



# Olympic Data Feed



## Canoe Slalom ODF Data Dictionary

Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

This document includes the ODF Canoe Slalom 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 Canoe Slalom 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 Canoe Slalom Overview

There are two groups of events, in this document they are referred to as slalom and cross. Slalom is those events where athletes progress one at a time down the course in all phases.

Cross refers to the events where four athletes start together on the course in finals. Qualification comprises a time trial followed by repechages, and elimination (Heats, QF, SF, Small Final, Final). For time trial, athletes progress one at a time down the course (as in slalom), and for repechages and elimination four athletes start together on the course.

#### MESSAGES IN SLALOM

- \* All slalom events have a single DT\_RESULT for each unit.
- \* DT\_CURRENT is also sent during the competition while the unit is LIVE.
- \* DT\_CUMULATIVE\_RESULT is also sent in the heats phase of the events.

#### MESSAGES IN CROSS

- \* All cross events have a single DT\_RESULT for each unit.
- \* During the time trial DT\_CURRENT is also sent during the competition.
- \* For Qualification phase DT\_PHASE\_RESULT will be sent with the qualification order.
- \* There is also a DT\_BRACKET message for the progression after the qualification phase in each event.

#### SCHEDULE

- \* For slalom
  - DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each unit which is aligned with the same RSC for DT\_RESULT (schedule=Y). Phase is also sent for heats (schedule=S)
- \* For cross
  - Time trial: DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message includes each unit which is aligned with the same RSC for DT\_RESULT (schedule=Y).
  - For repechages and Heats/QF/SF DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include the phase (schedule = Y) and each unit (schedule=S)
  - For Finals DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include the phase (schedule = S) and each unit (schedule=Y)

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
--------------	--------------	------------------



DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not





		sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

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

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

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0..1)</a>	Gen Sport Codes				
	<a href="#">Participant (1..N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName			



LocalGivenName			
Gender			
Organisation			
BirthDate			
PlaceofBirth			
CountryofBirth			
PlaceofResidence			
CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
<a href="#">Discipline (1,1)</a>			
		Code	
		IFId	
		<a href="#">RegisteredEvent (0,N)</a>	
			Event
			<a href="#">EventEntry (0,N)</a>
			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-CSL-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.
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>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).

**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



Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type		Code	Pos	Description
ENTRY		RANK_WLD	N/A	Element Expected: As soon as this information is available
Attribute	M/O	Value	Description	
Value	M	S(4)	Canoe Slalom ranking for the competitor If the rank is equalled then send "=" at the beginning of the rank. "-" is expected if no rank.	

### 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 (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.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Unit</a>	Full RSC of the unit.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: 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) UNCONFIRMED 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

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

\* When the unit starts and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE) during slalom and cross qualification.





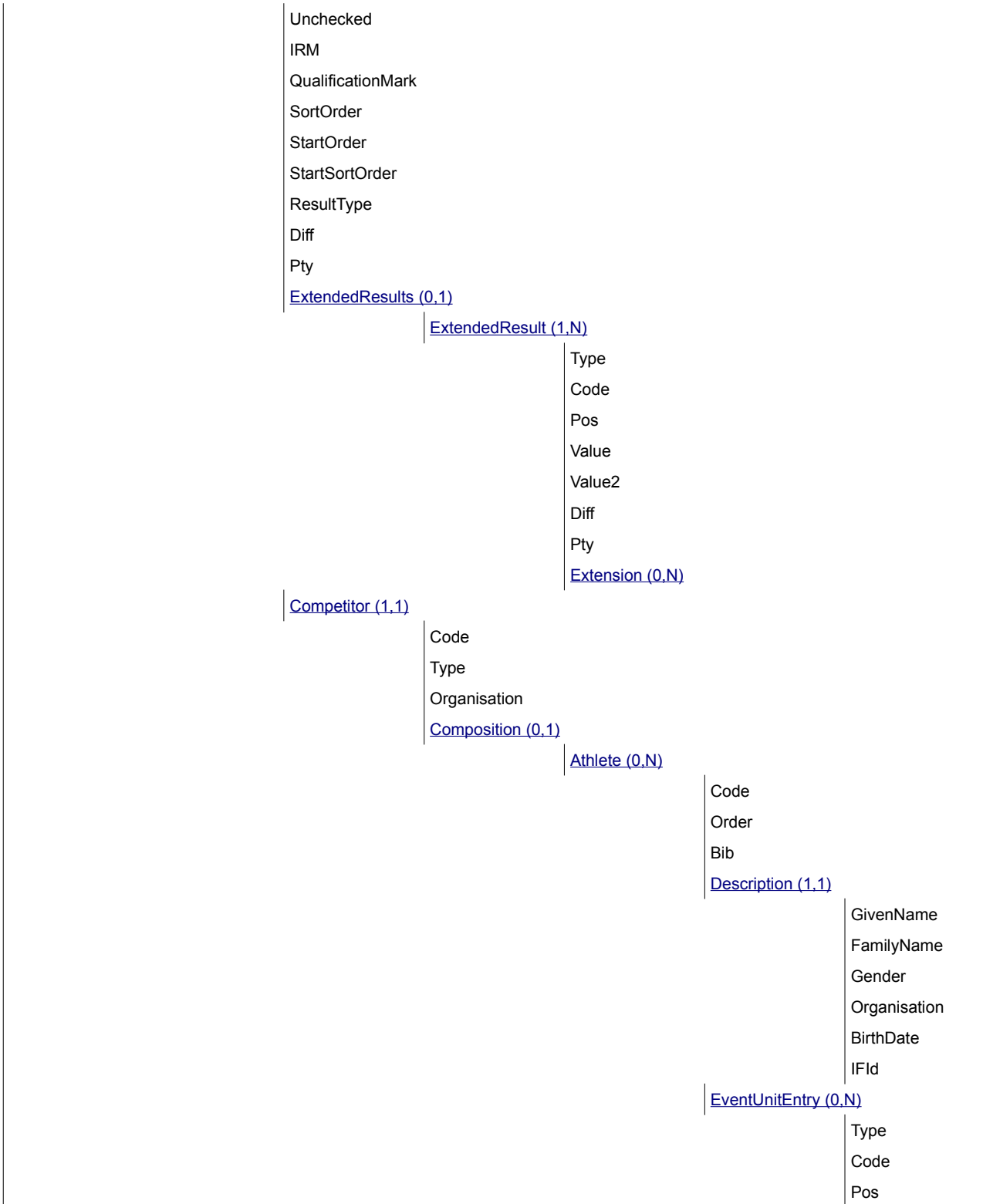
- \* When error correction is required during the unit, in this case all data is updated, not only those who have completed the course (LIVE).
- \* When the unit starts and with every update in information (LIVE) in cross after the qualification phase.
- \* When Unit is not finished but is not currently running (i.e. Waiting a rerun but other event is currently LIVE) use (INTERMEDIATE)
- \* In case of interruption use INTERMEDIATE till competition resumes. If competition is rescheduled, Results are cancelled and status will be START\_LIST.
- \* After the unit is over (UNCONFIRMED/UNOFFICIAL/OFFICIAL)

Trigger also after any change (except for the current competitor, this information is in DT\_CURRENT).

### 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				





	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	
UI	GATE	Numeric #0	Pos Description: Gate number Element Expected: When available in slalom	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available in slalom</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MISSED		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of misses for referenced gate	
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available in slalom</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TOUCHED		
	Pos	N/A	N/A	
	Value	Numeric #0	Total number of touches for referenced gate	
UI	FORERUNNER	Numeric 0	Pos Description: Send the forerunner number  Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss	Start time for the forerunner
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected If available</b>				



	Attribute	Value	Description	
	Code	BOAT		
	Pos	N/A	N/A	
	Value	String	Boat Type of the forerunner. e.g. C1, K1, ....	
DISPLAY		LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor in slalom heat and single run rank in slalom semifinals Element Expected: Send with every update after 4 competitors have completed the slalom semifinal run (as the last qual has no meaning before that).
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

### Sample (Global)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-29T13:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="3" Value="13:06:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="4" Value="13:09:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE" Pos="1" >
    <Extension Code="TOUCHED" Value="0" />
    <Extension Code="MISSED" Value="0" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE" Pos="2" >
    <Extension Code="TOUCHED" Value="1" />
    <Extension Code="MISSED" Value="0" />
  ....
</ExtendedInfo>
</ExtendedInfos>

```

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

#### Sport Descriptions in Text.

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



SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
--------------	---	-------	--

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

**Venue Names in Text.**

Attribute	M/O	Value	Description
Venue	M	<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 equaled (Y). Only send if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
Unchecked	O	S(1)	Send "Y" if boat results are under review, otherwise do not send.
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular unit if applicable. Send just in the case @ResultType is IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition. Only send in semifinal in slalom events and all phases in cross except finals.
SortOrder	M	Numeric	Used to sort all the results of an event unit  Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started.  During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric #0 <a href="#">SC @Colour</a>	Competitor's start order in slalom and cross qualification. In the case of a rerun this is updated to reflect the new order For cross post qualification this will be the bib colour.
StartSortOrder	M	Numeric	Sequential number for Start Order. Used to sort all start list competitors in the event unit. For cross post qualification this will be updated when competitors chose their order. In the case of a rerun this is updated to reflect the new order
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader and positive for behind.
Pty	O	S(10)	Total penalties in slalom



			Summary penalty in cross, FLT(S) or FLT(3) etc
--	--	--	--

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	RE_RUN	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if boat has to get a rerun, otherwise do not send.
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies intermediate, from 1 to F (including finish point).  Element Expected: If available in slalom	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	sss.ff	Total time at the intermediate including penalties
	Value2	M	sss.ff	Time at this intermediate point (not including penalties)
	Diff	O	+/-sss.ff	Send time behind leader at the intermediate including penalties. Send 0.00 for leader. In the case of "best of" two run format then this diff value is compared to the leader in the phase, not the leader in the run.
	Pty	O	Numeric ##0	Total of Penalty's seconds at this intermediate point
PROGRESS	GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(3)	Send the penalty at the gate or "-" for no penalty in slalom Send FLT for fault or "-" for no penalty in cross
ER	PHOTO	N/A	Element Expected: If applicable in cross	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status Send "E" for Evaluated Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and





				SortOrder = 1,2,3,4,5,6,7 Used when two or more athletes finish close to each other and photofinish is required to determine Race Rank.
ER		FINISH_ORDER	N/A	Element Expected: In cross (except time trial) where the competitor does not have an IRM.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Order of finishing the course
ER		LL	N/A	Element Expected: If lucky loser applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if lucky loser

### Sample (General)

```
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7" Diff="0.00" Pty="2" >
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" Pty="0" Diff="0.00" >
  <Extension Code="TIME" Value="25.08" />
</ExtendedResult>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" Pty="0" Diff="0.00" >
  <Extension Code="TIME" Value="60.59" />
</ExtendedResult>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="92.56" Pty="0" Diff="0.00" >
  <Extension Code="TIME" Value="92.56" />
</ExtendedResult>
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="7" Value="-" />
...
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	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	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: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm:ss

**Sample (General)**

```
<EventUnitEntry Type="EUE" Code="START_TIME" Value="10:15:00" />
```

### 2.3.2.6 Message Sort

Sort by Result @SortOrder



## 2.3.3 Current Information

### 2.3.3.1 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 during a unit. It is not applicable in cross after the preliminary phase.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

Trigger as follows:

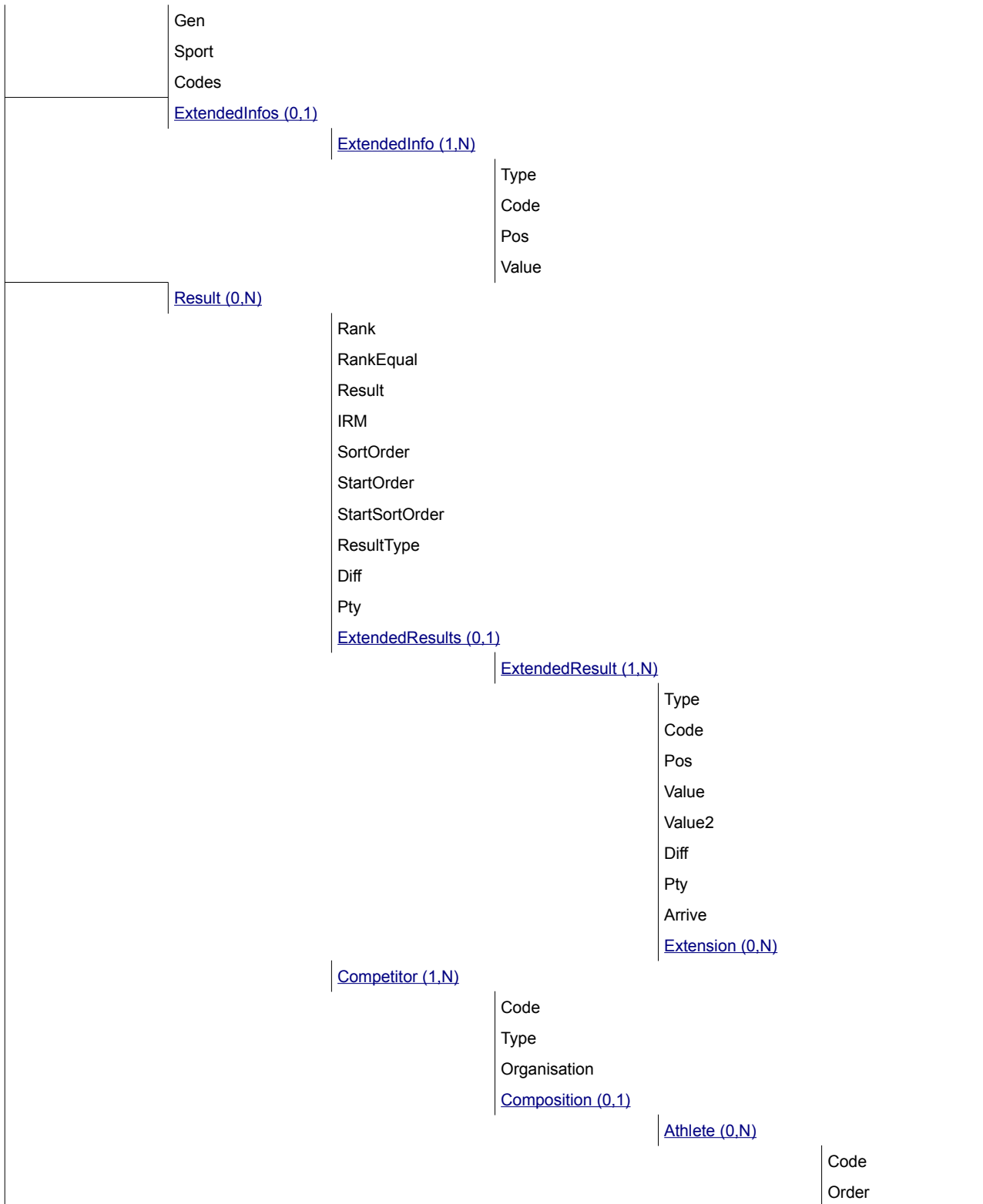
- \* With the next to start when the unit ScheduleStatus becomes GETTING\_READY
- \* At any time a new athlete starts on the course
- \* Immediately after every gate/addition/change in data during each run by each competitor.
- \* Immediately after the competitor completes the course and the data is available.

Each message includes the most recently finished, the current (or currents in case that several competitors are competing at the same time) and the next to start. The number is less at the start and end of each unit as not all of these statuses exist at that time.

### 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
<a href="#">Competition (0.1)</a>					





	Bib
--	-----

### 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 /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	Numeric	Pos Description: From 1 to n to identify the different current competitors, usually not more than 2.  Element Expected: Send with every update if CURRENT exists. In case of several current competitors, @Pos value will be updated after each one arrives to finish point.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Send the competitor ID of the current competitor	
DISPLAY	LAST_COMP	N/A	Element Expected: Send with every update after first competitor finished and when new current is known. If competitor finishes and CURRENT is not updated, LAST_COMP remains with old value until CURRENT is updated except for the last competitor when LAST_COMP is updated and there is no current.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Send the competitor ID of the last competitor to finish	
DISPLAY	NEXT	N/A	Element Expected: Send with every update if NEXT exists
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
	<b>Description</b>	Send the competitor ID of the Next competitor to start	

#### Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="1122334" />
</ExtendedInfos>
```



Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the message. Used to sort all the competitors included in the message. The order is the order of starting for the competitors included in the message, that will usually be (if in the middle of the unit and only one current) LAST_COMP, CURRENT(s), NEXT = 1, 2, 3.
StartOrder	O	Numeric	Competitor's start order In the case of a rerun this is updated to reflect the new order
StartSortOrder	M	Numeric	Same as @SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.
Pty	O	S(10)	Total penalties in slalom Summary penalty in cross, FLT(S) or FLT(3) etc.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	RE_RUN	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" if boat has to get a rerun choice, otherwise do not send.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: The number that identifies intermediate, from 1 to F (including finish point).  Element Expected: If available for CURRENT and LAST_COMP.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	sss.ff
			Total time at the intermediate including penalties
	Value2	O	sss.ff
			Time at this intermediate point (not including penalties)
	Diff	O	+/-sss.ff
			Send time behind leader at the intermediate including penalties
	Pty	O	Numeric ##0
			Total of Penalty's seconds at this intermediate point
	Arrive	O	S(1)
			Send "Y" if is the last Intermediate point crossed, otherwise do not send.





PROGRESS	GATE_PTY	Numeric #0	Pos Description: The order number that identifies the gate, from 1 to the total number of gates. This is the @Pos value from EC/GATE in DT_CONFIG. Element Expected: If available
Attribute	M/O	Value	Description
Value	M	S(3)	Send the penalty at the gate or "-" for no penalty in slalom Send FLT for fault or "-" for no penalty in cross
Arrive	O	S(1)	Send "Y" if is the last gate crossed, otherwise do not send

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	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	Athletes ID.
Order	M	Numeric	The order for the boat member for each boat. 1 for Competitor @Type="A".
Bib	O	S(4)	Bib number

**Sample (General)**

```
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7" Pty="2" Diff="0.00" >
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="25.08" Value2="25.08" Pty="0" Diff="0.00" />
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="60.59" Value2="60.59" Pty="0" Diff="0.00" />
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="92.56" Value2="92.56" Arrive="Y" Pty="0"
Diff="0.00" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5" Value="-" />
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6" Value="-" />
....
<ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="22" Value="-" />
</ExtendedResults>
```



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### **2.3.3.6 Message Sort**

Sort by Result @SortOrder.



## 2.3.4 Phase Results

### 2.3.4.1 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 in qualification in cross (including repechage).

### 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 qualification phase
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates the status of the results INTERMEDIATE (after the timetrial and each repechage) 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

- \* Send as INTERMEDIATE after the Time Trial is OFFICIAL
- \* Send as INTERMEDIATE after the last unit in Repechage 1 is OFFICIAL
- \* Send as OFFICIAL after the last unit in Repechage 2 is OFFICIAL
- \* Send PROTESTED if applicable
- \* Trigger also after any change.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<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 SubEventName Gender			
		<a href="#">VenueDescription (0.1)</a>	Venue VenueName Location LocationName			
	<a href="#">Result (1.N)</a>	Rank RankEqual IRM QualificationMark SortOrder ResultType <a href="#">ExtendedResults (0.1)</a>				
				<a href="#">ExtendedResult (1.N)</a>	Type Code Pos Value	
		<a href="#">Competitor (1.1)</a>	Code Type Organisation <a href="#">Composition (0.1)</a>			
				<a href="#">Athlete (0.N)</a>	Code Order	



		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld

### 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	O	<a href="#">CC @Unit</a>	Full RSC of the most recent unit information included in the message.

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<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 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 corresponding phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition. Only send if it applies.
SortOrder	M	Numeric ##0	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.  This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
ResultType	O	<a href="#">SC @ResultType</a>	Only send if IRM

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		LL	N/A	Element Expected: If lucky loser applicable
Attribute	M/O	Value	Description	
Value	M	S(1)	Send Y if lucky loser	

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, T for team	
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 0	1 for Competitor @Type="A".	

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



Gender	M	<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

### 2.3.4.6 Message Sort

Result @SortOrder followed by Athlete @Order.



## 2.3.5 Cumulative Results

### 2.3.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In slalom canoeing the message is used in the heats where there are two runs.

### 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 @Phase</a>	Full RSC of the of the phase
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 START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

The cumulative results accumulate results over a number of units so are generally sent after each DT\_RESULT message if the cumulative message applies (using same ResultStatus at DT\_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

Specific triggers are:

- \* When the unit starts (for Run 1 or Run 2) and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- \* When First Run is finished (INTERMEDIATE).
- \* When Second Run is finished (UNCONFIRMED/UNOFFICIAL/OFFICIAL).

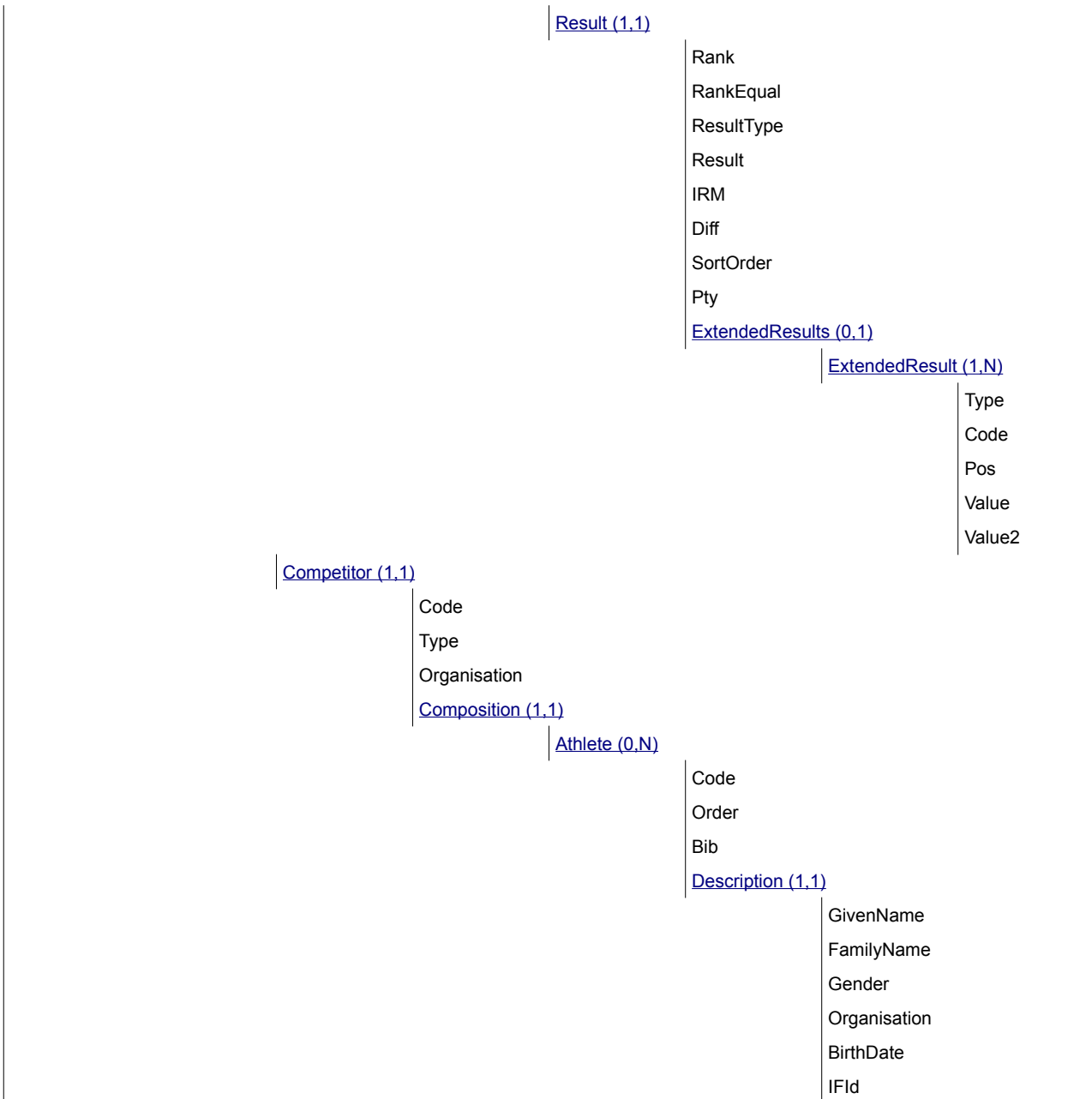




### 2.3.5.4 Message Structure

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
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
			Value				
			<a href="#">Extension (0,N)</a>				
		<a href="#">Progress (0,1)</a>					
			LastUnit				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1,N)</a>						
		Rank					
		RankEqual					
		Result					
		ResultType					
		IRM					
		QualificationMark					
		SortOrder					
		Diff					
		<a href="#">ResultItems (0,1)</a>					
			<a href="#">ResultItem (1,N)</a>				
						Unit	
						Order	



### 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
UI	GATE	Numeric #0	Pos Description: Gate number  Element Expected: When available
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	MISSED	
	Pos	N/A	N/A
	Value	Numeric #0	Total number of misses for referenced gate
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	TOUCHED	
	Pos	N/A	N/A
	Value	Numeric #0	Total number of touches for referenced gate
DISPLAY	LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor.  Element Expected: Send with every update after 4 competitors have completed at least one run in the heats.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
			<b>Description</b> Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

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 or current unit if in progress included in the message.

**Sample (General)**



```
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="GATE" Pos="1" >
  <Extension Code="TOUCHED" Value="0" />
  <Extension Code="MISSED" Value="0" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="GATE" Pos="2" >
  <Extension Code="TOUCHED" Value="1" />
  <Extension Code="MISSED" Value="0" />
....
<ExtendedInfo Type="UI" Code="GATE" Pos="22" >
  <Extension Code="TOUCHED" Value="2" />
  <Extension Code="MISSED" Value="0" />
</ExtendedInfo>
<Progress LastUnit="CSLMK1-----HEAT000100--" />
```

**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. Only include if in single phase.
Gender	M	CC @SportGender	Gender code for the event unit

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

**Venue Names in Text. DO NOT INCLUDE unless all at 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
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 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 over all athletes who have completed at least one run. Only included if the competitor has a valid cumulative rank according to the sport rules.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	sss.ff	The cumulative result of the competitor. Best score (including the penalties)
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM



QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Competitor order within event Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
Diff	O	+sss.ff	Time behind leader, 0.00 for the leader

**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	<a href="#">CC @Unit</a>	Full unit level RSC of the which forms part of the overall result
Order	M	Numeric #0	Logical order of the units, usually schedule order.

**Element: Competition /Result /ResultItems /ResultItem /Result (1,1)**

Attribute	M/O	Value	Description
Rank	O	Text	Rank over all athletes who have completed this run. Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem. Only included if the competitor has a valid rank according to the sport rules.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either time or IRM for the corresponding event unit Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative to the value in Result below.
Result	O	sss.ff	Total score (including the penalty) in this run/unit
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned for the unit. Send just in the case @ResultType is IRM.
Diff	O	+sss.ff	Time behind leader in this unit, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event unit Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem
Pty	O	Numeric ##0	Penalty for the run if applicable

**Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)**

Type	Code	Pos	Description
ER	TIME	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	ss.ff
	Value2	O	S(1)
			Description
			Time for the run without penalty
			Send Y is this is the best run, else do not send.



**Sample (Slalom)**

```

...
<Result ResultType="TIME" Result="93.49" Rank="1" QualificationMark="Q" SortOrder="1" Diff="0.00">
  <ResultItem>
    <ResultItem Unit="CSLMK1-----HEAT000100--">
      <Result Rank="11" ResultType="TIME" Result="92.56" Diff="+7.45" SortOrder="11" Pty="2" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TIME" Value="92.56" />
        </ExtendedResults>
      </ResultItem>
    </ResultItem>
    <ResultItem Unit="CSLMK1-----HEAT000200--">
      <Result Rank="1" ResultType="TIME" Result="93.49" Diff="0.00" SortOrder="1" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TIME" Value="92.56" Value2="Y" />
        </ExtendedResults>
      </ResultItem>
    </Result>
  </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 as 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



### 2.3.5.6 Message Sort

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



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

### 2.3.6.3 Trigger and Frequency

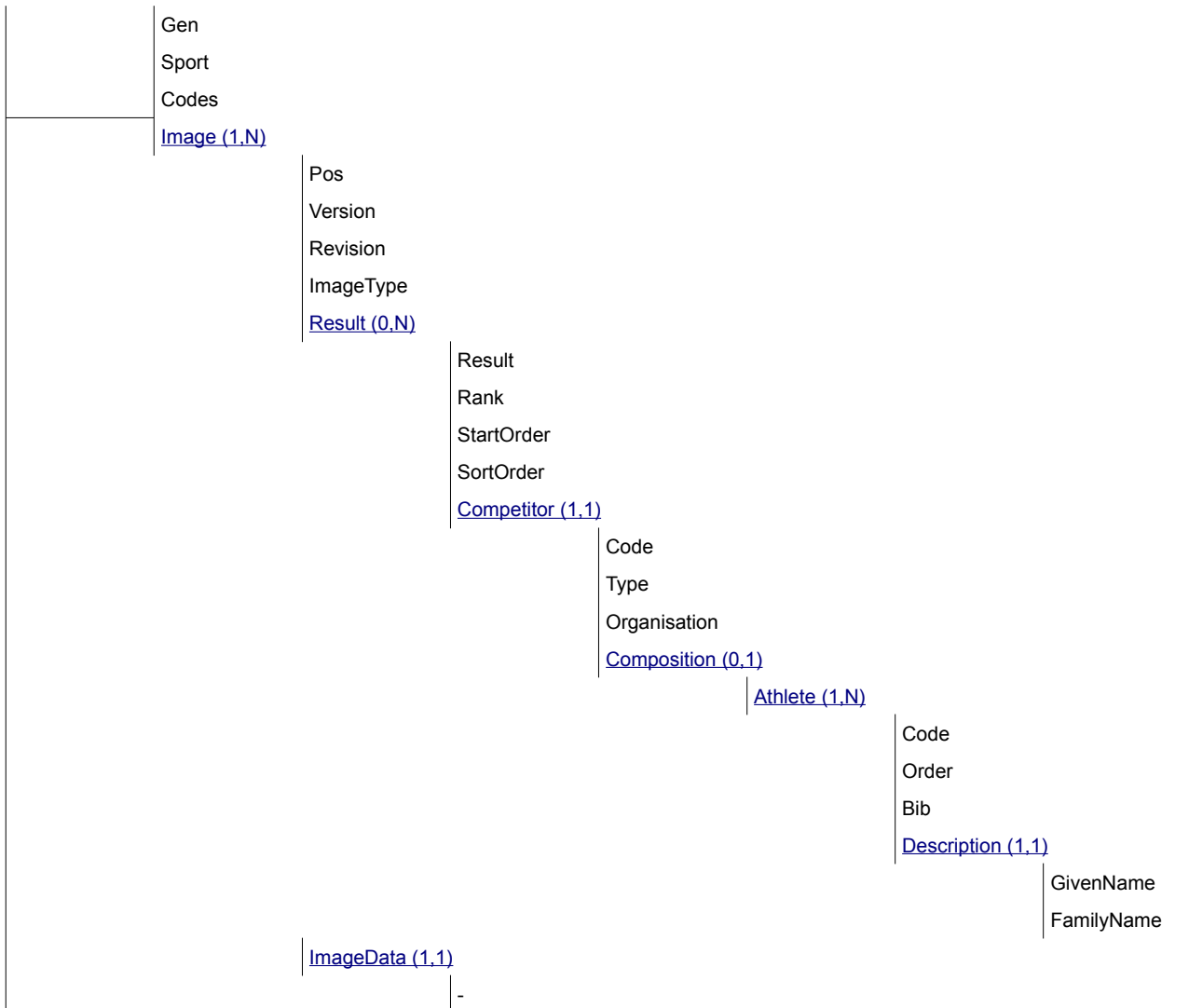
Trigger when image available and after any change.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

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





### 2.3.6.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description



Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

**Element: Competition /Image /Result (0,N)**

This element should always appear and must only include the information of those competitors appearing in the image.

Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

**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
FamilyName	M	S(25)	Family 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 (Image)

```
<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"/>
    </Competitor>
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1234444" Type="T" Organisation="ESP" >
      <Description TeamName="Spain"/>
    </Competitor>
  </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

### 2.3.6.6 Message Sort

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



## 2.3.7 Brackets

### 2.3.7.1 Description

The brackets message contains the brackets information for one event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

This message is only applicable in cross in this discipline.

### 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_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 athletes for the first bracket phase are known) INTERMEDIATE (during the competition) 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 should be sent after Repechage 2, as soon as names for the first bracket phase are known.

Send when each unit is completed. The message should be updated including information on each competitor in the different bracket items. Only trigger once after each unit unless there are changes in the content.

The @ResultStatus attribute will vary depending on the competition status.

- \* Send with ResultStatus = "START\_LIST" when bracket available and no units are complete
- \* Send with ResultStatus = "INTERMEDIATE" after START\_LIST and until the last unit is OFFICIAL
- \* Send with ResultStatus = "OFFICIAL" when the last event unit has Official status.

Trigger also after any change.



### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<a href="#">Competition (0,1)</a>									
	Gen								
	Sport								
	Codes								
	<a href="#">ExtendedInfos (0,1)</a>								
		<a href="#">SportDescription (0,1)</a>							
			DisciplineName						
			EventName						
			Gender						
	<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					
				Unit					
				<a href="#">CompetitorPlace (1,N)</a>					
					Pos				
					Rank				
					Result				
					ResultType				
					IRM				
					QualificationMark				
					StrikeOut				
					StartOrder				
					<a href="#">PreviousUnit (0,1)</a>				
						Unit			
						Value			
						<a href="#">Competitor (0,1)</a>			
						Code			
						Type			
						Organisation			



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

### 2.3.7.5 Message Values

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

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

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
--	--	--	--



Attribute	M/O	Value	Description
Code	O	Numeric #0	Unique number for all BracketItems in the message 1,...
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).
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem

**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 ...). (This order changes, first colour order, then selected lane order and finally result order)
Rank	O	S(5)	The rank in the unit
Result	O	S(20)	Send the fault code if applicable, for example FLT(5) or FLT(S) etc
ResultType	O	SC @ResultType	Send if FAULT or IRM applicable
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Send qualification mark if applicable
StrikeOut	O	S(1)	Send if the competitor should be struck out in the bracket item.
StartOrder	O	<a href="#">SC @Colour</a>	Send colour

**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 event units in the bracket graph.

Attribute	M/O	Value	Description
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit where the competitor progresses/progressed from
Value	O	S(2)	Rank of the competitor in the previous unit who will progress to this position

**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	Competitor's ID



		zeroes	
Type	M	S(1)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 ID
Order	M	Numeric 0	Value is 1
Bib	O	S(5)	Athlete Bib

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	<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

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





## 2.3.8 Event Final Ranking

### 2.3.8.1 Description

The event final ranking is a message containing the competitor 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 Rank Mark (disqualified, etc.), or both.

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

### 2.3.8.3 Trigger and Frequency

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

\* After any final ranking is known (PARTIAL)

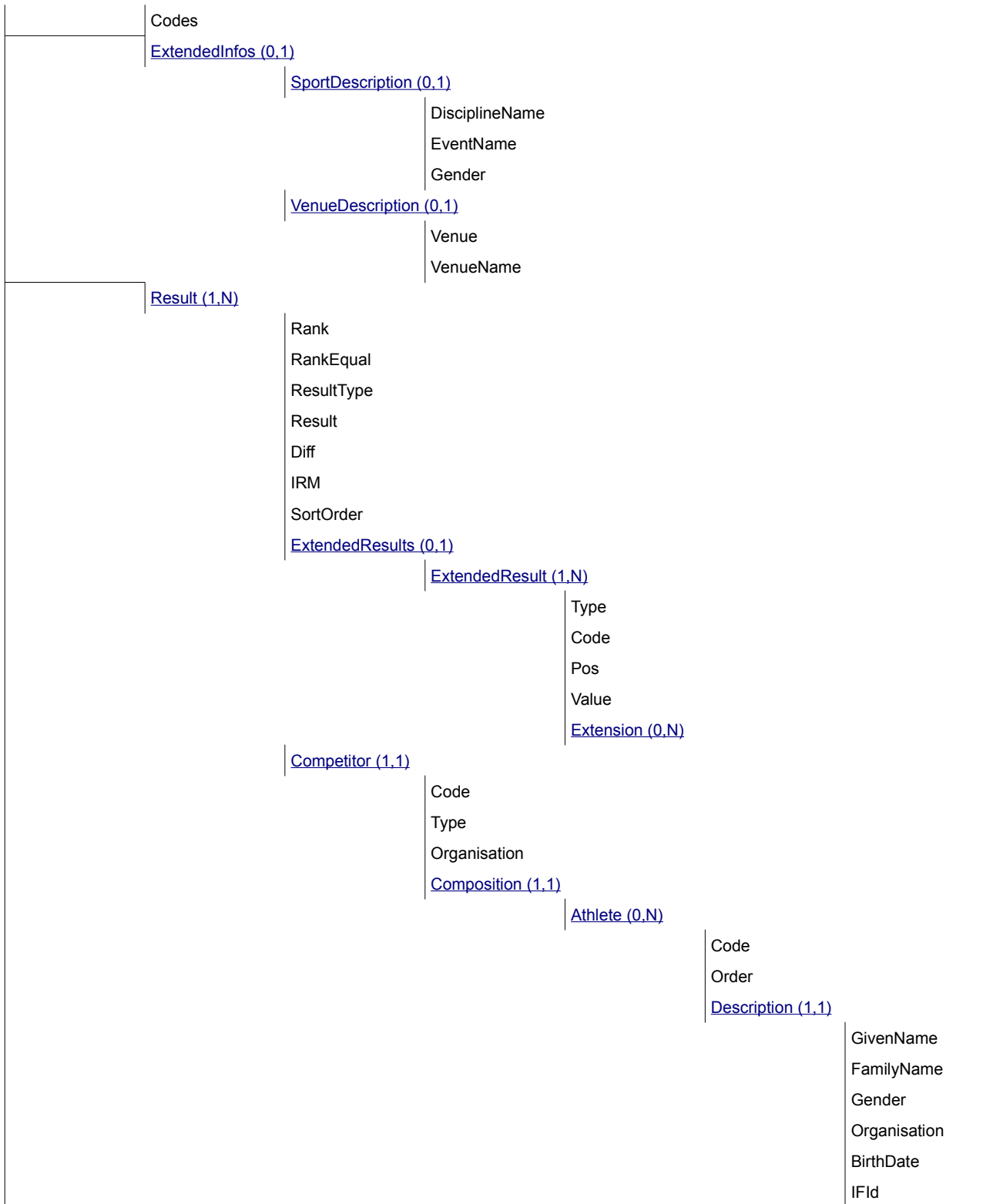
\* After the event is finished (OFFICIAL)

Trigger also after any change.

### 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	Level 7
<a href="#">Competition (0.1)</a>						
	Gen					
	Sport					





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

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute. Send if IRM or competitor is in final or has a time.
Result	O	sss.ff	Total time (including the penalty) for the highest phase reached by the competitor in slalom. In cross only send if did not qualify for finals stages.
Diff	O	+sss.ff	Time behind leader in the highest phase reached by the competitor, send 0.00 for leader not in cross.
IRM	O	SC @IRM	The invalid rank mark, send if applicable in the highest phase reached by the competitor.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
---	--	--	--



Type	Code	Pos	Description
ER	PHASE	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	<a href="#">CC @Phase</a>	Send the full phase RSC (Char34) of the highest phase reached
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time without penalties in this phase	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of penalties in this phase	

**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	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 when Competitor @Type="A"

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

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



IFld	O	S(16)	International Federation ID
------	---	-------	-----------------------------

### 2.3.8.6 Message Sort

Sort by Result @SortOrder



## 2.3.9 Configuration

### 2.3.9.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

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

### 2.3.9.3 Trigger and Frequency

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

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.

### 2.3.9.4 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	

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_CODE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send the short form event code. For example: "K1 W", "C1 M" etc.
EC	INTERMEDIATE	S(2)	Pos Description: Send the number that identifies the intermediate point, from 1 to F. (where F is the finishing point)  Element Expected: When information released	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Send the gate number where the split point is placed. (not sent for finishing point if it is not a gate)
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected When applicable				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NAME		
	Pos	N/A		
	Value	SC @IntPtType	Code for this intermediate point if it exists	
EC	GATES_NUM	N/A	Element Expected:	



				When information released. Does not include Start and Roll in cross.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	When information released. Does not include Start and Roll in cross.
EC		LENGTH	N/A	Element Expected: When information released.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #00	Length of the course in metres
EC		PLATFORM	N/A	Element Expected: Cross events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.##	Height of the start platform in metres
EC		GATE	Numeric #0	Pos Description: The order of the start, gates or roll, from 1 to the total number of locations where penalties can be applied. (start and roll only apply in cross) Element Expected: When information released
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or SC @Obstacle	Name of the "gate" In the case of slalom this is 1, 2, 3, 4... (same value as @Pos) In cross its will be in the form START, 1, 2, ... ROLL, ...
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always for gates</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DIRECTION		
	Pos	N/A		
	Value	S(1)	Send U if the gate is to be negotiated upstream Send D if the gate is to be negotiated downstream	
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualRule	Qualification rule code
QUALIFICATION		FROM_RANK	N/A	Element Expected: All phases except final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Highest rank in the phase to progress to the next phase
QUALIFICATION		TO_RANK	N/A	Element Expected: All phases except final
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Last rank in the phase to progress to the next





				phase
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### Sample (General)

```

<Configs>
  <Config Unit="CSLMK1-----HEAT-----">
    <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C1 M" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="17" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" />
    <ExtendedConfig Type="EC" Code="GATES_NUM" Value="24" />
    <ExtendedConfig Type="EC" Code="GATE Pos="1" Value="1" />
      <ExtendedConfigItem Code="DIRECTION Value="U" />
    </ExtendedConfig
  ...
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ABC" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="12" />
  ....

```

### 2.3.9.6 Message Sort

There is no general message sorting rule.



## 2.3.10 Weather conditions

### 2.3.10.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

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

### 2.3.10.3 Trigger and Frequency

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

### 2.3.10.4 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="#">Weather (1.1)</a>			
		Date		



		<a href="#">Conditions (1..N)</a>	
		Code	
		Humidity	
		Wind_Direction	
		<a href="#">Condition (0..3)</a>	
			Code
			Value
		<a href="#">Precipitation (0..N)</a>	
			Unit
			Value
		<a href="#">Pressure (0..N)</a>	
			Unit
			Value
		<a href="#">Temperature (0..N)</a>	
			Code
			Unit
			Value
		<a href="#">Wind (0..N)</a>	
			Code
			Unit
			Value

### 2.3.10.5 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	<a href="#">SC.@WeatherPoint</a>	Weather Point(s)
Humidity	O	Numeric ##0	Humidity in %



Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction
----------------	---	-----------------------------------	----------------

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	<a href="#">CC @WeatherCondition</a>	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">SC @PrecipitationUnit</a>	Precipitation unit
Value	M	Numeric ###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	S(3)	Send "hPa" as unit for pressure
Value	M	Numeric ###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air and WBGT temperature.
Unit	M	<a href="#">SC @TemperatureUnit</a>	Temperature unit
Value	M	Numeric -##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	<a href="#">SC @WindUnit</a>	Wind unit
Value	M	Numeric ##0	Wind speed in @Unit

### 2.3.10.6 Message Sort

There is no special sort order requirement for this message.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		X				
Periodically as soon as ODF operations start	DT_SCHEDULE		X				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finishes (ORIS C38A process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in Officials data (VRM)	DT_PDF C35 Competition Officials		x				
Kayak and Canoe: Heats (P and U), Semifinals (U), Finals (U) // Kayak Cross: Qualification (U), Heats/Quarterfinals/Semifinals (P and U), Finals (U)	DT_SCHEDULE_UPDATE		X		o		o
	DT_PDF C08 Competition Schedule		x				
No later than 24 hours before the 1st Team Leaders' meeting and after 1st and 2nd meetings if there are changes	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A - Entry List by NOC		x				
	DT_PDF C32C Entry List by Event			x			
1st Team Leaders' meeting - Kayak/ Canoe	-						
10 minutes after the start lists are approved (Send DT_CONFIG for all the phases: Heats/Semi-final/Final)	DT_CONFIG				x		
(For 1st and 2nd run)	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULT	START_LIST			x		
	DT_PDF C51C1 Start List (Kayak and Canoe – Heats)				x		
2nd Team Leaders' meeting - Kayak Cross (after Kayak/Canoe	-						



competition)								
10 minutes after the start lists are approved (Send DT_CONFIG for all the phases: Qualification/H/QF/SF/Finals)	DT_CONFIG					X		
Qualification phase	DT_RESULT	START_LIST						X
	DT_PDF C51X Start List (Kayak Cross - Qualification)							X

### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
Kayak and Canoe Events: Heats - 1st run	-						
When competition is ready to start (approximately 30 seconds before the start)	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
With the next to star	DT_CURRENT						x
When run 1 starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_SCHEDULE_UPDATE						x
	DT_RESULT	LIVE					x
After DT_RESULT	DT_CUMULATIVE_RESULT	LIVE			x		
1st run finishes	DT_SCHEDULE_UPDATE	UNOFFICIAL	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_CUMULATIVE_RESULT	INTERMEDIATE			x		
Last competitor	DT_CURRENT						x
	DT_RESULT	UNOFFICIAL					x
After DT_RESULT	DT_CUMULATIVE_RESULT	INTERMEDIATE			x		
	DT_PDF C73C1 UNOFFICIAL Results	UNOFFICIAL					x
Results are Official for run 1	DT_RESULT	OFFICIAL					x
After DT_RESULT	DT_CUMULATIVE_RESULT	INTERMEDIATE			x		
	DT_PDF C73C1 Results	OFFICIAL					x
	DT_PDF C77C1 Race Analysis	OFFICIAL					x
Kayak and Canoe Events: Heats - 2nd run	-						
(Follow same 1st run triggering for run 2 until race is finished)	DT_RESULT	UNCONFIRMED					x
After run 2 DT_CUMULATIVE_RESULT will have DT_RESULT status	DT_CUMULATIVE_RESULT	UNCONFIRMED			x		
Last competitor	DT_CURRENT						x
	DT_RESULT	UNOFFICIAL					x
After DT_RESULT	DT_CUMULATIVE_RESULT	UNOFFICIAL			x		



	DT_PDF C73C2 UNOFFICIAL Results	UNOFFICIAL			x		
Results are official	DT_RESULT	OFFICIAL					x
After DT_RESULT	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_PDF C73C2 Results	OFFICIAL			x		
	DT_PDF C77C2 Race Analysis	OFFICIAL			x		
Kayak and Canoe Events: after Heats and Semifinal	-						
	DT_RANKING	PARTIAL		x			
If there is any configuration change for Semifinal/Final	DT_CONFIG				x		
Start List for Semifinal/Final	DT_RESULT	START_LIST					x
	DT_PDF C51C2/3 Start List	START_LIST					x
Kayak and Canoe: Semifinal and Final (Same Heats triggering except for PDFs and DT_CUMULATIVE_RESULT which won't apply for phases after heats)	-						
Kayak Cross Events: Qualification	-						
When competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
With the next to start	DT_CURRENT						x
	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_CURRENT						x
	DT_RESULT	LIVE					x
	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNCONFIRMED					x
Last competitor	DT_CURRENT						x
	DT_RESULT	UNOFFICIAL					x
	DT_PDF C73X UNOFFICIAL Results	UNCONFIRMED					x
Qualification results official	DT_RESULT	OFFICIAL					x
Kayak Cross: after Qualification/Heats/QF/SF	-						
START_LIST when bracket available and no units are complete (as soon as Qualification results are official)	DT_BRACKETS	START_LIST		x			
INTERMEDIATE after START_LIST and until the last unit is Unofficial	DT_BRACKETS	INTERMEDIATE		x			
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C77X Race Analysis	OFFICIAL			x		
START_LIST status only after Qualification	DT_PDF C75X Brackets	START_LIST		x			
	DT_RANKING	PARTIAL		x			





If there is any configuration change for H/QF/SF/F	DT_CONFIG				x		
Start List for next phase (Bib colour known) Send DT_RESULT for all the races of next phase	DT_RESULT	START_LIST					x
Before the first unit starts (START_LIST status)	DT_BRACKETS	START_LIST		x			
INTERMEDIATE after START_LIST and until the last unit is Unofficial	DT_BRACKETS	INTERMEDIATE		x			
Kayak Cross: unit level Elimination phase (H/QF/SF/F)	-						
Competitors at the platform ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
Right before the race starts competitors will choose their lane (Sort Order will change)	DT_RESULT	START_LIST					x
START_LIST before the first unit in Elimination phase	DT_BRACKETS	START_LIST		x			
Where there is already results for any unit	DT_BRACKETS	INTERMEDIATE					
First race of the phase starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
When the unit starts and with every update in information (LIVE)	DT_RESULT	LIVE					x
Kayak Cross: after any unit for H/QF/SF/F	-						
	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	OFFICIAL					x
	DT_BRACKETS	INTERMEDIATE		x			
	DT_IMAGE	OFFICIAL					x
Kayak Cross: after phase H/QF/SF	-						
	DT_PDF C77X Race Analysis	OFFICIAL			x		
	DT_PDF C75X Brackets	INTERMEDIATE		x			
	DT_RANKING	PARTIAL		x			

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
Final finishes (all events)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
All events (except for Karak Cross Elimination phase)	DT_RESULT	UNCONFIRMED					x
Only applies for Kayak/Canoe	DT_CURRENT						x



All events	DT_RESULT	UNOFFICIAL					x
Only applies for Kayak Cross	DT_BRACKETS	UNOFFICIAL		x			
Only applies for Kayak/Canoe	DT_PDF C73C1 UNOFFICIAL Results	UNOFFICIAL					x
Results are official (all events)	DT_RESULT	OFFICIAL					x
Only applies for Kayak Cross	DT_BRACKETS	OFFICIAL		x			
Only applies for Kayak Cross	DT_IMAGE	OFFICIAL					x
Only applies for Kayak/Canoe	DT_PDF C73C1 Results	OFFICIAL					x
All events	DT_PDF C77X Race Analysis	OFFICIAL					x
Only applies for Kayak Cross	DT_PDF C75X Brackets	OFFICIAL		x			
All events	DT_MEDALLISTS	OFFICIAL		x			
All events	DT_MEDALLIST_DISCIPLINE		x				
All events	DT_MEDALS		x				
To be sent after DT_MEDALLISTS (all events)	DT_RANKING	OFFICIAL		x			
All events	DT_PDF C92A Medallists	OFFICIAL		x			
All events	DT_PDF C93 Medallists by Event		x				
All events	DT_PDF C95 Medal Standings		x				
All events	DT_PDF C96 Final Placing by NOC		x				
All events (Use CAS - Canoe sport code)	DT_PDF C97 Canoe Medal Standings		x				
All events	DT_PDF C74C Event Summary			x			
All events	DT_PDF C76 Competition Summary		x				

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
V1.0	23 June 2017	First Version
V1.1	9 January 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Updated
V2.2	24 January 2019	Updated - CRs
V2.3	14 August 2019	Updated - CRs
V2.4	14 Feb 2020	Updated
V2.5	13 Mar 2020	Updated
V3.0	3 Jun 2022	First version for Paris 2024
V3.01	12 Aug 2022	Updated
V3.1	10 Feb 2023	Approved
V3.2	24 Mar 2023	CR025555
V3.3	14 Jul 2023	CR025912
V3.4	15 Sep 2023	CR026560

### File Reference: SOG-2024-CSL-3.4 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First Version
V1.1	SFR	Delete DT_PARTIC_TEAMS (not required) from applicable messages DT_PARTIC: Correct typo in Bib DT_RESULT: Correct typo in triggering DT_CURRENT: Clarify when INTERMEDIATE needed.
V2.0	SFR	DT_CUMULATIVE_RESULT: DocumentCode in the header changed to phase level DT_RANKING: Added Result/Diff and clarify that Result/Result is for highest phase reached. CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	APP	DT_CUMULATIVE_RESULT: Add time and penalty at run level
V2.2	APP	CR16928 in DT_RESULT & DT_CURRENT: - Move PROGRESS/PTY @Result /ExtendedResults /ExtendedResult to Attribute Result/Pty. - Move PTY @Result /ExtendedResults /ExtendedResult /Extension to Attribute PROGRESS/INTERMEDIATE/Pty @Result /ExtendedResults /ExtendedResult Remove ValueType throughout the document (standardization) CR 17129 in DT_CONFIG: Add EC/GATE. Wording clarifications without changing the meaning.
V2.3	APP	CR16640: Add ODF Version @Competition CR17809: Change Participant/OlympicSolidarity to disallow N
V2.4	APP	CR18565 DT_PARTIC: Update the description of Participant/Weight DT_RESULT: Add Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Clarify description at Result/Rank DT_CUMULATIVE_RESULT: Clarify description at Result /ResultItems /ResultItem /Result /Rank



		DT_CONFIG: Clarify when data is included in message (after public release) [188256] Minor typographical corrections
V2.5	APP	DT_RESULT: Remove Value2 @PROGRESS/GATE_PTY @ Result /ExtendedResults /ExtendedResult
V3.0	SFA	DT_PARTIC: Remove Participant/Height and Participant/Weight DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /Bib DT_RESULT: Update Result DT_RESULT: Add PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult to remove the Extension TIME DT_RESULT: Update Result/Pty DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/QualificationMark DT_RESULT: Add PROGRESS/FAULT at Result /ExtendedResults /ExtendedResult DT_RESULT: Update PROGRESS/GATE_PTY at Result /ExtendedResults /ExtendedResult DT_RESULT: Add ER/PHOTO at Result/ExtendedResult DT_RESULT: Update Trigger and Frequency DT_RESULT: Update Result/StartOrder and Result/StartSortOrder DT_CURRENT: Update Description DT_CURRENT: Update PROGRESS/GATE_PTY at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add PROGRESS/INTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult to remove the Extension TIME DT_CURRENT: Add PROGRESS/INTERMEDIATE/Arrive at Result /ExtendedResults /ExtendedResult to remove the Extension CURRENT DT_CURRENT: Update Result/Pty DT_IMAGE: Message added DT_CUMULATIVE_RESULT: Remove ER/PTY at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult and add at Result/Pty DT_CUMULATIVE_RESULT: Remove ER/BEST at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult and add in ER/TIME as Value2 DT_RANKING: Update Result/ResultType DT_RANKING: Update Result/Result DT_RANKING: Update Result/Diff DT_BRACKETS: Add DT_CONFIG: Update EC/GATES_NUM at Configs /Config /ExtendedConfig DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule DT_CONFIG: Add EC/INTERMEDIATE/NAME at Configs /Config /ExtendedConfig DT_CONFIG: Add EC/LENGTH at Configs /Config /ExtendedConfig DT_CONFIG: Add EC/PLATFORM at Configs /Config /ExtendedConfig DT_CONFIG: Update EC/GATE at Configs /Config /ExtendedConfig
V3.01	SFA	Update Overview at 2.1 DT_RESULT: Update PROGRESS/INTERMEDIATE @Value at Result /ExtendedResults /ExtendedResult DT_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update ResultStatus and triggering DT_CUMULATIVE_RESULT: Update DISPLAY/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_BRACKETS: Update Message Sort DT_CONFIG: Update EC/INTERMEDIATE/Value to O at Configs /Config /ExtendedConfig
V3.1	APP	Approved
V3.2	APP	DT_RESULT: Update Diff for PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult [CR025555] DT_RESULT: Add ER/FINISH_ORDER at Result /ExtendedResults /ExtendedResult [CR025555] DT_PHASE_RESULT: Message added [CR025555] DT_BRACKETS: Update Triggering [CR025555]
V3.3	APP	DT_WEATHER: Updated to be common [CR025912]
V3.4	APP	DT_RESULT: Add ER/LL at Result /ExtendedResults /ExtendedResult [CR026560] DT_PHASE_RESULT: Add Result /ExtendedResults /ExtendedResult [CR026560]