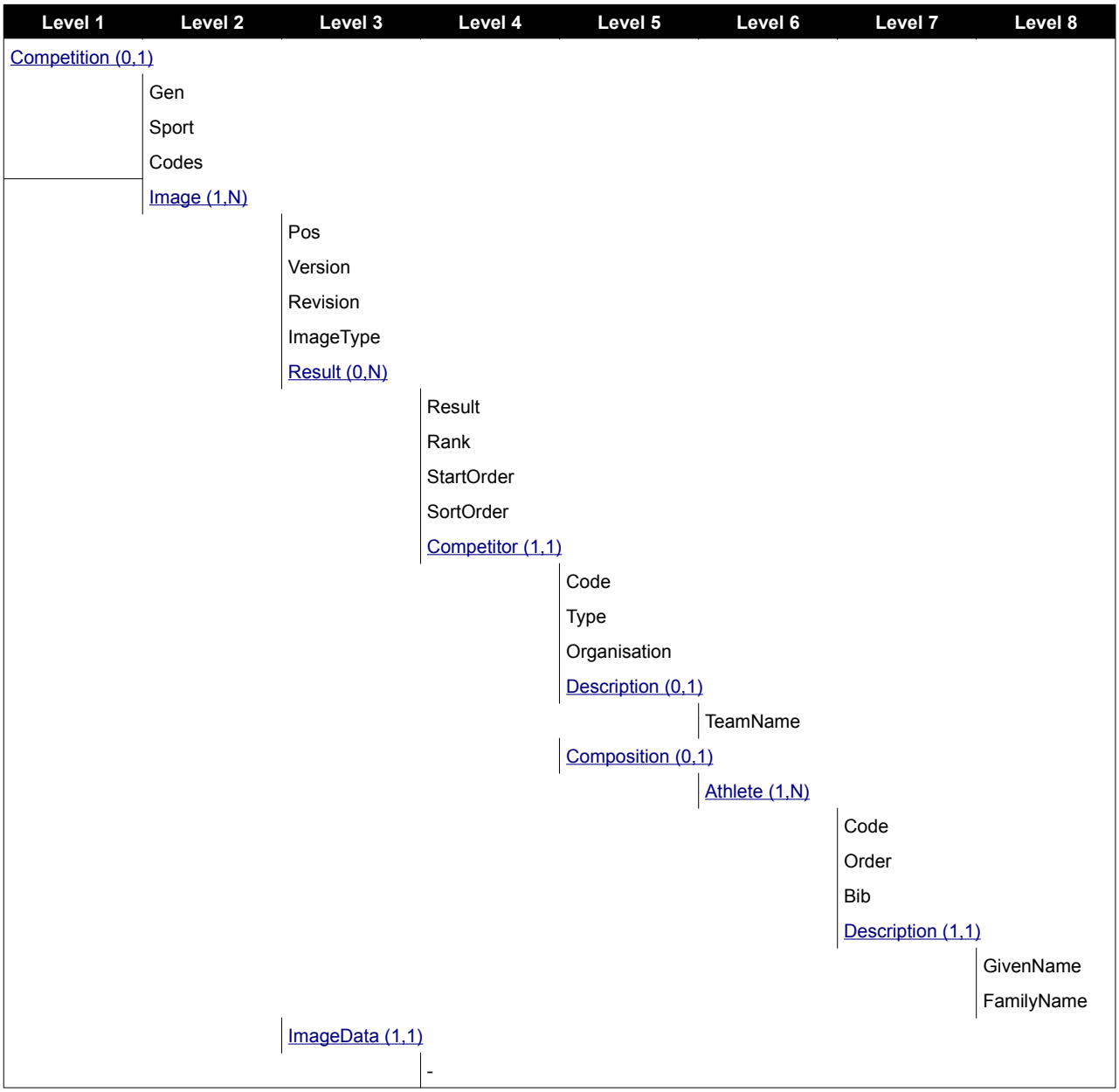
Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 … Where there is only one image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

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.



2.3.6.5 Message Values

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

Element: Competition /Image (1,N) Always only one image per message			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N) This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the Team in team events.

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	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="T" Organisation="GBR" >
<Description TeamName="Great Britain"/>
</Result>
<Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
<Competitor Code="1234444" Type="T" Organisation="ESP" >
<Description TeamName="Spain"/>
</Result>
<ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.6.6 Message Sort

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

2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

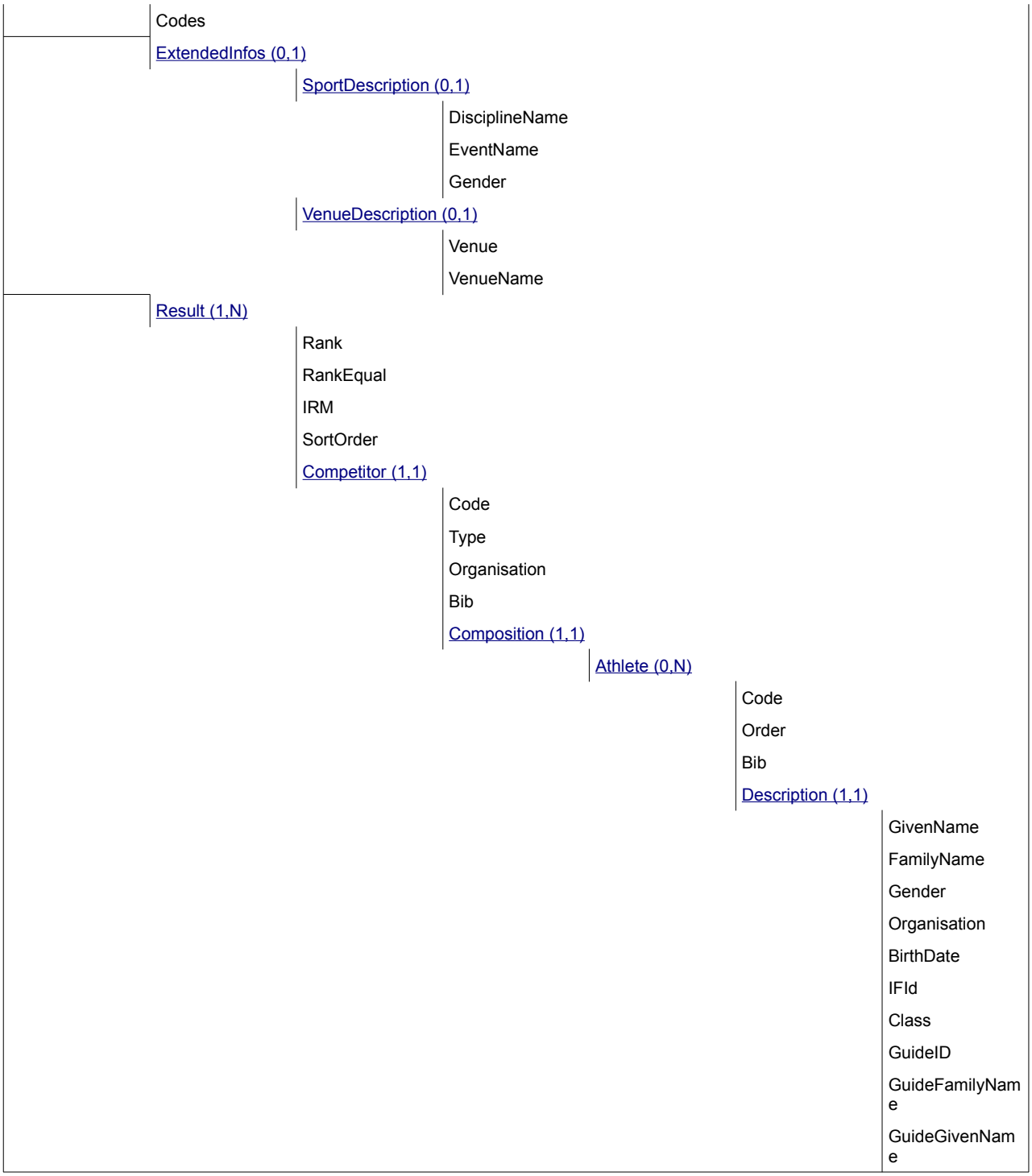
2.3.7.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
Specific triggering conditions are defined in the sport data dictionary.
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
Competition (0,1)						
	Gen					
	Sport					



2.3.7.5 Message Values

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

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

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

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

Element: Competition /Result /Competitor (1,1) 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 or T for team
Organisation	O	CC @Organisation	Competitor's organisation if known
Bib	O	S(4)	Team bib for team events only

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 when Competitor @Type="A".
Bib	O	S(4)	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	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
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of Para Cycling where it is mandatory.
GuideID	O	S(20) without leading zeros	ID of the Pilot in the case of Para Cycling if applicable
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

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.

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

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	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		

	ExtendedConfig (1,N)	
		Type
		Code
		Pos
		Value
		ExtendedConfigItem (0,N)

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	O	CC @Unit	Full RSC of the Unit

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		LENGTH	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send the total length of the race in km.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the road race.			
	Attribute	**Value**	**Description**	
	Code	CER_LENGTH		
	Pos	N/A		
	Value	Numeric ##0.0#	Send the total length of the course from the start of the ceremonial start to the finish.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the road race.			
	Attribute	**Value**	**Description**	
	Code	START		
	Pos	N/A		
	Value	Numeric ##0.0#	Distance from the ceremonial start to the race start.	
EC		INTERMEDIATE	S(2)	Pos Description: Each intermediate point in the race S, 1, 2 …

				F. Where S is the start point, 1 is the first intermediate point and F is the finish the race. When athletes cross finish for the completion of a lap then finish is treated as another intermediate point. In this case use incremental numbers same as another intermediate. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.#	Send distance in km at this intermediate point. Use the format as appropriate for the race
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the road race.			
	Attribute	**Value**	**Description**	
	Code	DESC		
	Pos	N/A	N/A	
	Value	String	Name of the intermediate point in ENG.	
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 including the finish.
EC		SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n)., from 2 to the total number of sections. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send distance in km.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.			
	Attribute	**Value**	**Description**	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	S(2)	Send the intermediate point for the start of the section.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A	N/A	
	Value	S(2)	Send the intermediate point which is the end of the section (usually	

			same a SECTION @Pos. For last section, send 'F'.	
EC		ROUNDS_TOTAL	N/A	Element Expected: Only in Para Cycling Team Relay
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of rounds
EC		HELMET	Numeric #0	Pos Description: Numeric to distinguish each class Element Expected: Only where applicable in Para Cycling
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @SportClass	Sport class
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected			
	Attribute	**Value**	**Description**	
	Code	COLOUR		
	Pos	S(1)	Send M for men Send W for women	
	Value	SC @Colour	Helmet colour	

Sample (General)

```
<Configs>
<Config Unit="?.">
<ExtendedConfig Type="EC" Code="LENGTH" Value="29.26" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.8" />
..
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="29.3" >
<ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="15" />
<ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7" >
<ExtendedConfigItem Code="BEGIN" Value="1" />
<ExtendedConfigItem Code="END" Value="3" />
</ExtendedConfig>
..
<ExtendedConfig Type="EC" Code="SECTION" Pos="13" Value="4.8" >
<ExtendedConfigItem Code="BEGIN" Value="12" />
<ExtendedConfigItem Code="END" Value="F" />
</ExtendedConfig>
</Config>
</Configs>
```

2.3.8.6 Message Sort

There is no general message sorting rule.

2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 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.
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.

2.3.9.3 Trigger and Frequency

The message is sent
- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.3.9.4 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	
	Condition (0,3)	
		Code
		Value
	Temperature (0,N)	
		Code
		Unit
		Value

2.3.9.5 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	START FINISH	Information from the start and finish areas.
Humidity	O	Numeric ##0	Humidity in %

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR	Air
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.3.9.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

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	15 October 2016	First version
v1.1	9 January 2017	Updated with feedback
V1.2	2 March 2017	Updated with feedback
V1.3	26 March 2017	Updated
V1.4	20 February 2018	Updated
V1.5	22 April 2018	Updated
V2.0	8 August 2018	Updated
V2.1	7 September 2018	Updated
V2.2	25 October 2018	Updated
V2.3	24 January 2019	Updated
V2.4	30 May 2019	Updated
V2.5	14 August 2019	Updated
V2.6	10 Dec 2019	Updated
V3.0	10 Dec 2021	First version for Paris 2024

File Reference: SOG-2020-CRD-3.0 SFA

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	Minor typographical corrections. DT_RESULT: Clarify the use of DISPLAY extension in ExtendedInfos. DT_CURRENT: Updated triggering
V1.2	SFA	DT_CURRENT: Remove Clock element and added time of leader. DT_CURRENT: Change the triggering to 3 minute intervals.
V1.3	APP	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Add elements and attributes
V1.4	APP	DT_PARTIC: Updated to add Passport names (CR15219) Added additional information in applicable messages for Para Road Cycling Remove references to 2018 Commonwealth Games
V1.5	APP	DT_RESULT/ DT_CONFIG: Remove PRETIMING as requested by Steering Meeting
V2.0	APP	DT_RESULT: Add Move attribute at the intermediate point. DT_RESULT: ExtendedInfos: DISPLAY/INT_X update to only be applicable for Time Trial DT_RESULT: Remove EUE/START_GROUP as it was a duplicate StartOrder DT_PARTIC: Remove LICENCE DT_CURRENT: Add speed of the group CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	DT_CONFIG: Added the name of the intermediate point for the road race.
V2.2	APP	DT_PARTIC: Removed Bib (not needed in entries) DT_RESULT: Type @Result /Competitor updated to allow T for Team (Paralympic) DT_RESULT: Add Pretiming

		DT_RESULT: ExtendedResults/ER/STATUS updated to include all events. DT_RESULT: ExtendedResults/ER/NEXT added. DT_RESULT: Add EUE/START_GROUP DT_CURRENT: Add management of multiple chase groups. DT_CONFIG: Add Pretiming Editorial improvements for clarity without changing meaning. ValueType removed to reduce message size.
V2.3	APP	CR16914: Change DT_WEATHER message to venue level. CR16928: Add Arrive @ExtendedResults in DT_RESULT & remove INDEX_INT DT_RESULT: Update intermediate/section times to be clear that these are factored times to follow the implementation of OVR. DT_RESULT: Add EUE/FACTOR @Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add LEADER/CURRENT @ExtendedInfos /ExtendedInfo for relay) DT_RESULT: Add Extension INTERMEDIATE @ ER/AFTER_LEG_SPLIT @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Remove the PreTiming concept in all places. Typographical improvements added for clarity.
V2.4	APP	CR16640: Add ODF Version @Competition CR17454: DT_CONFIG: Add helmet colour in Para Cycling CR17516: DT_RESULT: Update DISPLAY/INT_x @ExtendedInfos to keep last update until OFFICIAL
V2.5	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17784: DT_RESULT: Update Value and add Value2 @ ExtendedResults INTERMEDIATE and SECTION. CR17809: Change Participant/OlympicSolidarity to disallow N CR18061: DT_RESULT: Add DISPLAY/AFTER_INT @ExtendedInfos CR18061: DT_RESULT: Update triggering in Road Race to only update by group
V2.6	APP	DT_CURRENT: Update BREAKAWAY/GROUP_NAME Pos & Value @ExtendedInfos /ExtendedInfo/Extension DT_CURRENT: Correct Value @BREAKAWAY/GROUP @ExtendedInfos /ExtendedInfo DT_RESULT: Clarify INTERMEDIATE/Move @Result /ExtendedResults /ExtendedResult DT_RESULT: Add WORLD_CHAMP, OLYMPIC_CHAMP, WORLD_LEAD @Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Remove ER/PHOTO @ Result /ExtendedResults /ExtendedResult DT_RESULT: Remove Result/Unchecked DT_CONFIG: Add CER_LENGTH and START as extensions to LENGTH @ Configs /Config /ExtendedConfig DT_IMAGE: Update triggering Remove the concept of UNCONFIRMED throughout.
V3.0	SFA	DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Update DISPLAY/AFTER_INT at ExtendedInfos /ExtendedInfo DT_IMAGE: Update throughout the message for global change [CR022136] DT_CONFIG: Update EC/INTERMEDIATE at Configs /Config /ExtendedConfig