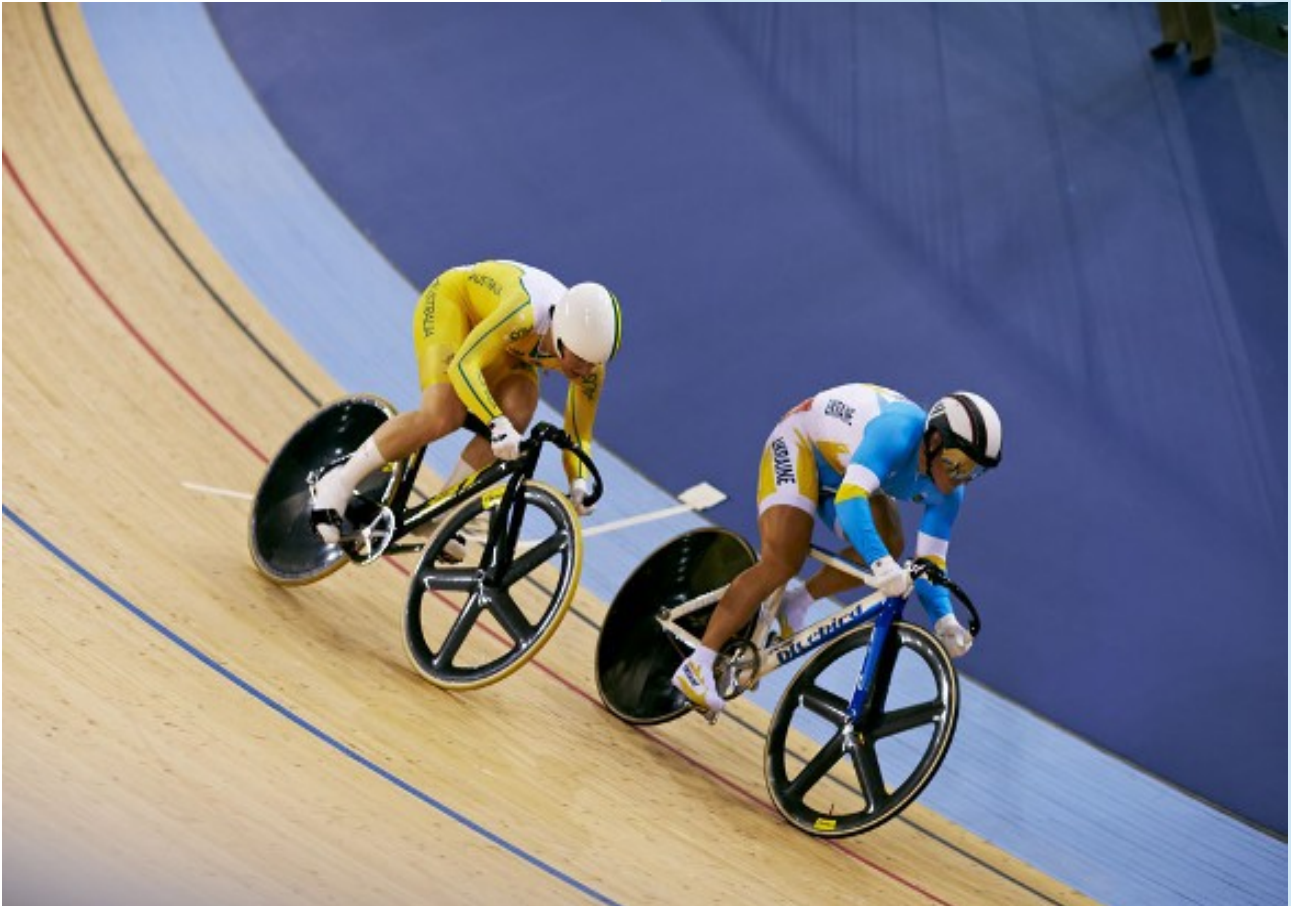




# Olympic Data Feed



## Cycling Track ODF Data Dictionary

Technology and Information Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Cycling Track Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Cycling Track Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



## 2 Messages

### 2.1 Cycling Track Overview

#### MESSAGES IN EACH EVENT

##### SPRINT

- \* One DT\_RESULT in qualifying for the single unit
- \* One DT\_RESULT for each unit (race) in subsequent phases before quarter finals
- \* One DT\_RESULT in head-2-head quarterfinals/semifinals and finals which consists of best of three races
- \* DT\_BRACKETS is sent for the overall event progression

##### TEAM SPRINT

- \* One DT\_RESULT for each unit, single unit in qualifying, head-2-head units in subsequent phases.
- \* DT\_PHASE\_RESULT is sent for the First Round only.

##### KEIRIN

- \* One DT\_RESULT for each unit (race) in all phases

##### TEAM PURSUIT

- \* One DT\_RESULT for each unit, single unit in qualifying, head-2-head units in subsequent phases.
- \* DT\_PHASE\_RESULT is sent for the First Round only.

##### OMNIUM

- \* One DT\_RESULT for each of the four races within the omnium. Note that in the last unit in omnium the rank is the omnium rank, not race rank.
- \* One DT\_CUMULATIVE RESULT for the omnium ranking

##### MADISON

- \* One DT\_RESULT (single unit)

##### SCHEDULE

- \* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include each non-finals phase (schedule=Y) for phases with multiple units except finals. In these cases, the units are also sent with schedule=S. Finals are sent at unit level with schedule=Y.
- \* In the special case of sprint where there are multiple runs then the schedule is sent at run level (with schedule=Y). Each unit (heats inc. 3 runs) is also sent with schedule=S.
- \* In the special case of sprint finals the medaflag will be enable for both the second run and decider.

##### PARALYMPIC GAMES

- \* Class is only used in the Paralympic Games.

### 2.2 Applicable Messages

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type



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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team 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 (start list, event unit results, 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 can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of 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			
		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		
	Bib		
	Class		
	Substitute		
	<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-CTR-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
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)	UCI 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
Bib	O	S(4)	Athlete Bib / Race Number, to be sent in UPDATE message only (if available).
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Cycling Track



Substitute	O	S(1)	Send "Y" if substitute else do not send
------------	---	------	---

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type		Code	Pos	Description
ENTRY		GUIDE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	ID to identify the pilot for para cycling events.
ENTRY		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 List of teams / List of teams update

### 2.3.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams 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 teams (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.

### 2.3.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up



to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

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

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen Sport Codes			
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator		
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order
		<a href="#">Discipline (0,1)</a>	Code <a href="#">RegisteredEvent (0,1)</a>	Event

### 2.3.2.5 Message Values

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



Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline

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





Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
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### 2.3.2.6 Message Sort

The message is sorted by Team @Code.



## 2.3.3 Event Unit Start List and Results

### 2.3.3.1 Description

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

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Unit</a>	Full RSC of the unit (heat/race as applicable)
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.

### 2.3.3.3 Trigger and Frequency

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

\* As soon as the start list is known and with any changes / IRMs before the start. (START\_LIST)



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

- \* As soon as the competition starts (LIVE)
- \* After any addition / change in any data during the competition (LIVE)

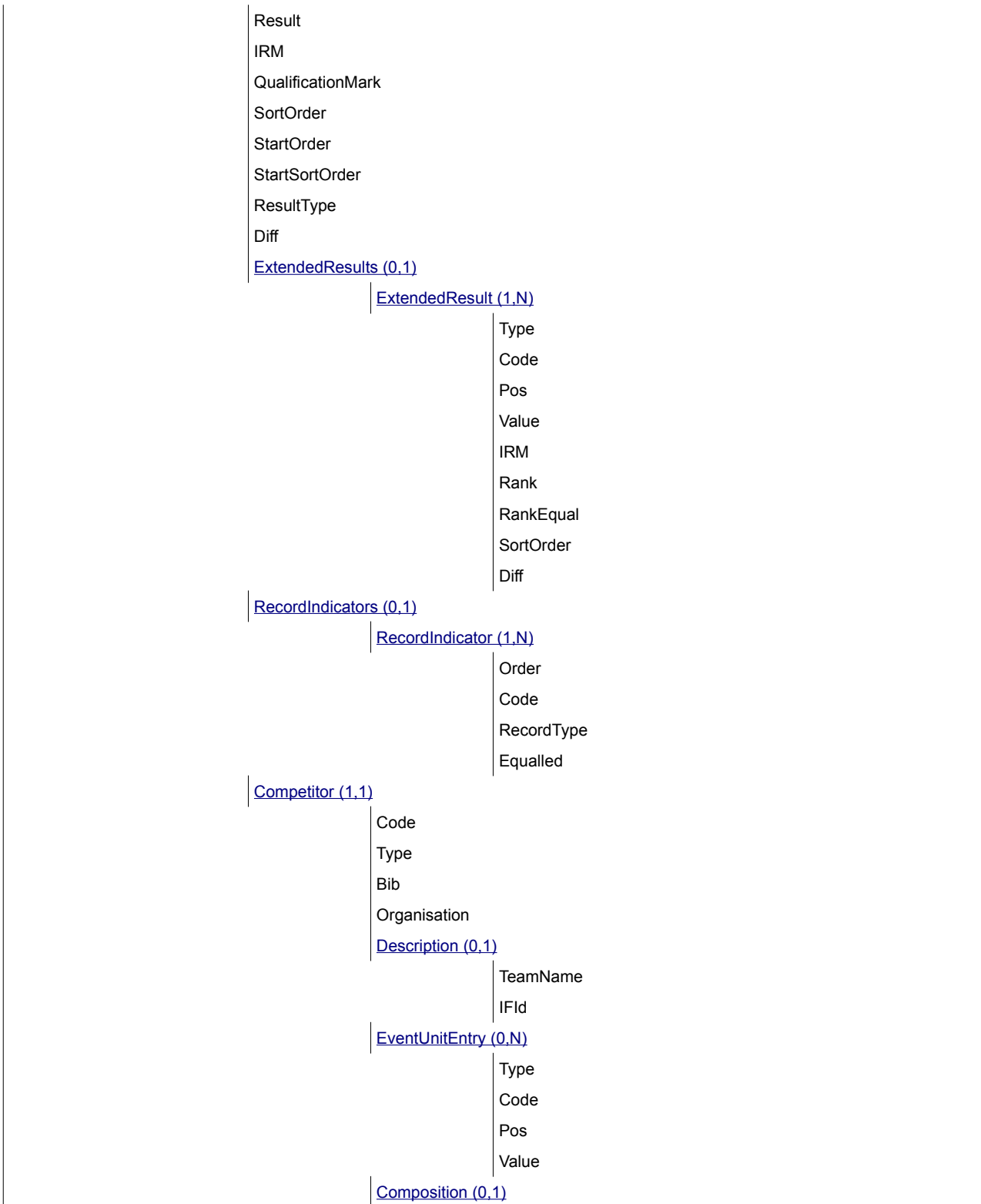
This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The message is sent as 'INTERMEDIATE' during extended breaks:

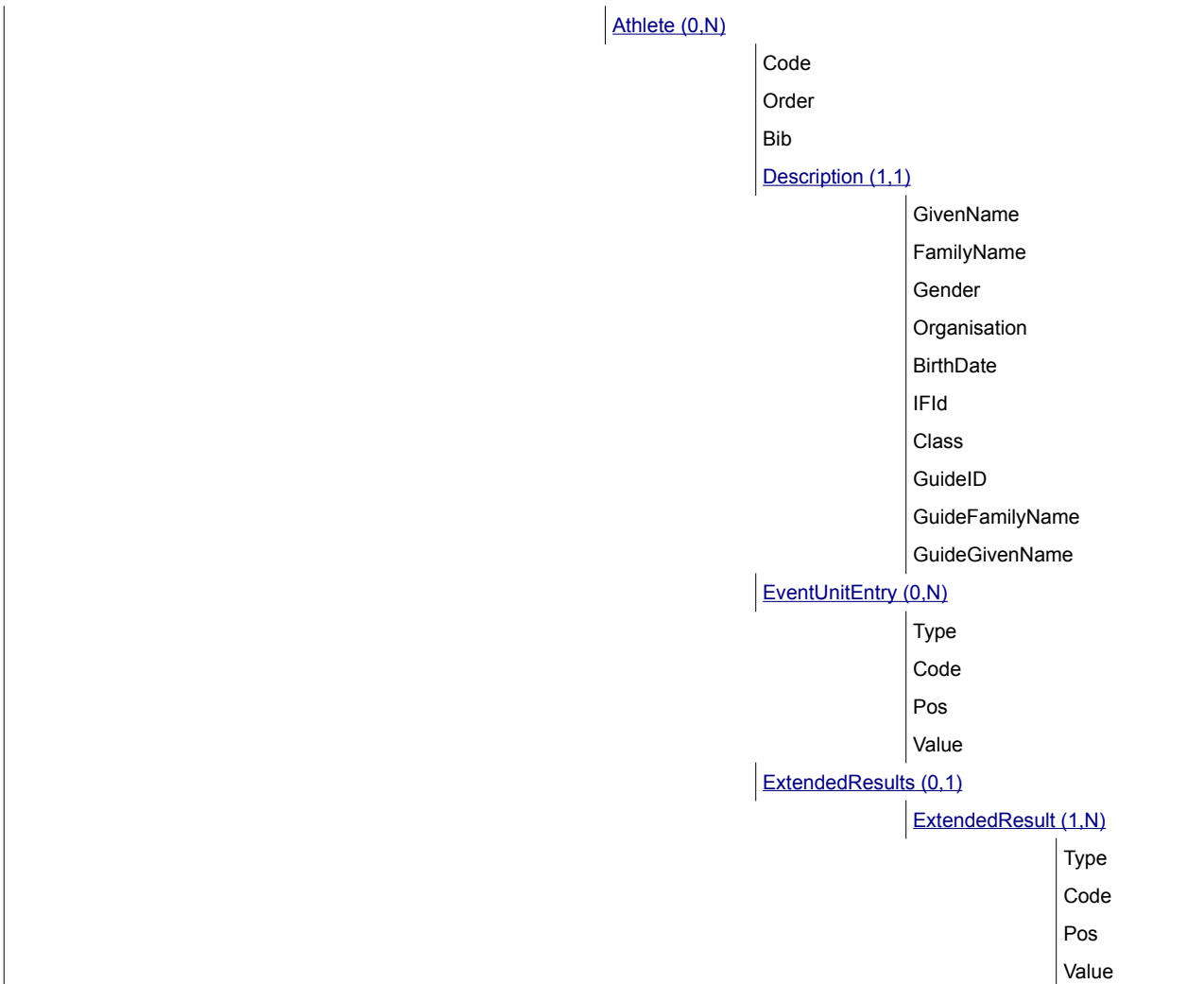
- \* For Sprints event, when progression of phase is the best of three races, (INTERMEDIATE) is used at the end of Race 1 and 2.
- \* After all competitors have finished the unit (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)
- \* Trigger after any change

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<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="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1,N)</a>						
		Rank					
		RankEqual					





### 2.3.3.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
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	ELAPSED_TIME	Numeric #0	Pos Description: Send 1, 2 or 3 in Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals, Points Race, Omnium Points Race, Omnium Tempo Race, Scratch Race, Omnium Scratch Race/ Elimination Race and Madison	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Keirin and Individual m:ss.fff  other races mm:ss	Send the elapsed time for the winner of the event unit. Do not send minutes if zero.
UI	SPEED_AVG	Numeric #0	Pos Description: Send 1, 2 or 3 in Individual Sprint finals, otherwise do not send anything Element Expected: Just for Keirin, Individual Sprint Finals, Madison, Points Race, Omnium Points Race, Omnium Tempo Race, Scratch Race, Omnium Scratch Race/Elimination Race	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the average speed in km/h of the winner during the event unit
DISPLAY	CURRENT	Numeric 0	Pos Description: 1 or 2 if more than one on the track Element Expected: Individual Sprint Qualifying, Time Trial and only when the unit is LIVE.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the competitor currently riding. Remove only for new competitor or the unit is finished.
DISPLAY	NEXT	Numeric 0	Pos Description: 1 or 2 if more than one on the track Element Expected: Individual Sprint Qualifying, Team Sprint Qualifying, Team Pursuit Qualifying and Time Trial and only when the unit is LIVE.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the next competitor to ride after current.
DISPLAY	UNIT_CURRENT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Individual Pursuit and only when the unit is LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current heat/race number



DISPLAY	LAST_UNIT	N/A	Element Expected: Send in Team Pursuit Qualifying, Team Sprint Qualifying, Time Trial, Individual Pursuit. (Update just at the end of Heat/race), and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric 0	Send the last heat/race number
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Send a numeric (1, 2..) to allow more than one competitor to be applicable. Only send if more than 1. Element Expected: Time Trial, Individual Sprint, Omnium Points Race, Omnium Tempo Race, Team Sprint, Madison and Team Pursuit and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID (team in team events) of the last competitor(s) to ride, or in Omnium Points Race ID's of athletes to Score in the Recent Sprint.
DISPLAY	LAST_QUAL	N/A	Element Expected: As soon as it is known (Only for Individual Sprint and Team Sprint)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (in Qualifying round) In the situation where insufficient riders have participated to show the last qualifying position then show the current last place.
DISPLAY	QUAL_TIME	N/A	Element Expected: Individual sprint qualification after the number of athletes to be eliminated in the phase have a result.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	ss.fff	Send the time of the athlete who is ranked one higher than the number of athletes to be eliminated in the phase.
DISPLAY	RECENT_SPRINT	N/A	Element Expected: Send in Madison, Points Race, Omnium Points Race, Omnium Tempo Race and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Send the most recent sprint number
DISPLAY	LAPS_REMAIN	N/A	Element Expected: Send in Madison, Omnium Scratch Race, Omnium Tempo Race, Omnium Points Race and only when the unit is LIVE
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric	Send the number of laps remaining (to go)



			##0	
DISPLAY		ELIMINATED	Numeric #0	Pos Description: Send sprint number for eliminated competitor Element Expected: Send in Omnium Elim Race for most recently eliminated competitor only when LIVE or UNOFFICIAL.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the last eliminated competitor ID
LEADER		INTERMEDIATE	N/A	Element Expected: Team Pursuit, Team Sprint after qualifying and only when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the split most recently passed by the leader in the race

**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
UnitNum	O	S(15)	Heat number for the event unit where applicable.

**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 for the competitor at the event unit. The Rank is by phase in case of Finals In omnium points race this is the omnium rank
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send.
Result	O	m:ss.fff (time) or Numeric #0 (points)	The result of the competitor in the event unit.  Send if ResultType is different from IRM except in the case OVL in Team Pursuit where no result is applicable for the winner.





		or -Numeric #0 (points)	Time result or Points  In the case of Para Cycling time trial this is the factored time.
IRM	O	<a href="#">SC.@IRM</a>	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_TIME or IRM_POINTS
QualificationMark	O	<a href="#">SC.@QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition. Always expected where the competitor progresses.
SortOrder	M	Numeric	Used to sort all the results of the 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	Competitor's start order. Send according to the sport rules and in the special case of Time Trial, Team Pursuit Qualifying & Team Sprint Qualifications this is the Start Order/Heat Number.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	<a href="#">SC.@ResultType</a>	Type of the @Result attribute Not required for winner in Team Pursuit in OVL.
Diff	O	+s.fff	Time Behind Leader Do not send for leader

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point) Element Expected: Units with defined intermediates	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.fff	Competitors intermediate point time (from the start to this point. In the case of Para Cycling time trial this is the factored time.
	IRM	O	<a href="#">SC.@IRM</a>	IRM code is applicable in sprint (for a single race)
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult, rank at the intermediate point.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.



				Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+s.fff	Time behind the leader at the corresponding intermediate point. Do not send for leader
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Sprint finals</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	WINNER		
	Pos	N/A		
	Value	S(1)	Send "Y" if this competitor has won the race.	
PROGRESS		SECTION	Numeric ##0	Pos Description: Section number as defined in DT_CONFIG, from 2 to the total number of sections. (Section 1 is start to first intermediate) Element Expected: Units with defined intermediates
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.fff	Competitor's time for this section In the case of Para Cycling time trial this is the factored time.
	Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank in the section.
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on whole list (with the ones who have not reached the section as well – after the ones who have, but before the IRMs. Sorted by the section passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
PROGRESS		LAP	Numeric 0	Pos Description: Lap number, 1.. (Lap 1 etc) Element Expected: Units with lap times
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	s:fff	Time for each completed lap (not cumulative) In the case of Para Cycling time trial this is the factored time.
PROGRESS		SPLIT	Numeric 0	Pos Description: Each half lap point from the start 1..n (half Lap 1 etc) for events (where n is the finish point)



				Element Expected: For Team Pursuit and Team Sprint
Attribute	M/O	Value	Description	
Value	M	m:ss:fff	Time for the split to @Pos. Do not send minutes if zero. In the case of Para Cycling time trial this is the factored time.	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult. Send the rank in the split	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.	
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on whole list (with the ones who have not reached the lap as well – after the ones who have, but before the IRMs. Sorted by the half lap passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	
Diff	O	+s.fff	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding split. Do not send for leader.	
PROGRESS	LAST_QUAL	N/A	Element Expected: Sprint Qualifying, Time Trial Qualifying	
Attribute	M/O	Value	Description	
Value	M	S(1)	Send “Y” if this competitor is in the last qualifying place else do not send.	
PROGRESS	DIFF_LAST	N/A	Element Expected: For Ind/Team Pursuit Qualifying, Time Trial Qualifying	
Attribute	M/O	Value	Description	
Value	M	+m:ss.fff	Time behind last qualifying positioned competitor. Do not send minutes if zero. Only send if not in qualifying position.	
PROGRESS	SPEED_AVG	N/A	Element Expected: For Ind. Sprint Qualifying. Time Trial, Ind/Team Pursuit all phases and Team Sprint all phases.	
Attribute	M/O	Value	Description	
Value	M	Numeric #0.000	Average speed in km/h in the race	
PROGRESS	STATUS	N/A	Element Expected: If available	
Attribute	M/O	Value	Description	
Value	M	String	Send the status	
PROGRESS	WARNING	N/A	Element Expected: If applicable	



	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the competitor has received a warning
PROGRESS		LAP_PTS	Numeric 0	Pos Description: Send 1 for points gained, 2 for points lost and 3 for balance Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	M/O	Value	Description
	Value	M	+Numeric +#0	Send the number of lap points (gained, lost or balance) (1 for points gained, 2 for points lost and 3 for balance)
PROGRESS		PTS_SPRINT	Numeric #0	Pos Description: Send the sprint number @Pos 1..n and TOT for total of all sprints Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of points at the sprint
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult.  Index based on points obtained in each sprint (only for riders who get points, sorted first rider who get more points in the sprint to less points), but in last Sprint will be used to get finish order for all riders.
PROGRESS		LAPS_DOWN	N/A	Element Expected: For Scratch, Omnium Scratch Race/Elimination
	Attribute	M/O	Value	Description
	Value	M	-Numeric -0	Send the number of laps down
PROGRESS		EXPLANATION	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	String	Send the incident explanation
PROGRESS		PHOTO	Numeric	Pos Description: Send 1, 2 or 3 for Sprint Finals, to know the race affected by Photo-finish decision, otherwise Do not send anything Element Expected: Sprint Finals, Keirin and Omnium Scratch Race At the end of the race. Only send for competitor who needs that otherwise DO NOT send.
	Attribute	M/O	Value	Description
	Value	M	S(1)	To know if the competitor's final result was



				decided by photo. Send P for Pending Status. Send Y when evaluated 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
PROGRESS		LAST_SPRINT	N/A	Element Expected: Points Race/Omnium Points Race, Omnium Tempo Race, Madison
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the last sprint number completed by the competitor
PROGRESS		FINISH	N/A	Element Expected: Omnium Points Race
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the finishing order in race
ER		REAL_TIME	N/A	Element Expected: Para Cycling Time Trial if it is a factored race.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.fff	Unfactored time for the competitor.

**Sample (Team Pursuit Qualifying)**

```
<Result Rank="1" ResultType="TIME" Result="3:52.499" QualificationMark="Q" SortOrder="1" StartOrder="3" StartSortOrder="3" >
<ExtendedResults>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:05.209" Rank="1" SortOrder="1"/>
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:04.826" Rank="1" SortOrder="1"/>
....
<ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="59.617" Rank="1" SortOrder="1"/>
".
<ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="1" Value="13.116" Rank="1" SortOrder="1"/>
<ExtendedResult Type="PROGRESS" Code="SPLIT" Pos="2" Value="20.808" Rank="1" SortOrder="1"/>
....
<ExtendedResult Type="PROGRESS" Code="LAP" Pos="1" Value="20.808" Rank="1" SortOrder="1"/>
<ExtendedResult Type="PROGRESS" Code="LAP" Pos="2" Value="14.040" Rank="1" SortOrder="1"/>
....
<ExtendedResult Type="PROGRESS" Code="SPEED_AVG" Value="61.935" />
</ExtendedResults>
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric 0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value.



RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	A for athlete, T for team
Bib	O	S(4)	Team Bib number (Madison only)
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type	Code	Pos	Description	
EUE	WARNING	N/A	Element Expected: If applicable for all phases in Team Pursuit and Team Sprint	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of the team has received a warning in a previous race else do not send
EUE	LINEUP	N/A	Element Expected: Madison	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Line-up location. Send 1 for fence and 2 for the blue band

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if



		0	Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(26) or S(4)	Race number Individual athlete's race number (if Competitor @Type="A") or team member's race number (if Competitor @Type="T")

**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
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

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

**Individual athletes entry information.**

Type	Code	Pos	Description
EUE	LINEUP	N/A	Element Expected: Send for Points Race, Tempo Race and Omnium Scratch Race/Elimination, Madison,
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
			Line-up location. Send 1 for fence and 2 for the blue band (not madison) Send 1 for black and 2 for red in Madison
EUE	STATUS	N/A	Element Expected: Team events in the case of replacement
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send R for replaced athlete
EUE	PTS_BEFORE	N/A	Element Expected: In Omnium when updated after previous race (not for first race)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
			Points achieved in Omnium before this event unit
EUE	WARNING	N/A	Element Expected: If applicable



	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rider has received a warning in a previous race else do not send.
EUE		FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only
	Attribute	M/O	Value	Description
	Value	M	Numeric #00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				
	Type	Code	Pos	Description
	PROGRESS	PULLED_OUT	N/A	Element Expected: For Team events if applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rider pulled out before the finish else do not send.

### 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.

In cycling track the message is only applicable in team sprint first round and team pursuit first round.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Phase</a>	Full RSC of the phase Team Pursuit First Round and Team Sprint First Round
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 (used after each unit in the phase) UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

Send as follows:

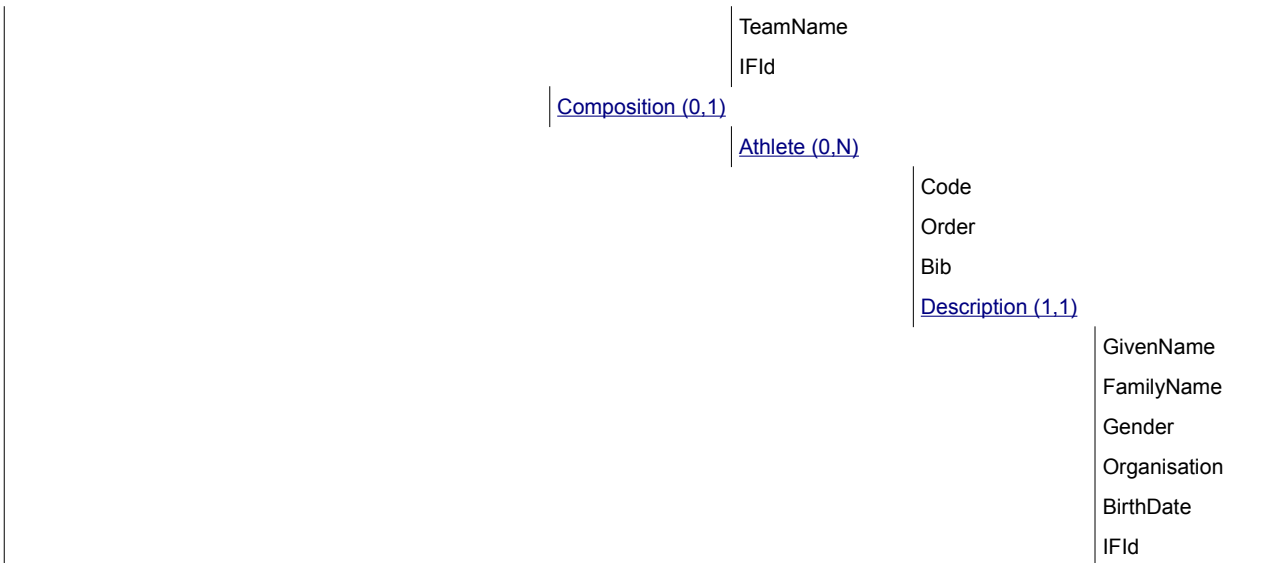
- Send after every heat (INTERMEDIATE).
- Do not send data for units which have not started.
- Send as UNOFFICIAL / OFFICIAL when all units are complete.

### 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 UnitsTotal UnitsComplete			
		<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 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="#">Description (0.1)</a>			



### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	<a href="#">CC @Unit</a>	Full RSC of the most recent unit information included in the message
UnitsTotal	M	Numeric ##0	Total units expected related data impacting this message.
UnitsComplete	M	Numeric ##0	Total units completed which have related data impacting this 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 phase. The competitors are ranked according to progress to the finals. In team pursuit winners of heats 3 & 4 at the top by time then all other teams ordered by time only (3-8). In team sprint order by place then by time (4 winners first in time order)
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	m:ss.fff	Result for the particular phase., do not send zero minutes. Send Only in the case @ResultType is TIME or IRM_TIME.
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if applicable.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Send applicable mark
SortOrder	M	Numeric #0	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>	Result type

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	UNIT_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the heat number
ER	UNIT_RANK	N/A	Element Expected: In applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the rank in the heat

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)	T for team
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

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	Order attribute used to sort team members in a team
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

### 2.3.4.6 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 cycling track, the cumulative results message is used only in the omnium.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the event
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.

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

- \* Send as LIVE when any sub-event is in progress, or after any change in global rank (except Scratch Race).
- \* Send as INTERMEDIATE after each sub-event.



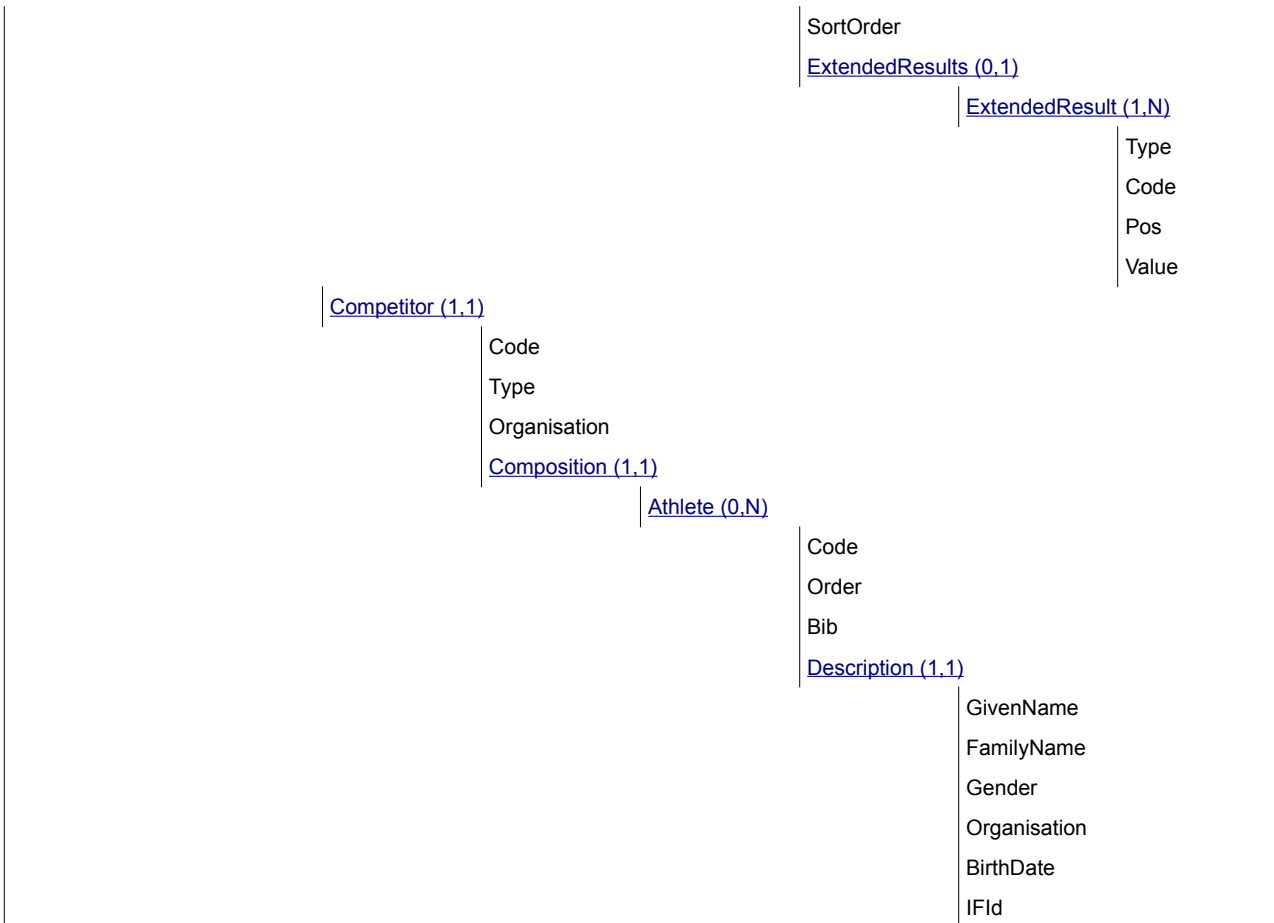
\* Send as UNCONFIRMED (optional, will be used only in special cases) / UNOFFICIAL / OFFICIAL after the point race.

\* Send for any other change

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">Progress (0,1)</a>					
			LastUnit				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1,N)</a>						
		Rank					
		RankEqual					
		Result					
		ResultType					
		IRM					
		SortOrder					
		<a href="#">ResultItems (0,1)</a>					
			<a href="#">ResultItem (1,N)</a>				
				Unit			
				Order			
				<a href="#">Result (1,1)</a>			
					Rank		
					RankEqual		
					ResultType		
					ResultPoints		
					IRM		



### 2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

**Element: Competition /ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**





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

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

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

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	O	<a href="#">CC @Location</a>	Location code
LocationName	O	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 of the competitor in the cumulative result
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	Numeric ##0	The cumulative result of the competitor. Send the total number of points won by the competitor.
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 or IRM_POINTS
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

**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 @Phase</a>	Full phase level RSC of the latest schedule item which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

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

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.



RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem. Only send in the case of IRM.
ResultPoints	O	Numeric #0	The points achieved in the phase identified by /ResultItems /ResultItem. Send just in case of @ResultType is not IRM and the value not 0.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PROG_RANK	N/A	Element Expected: Send where the data exists	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Rank of the athlete after this phase
ER	PROG_PTS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Overall points of the athlete after this phase

### Sample (Omnium)

```
<Result Rank="1" ResultType="POINTS" ResultPoints="36" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="CTRMSCRATCH....." Order="1">
      <Result Rank="3" ResultPoints="36" SortOrder="3" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PROG_RANK" Value="3"/>
          <ExtendedResult Type="ER" Code="PROG_PTS" Value="36"/>
        <ExtendedResults>
      </Result>
    </ResultItems>
  </Result>
```

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)	Athlete Bib / Race 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

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	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	S(10)	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 ... Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	<a href="#">CC @ResultStatus</a>	Only applicable status is OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

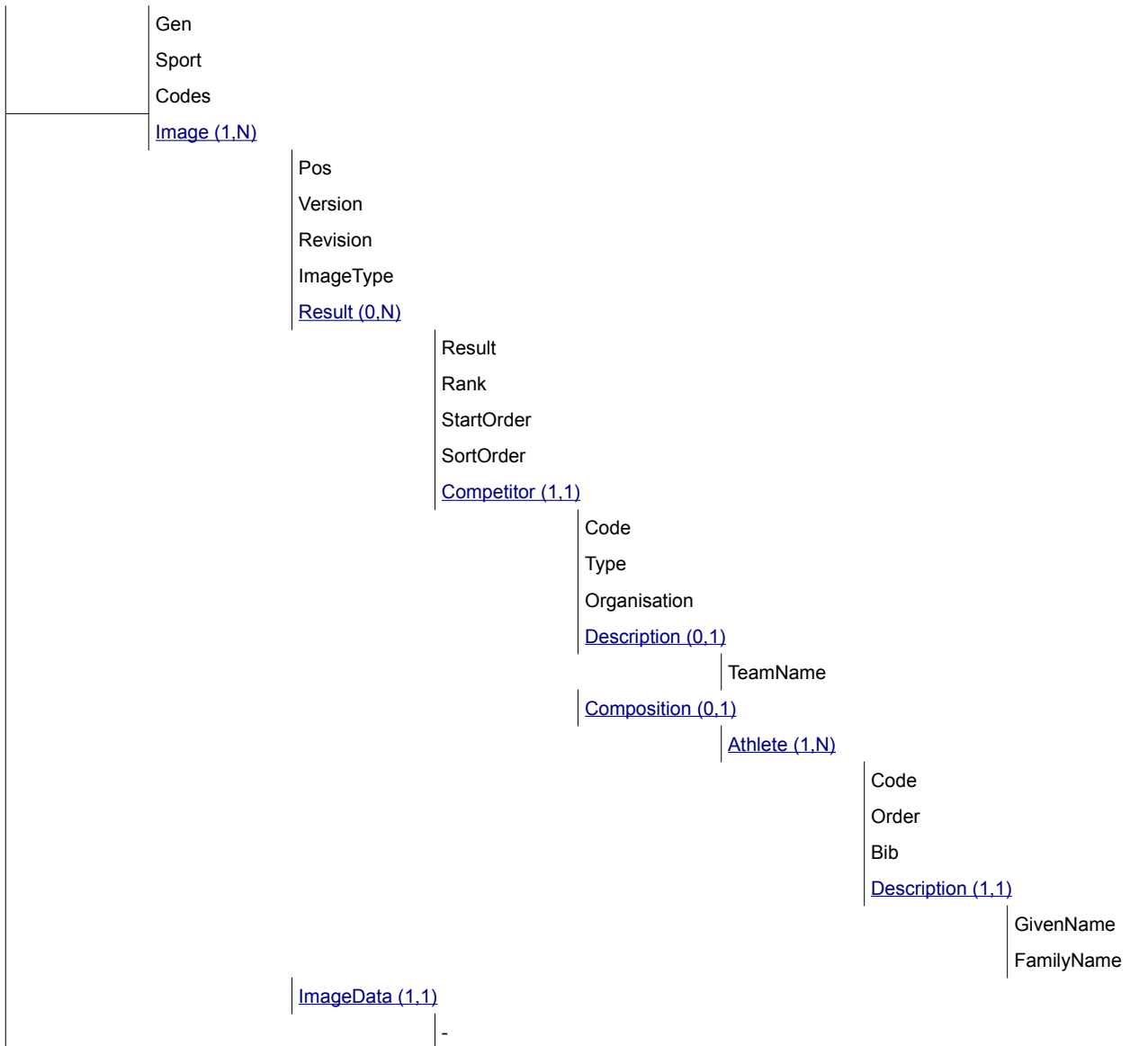
### 2.3.6.3 Trigger and Frequency

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 way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

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)	Athlete Bib / Race 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 (Photofinish)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA 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 particular 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 used in the individual sprint events in cycling track.

### 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 (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches 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 at the very beginning of a competition, as soon as brackets are available.

Send when an event unit is completed with and Official status. The message should be updated including information on each competitor in the different bracket items.

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

- \* Send with ResultStatus = 'START\_LIST' before the start of the competition
- \* Send with ResultStatus = 'INTERMEDIATE' after the start and until the last event unit (Gold Medal Match) is official (i.e. for all event units up until the Gold Medal match is completed for an event)
- \* Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) 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="#">VenueDescription (0,1)</a>							
			Venue						
			VenueName						
	<a href="#">Bracket (1,N)</a>								
		Code							
		<a href="#">BracketItems (1,N)</a>							
			Code						
			<a href="#">BracketItem (1,N)</a>						
				Code					
				Order					
				Position					
				Date					
				Time					
				Unit					
				<a href="#">CompetitorPlace (1,N)</a>					
				Pos					
				Code					
				WLT					
				ResultType					
				IRM					
				StrikeOut					
				<a href="#">PreviousUnit (0,1)</a>					
					Unit				
					WLT				
				<a href="#">Competitor (0,1)</a>					



### 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 /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

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



Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric or TBD	Bracket code to identify a bracket item. Unique identifier for the BracketItem.  In general, it will be sent the heat number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known
Order	M	Numeric ##0	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
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	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
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 ...).
Code	O	SC @CompetitorPlace or SC @IRM	When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	<a href="#">SC @WLT</a>	W or L, indicates the winner or loser of the bracket item. Always send when known.
ResultType	O	SC @ResultType	Type of the @Result attribute, used for IRM only
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, if applicable
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /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 code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
WLT	O	<a href="#">SC @WLT</a>	Send W or L for winner or loser of previous match.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	<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's ID
Order	M	Numeric 0	1 for Competitor @Type="A".

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<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
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

### Sample (Sprint)



```
<Bracket Code="FNL">
  <BracketItems Code="QFNL">
    ...
    <BracketItem Order="2" Position="2" Unit="CTRMSPRINT-----QFNL00020000" >
      <CompetitorPlace Pos="1" WLT="W">
        <Competitor Code="1126413" Type="A" Organisation="ESP" >
          <Composition>
            <Athlete Code="1126413" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1994-12-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" WLT="L">>
        <Competitor Code="1093294" Type="A" Organisation="SUI" >
          <Composition>
            <Athlete Code="1093294" Order="1" >
              <Description GivenName="John" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1992-12-13" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
```

### 2.3.7.6 Message Sort

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



## 2.3.8 Records

### 2.3.8.1 Description

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

Special Situations – Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 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 @Discipline</a>	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

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

### 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	Level 8	Level 9
<a href="#">Competition (0.1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0.1)</a>							
		<a href="#">SportDescription (0.1)</a>						
			DisciplineName					
	<a href="#">Record (1.N)</a>							
		Code						
		<a href="#">Description (1.1)</a>						
			Name					
		<a href="#">RecordType (1.N)</a>						
			Order					
			RecordType					
			Shared					
			NotEstablished					
			NotEstablishedLabel					
			<a href="#">RecordData (0.N)</a>					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				
				Date				
				Time				
				Equalled				
				Competition				
				Historical				
				Current				
				ModificationIndicator				
				<a href="#">Extension (0.N)</a>				
					Type			
					Code			
					Pos			
					Value			
				<a href="#">Competitor (0.1)</a>				
					Code			



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

### 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

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





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

Element: Competition /Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC @NoRecord	The code to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	<a href="#">SC @ResultType</a>	Indicates whether the record result is a distance, a time, etc.
Result	M	m:ss.fff	The performance of the competitor for the record or standard. Do not send minutes if zero.
Unit	O	<a href="#">CC @Unit</a>	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	<a href="#">CC @Country</a>	Always send for new records and where known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled.



			Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Competition /Record /RecordType /RecordData /Extension (0,N)				
Type		Code	Pos	Description
ER		AVG_SPEED	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Speed of the record in km/h

Element: Competition /Record /RecordType /RecordData /Competitor (0,1)				
Competitor to whom the record is assigned.				
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".				
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	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known	

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)				
Competitors extended information.				
Attribute	M/O	Value	Description	
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.	

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete	



Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".
-------	---	---------------	---

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
GuideID	O	S(20) without leading zeros	ID of the Guide used in the record, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

### 2.3.8.6 Message Sort

The following order applies:

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



## 2.3.9 Event Final Ranking

### 2.3.9.1 Description

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

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

### 2.3.9.2 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_@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.

### 2.3.9.3 Trigger and Frequency

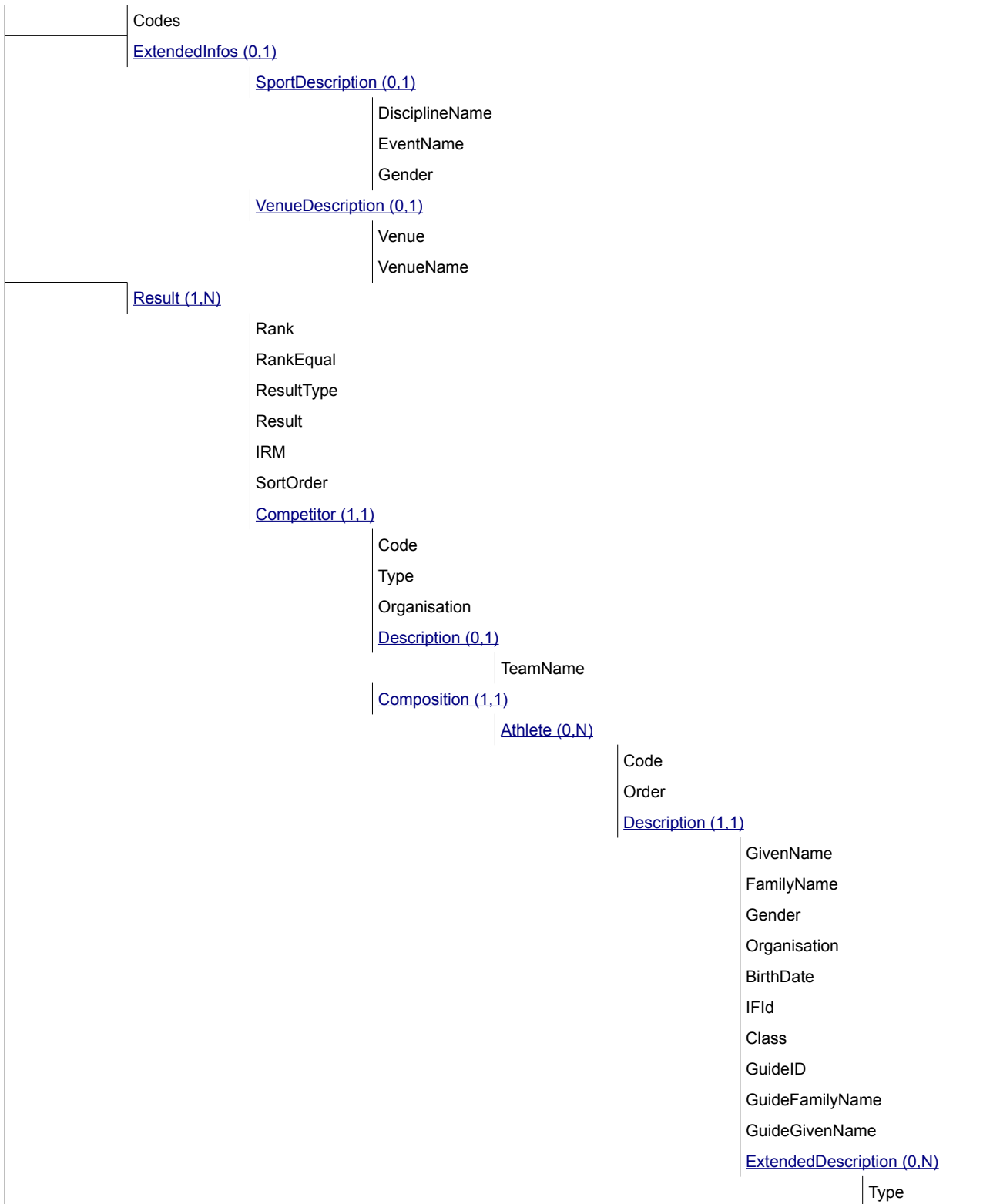
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.3.9.4 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						





	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 /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. Must be included if it is a single gender

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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute (only for Omnium event)
Result	O	Numeric #0	The result of the competitor in the event. (only for Omnium event) Send just if ResultType is different from IRM
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.



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

Element: Competition /Result /Competitor /Description (0,1)			
Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	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
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Team events in the case of replacement
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			<b>Description</b>
			Send R for replaced athlete

### 2.3.9.6 Message Sort

Sort by Result @SortOrder





## 2.3.10 Event's Medallists

### 2.3.10.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

### 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_@Event</a>	Full RSC at event level
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	It indicates the result status: 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.

### 2.3.10.3 Trigger and Frequency

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.

Sent immediately after the unit is finished and the results are unofficial or in the case of longer duration events sent before the unit is finished but as soon as the medallists are confirmed. In case of any delay in publishing unofficial results it must be sent at the latest 5 minutes before any ceremony starts with Status=UNOFFICIAL. To be clear, this message must be sent before any ceremony.

The message is sent with ResultStatus=OFFICIAL when the medallists are officially known in the sport.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

In summary:

- Normal case (where the results quickly become official): DT\_MEDALLISTS is sent with ResultStatus=OFFICIAL when the event is OFFICIAL
- Separate units to determine all medals: DT\_MEDALLISTS is sent with ResultStatus=PARTIAL after the first unit with medals is complete (with status OFFICIAL or UNOFFICIAL) and then OFFICIAL after event is completed with all units are OFFICIAL.
- Mass start sports when the TD allows to release of medallists: DT\_MEDALLISTS is sent with ResultStatus=UNOFFICIAL before the result is official (or even not all competitors are finished) and



OFFICIAL when the medallists are officially known (even if not all competitors are finished).

### 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	Level 6	Level 7	Level 8
<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="#">VenueDescription (0.1)</a>					
			Venue				
			VenueName				
	<a href="#">Medal (1.N)</a>						
		Code					
		Unit					
		Date					
		<a href="#">Competitor (1.1)</a>					
			Code				
			Type				
			Order				
			Bib				
			Organisation				
			<a href="#">Description (0.1)</a>				
				TeamName			
				IFId			
			<a href="#">Composition (1.1)</a>				
				<a href="#">Athlete (0.N)</a>			
					Code		
					Order		
					Bib		
					<a href="#">Description (1.1)</a>		
						GivenName	
						FamilyName	
						Gender	



	Organisation BirthDate IFId Class GuideID GuideFamilyName GuideGivenName <a href="#">ExtendedDescription (0..N)</a>
	Type Code Pos 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 /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @MedalType</a>	Medal type.  All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	<a href="#">CC @Unit</a>	Full RSC Unit code in which a medal was awarded.  It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different



			event units.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /Competitor (1,1)			
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
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Bib	O	S(4)	Bib number, send if available (team bib)
Organisation	M	<a href="#">CC @Organisation</a>	Competitors' organisation

Element: Competition /Medal /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Medal /Competitor /Composition /Athlete (0,N)			
(Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number, send if available

Element: Competition /Medal /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
Class	O	<a href="#">CC @DisplineClass</a>	Code to identify the sport class in the case of events with



			athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Competition /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Team events in the case of replacement.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			<b>Description</b>
			Send R for replaced athlete

### 2.3.10.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.



## 2.3.11 Configuration

### 2.3.11.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.3.11.2 Header Values

The following table describes the message header attributes.

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

### 2.3.11.3 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 phase must be provided before the start list or resend the DT\_RESULT if there are changes in DT\_CONFIG.

### 2.3.11.4 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

### 2.3.11.5 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	DISTANCE	N/A	Element Expected: If available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Race distance for one specific unit (in metres)
QUALIFICATION	FROM_RANK	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	TO_RANK	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Do not send for finals	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @QualRule	Qualification rule code
EC	INTERMEDIATE	S(2)	Pos Description: Send the intermediate number from 1 to F. Where 1 is the first intermediate point and F is the finish the race	



			Individual Pursuit/Team Pursuit: @Pos 1, 2, 3, F @Value 1000, 2000, 3000,4000 or @Pos 1, 2, F @Value 1000, 2000, 3000 (depends on distance)  1000m Time Trial: @Pos 1, 2, 3, F @Value 250, 500, 750, 1000  500m Time Trial: @Pos 1, F @Value 250, 500  Team Sprint: @Pos 1, 2, F @Value: 250, 500, 750  Individual Sprint (Qualifying): @Pos 1, F @Value: 100, 200  Individual Sprint (Finals): @Pos 1..3 (related to number of races of the phase) @Value: N/A Element Expected: Send as explained for each event	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #000	Distance in metres from the beginning of the race to this intermediate point.
EC		INTERMEDIATES_NUM	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points including the finish
EC		SECTION	S(2)	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n)., from 2 to the total number of sections, the last one being F. Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send distance in m
EC		GROUPS_NUM	N/A	Element Expected: Send for Individual Pursuit, Team Pursuit (First round), Team Sprint (first round), Individual Sprint (1/32, 1/16 finals, 1/8 finals, repêchages, quarterfinals and semifinals)





				and Keirin (all phases).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of heats by phase
EC		SPRINTS_NUM	N/A	Element Expected: Send for Points Race, Tempo Race (inc. Omnium) and Madison
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of sprints
EC		LAPS_NUM	N/A	Element Expected: Send for Individual Sprint, Keirin, Madison, Omnium (Scratch Race, Tempo Race and Points Race) and Madison events and Team Sprint events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.#	Send the number of laps
EC		SPLIT	Numeric #0	Pos Description: The number that identifies the Split. A Split is between two half lap points, from 1 and n. Example: Split 1 is the split between start the race and first half lap. @Pos 1..31 Element Expected: Send for Team Sprint & Team Pursuit
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send distance in m. @Value 125, 250, ... 4000
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	BEGIN		
	Pos	N/A		
	Value	S(2)	Send the half lap point for the start of the split or S if the start of the race.	
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	END		
	Pos	N/A		
	Value	S(2)	Send the half lap point which is the end of the split or for last section, send "F".	
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	IS_LAP		



Pos	N/A	
Value	S(2)	Send the lap number if this is a full lap (1, 2, 3 ...)

### 2.3.11.6 Message Sort

There is no message sorting rule.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_SCHEDULE		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_PARTIC_TEAMS		x				
As soon as ODF operations start (DocumentSubtype as "FULL")	DT_RECORD		x				

#### 3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live and after any change	DT_PDF C08 Competition Schedule		x				
When INFO goes live and after any change	DT_PDF C35 Competition Officials		x				
When OVR becomes owner of data (Initial Download day)	DT_PDF C24 Records		x				
No later than ninety (90) minutes after the Riders Confirmation	DT_PDF C32C Entry List by Event			x			
No later than five (5) minutes after C32C has been produced	DT_PDF C30 Number of Entries by NOC		x				
No later than five (5) minutes after C32C has been produced	DT_PDF C32A Entry List by NOC		x				
If there is any change on competition schedule after Initial Download	DT_SCHEDULE_UPDATE		x				o
If there is any change on riders data after Initial Download	DT_PARTIC_UPDATE		x				
If there is any change on teams data after Initial Download	DT_PARTIC_TEAMS_UPDATE		x				
On the day before the race	DT_CONFIG				x		
On the day before the race	DT_RESULT	START_LIST					x
On the day before the race	DT_PDF C51x Start List				x		
On the day before the race (Sprint Qualifying, Sprint Final Places 5-8, Madison and Omnium at unit level)	DT_PDF C51x Start List						x



### 3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When a unit is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When a unit starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
Sent several times during the race	DT_RESULT	LIVE					x
Sent when a new record is broken (Applicable for Team Sprint, Team Pursuit and Sprint Qualifying)	DT_RECORD	PARTIAL	x				

### 3.4 After competition

Trigger	Message	Status	D	E	P	S	U
At the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x				o
After each race of Sprint Quarterfinals, Semifinals and Finals	DT_RESULT	INTERMEDIATE					x
After Omnium Scratch Race, Tempo Race and Elimination Race	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
If there is a Photo-Finish	DT_RESULT	UNCONFIRMED					x
At the end of Omnium Points race (if there is a Photo-Finish)	DT_CUMULATIVE_RESULT	UNCONFIRMED		x			
At the end of each unit	DT_RESULT	UNOFFICIAL					x
After each intermediate unit of the phase is unofficial (Applicable for Team Sprint First Round and Team Pursuit First Round)	DT_PHASE_RESULT	INTERMEDIATE			x		
When the last unit of the phase is unofficial (Applicable for Team Sprint First Round and Team Pursuit First Round)	DT_PHASE_RESULT	UNOFFICIAL			x		
When Omnium Points Race is unofficial	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
When all units are official	DT_RESULT	OFFICIAL					x
After Omnium Scratch Race, Tempo Race and Elimination Race	DT_PDF C77J Results Progression	INTERMEDIATE		x			
After all units of the phase are official (Applicable for Team Sprint First Round and Team Pursuit First Round)	DT_PHASE_RESULT	OFFICIAL			x		
After Omnium Points Race is official	DT_CUMULATIVE_RESULT	OFFICIAL		x			
After the any phase that affects the final ranking is official	DT_RANKING	OFFICIAL		x			
If there is a Photo-Finish (Applicable for Sprint, except qualifying and Keirin)	DT_PRESSPHOTOFINISH_LK	OFFICIAL					x
If there is a Photo-Finish (Applicable for Sprint, except qualifying and Keirin)	DT_IMAGE	OFFICIAL					x
After Results are official	DT_PDF C73x Results	OFFICIAL			x		



After Results are official (Sprint Qualifying, Sprint Final Places 5-8, Madison and Omnium at unit level)	DT_PDF C73x Results	OFFICIAL					x
After Results are official (Applicable for Team Pursuit, Team Sprint, Sprint and Keirin)	DT_PDF C74x Final Classification	OFFICIAL		x			
After each phase of Team Sprint and Team Pursuit is official	DT_PDF C77x Race Analysis	OFFICIAL			x		
After Omnium Points Race is official	DT_PDF C77J Results Progression	OFFICIAL		x			
After each event where a record is broken is official (Applicable for Team Sprint, Team Pursuit and Sprint Qualifying)	DT_PDF C81 Records Broken	OFFICIAL	x				
After Sprint Qualifying phase is official	DT_BRACKETS	START_LIST		x			
After Sprint Qualifying phase is official	DT_PDF C75E Results Bracket	START_LIST		x			
After Sprint phases (1/32 Finals, 1/32 Repechages, 1/16 Finals, 1/16 Repechages, 1/8 Finals, 1/8 Repechages, Quarterfinal, Semifinal and Final Places 5-8) are official	DT_BRACKETS	INTERMEDIATE		x			
After Sprint phases (1/32 Finals, 1/32 Repechages, 1/16 Finals, 1/16 Repechages, 1/8 Finals, 1/8 Repechages, Quarterfinal, Semifinal and Final Places 5-8) are official	DT_PDF C75E Results Bracket	INTERMEDIATE		x			
After the last unit of Sprint Finals is official	DT_BRACKETS	OFFICIAL		x			
After the last unit of Sprint Finals is official	DT_PDF C75E Results Bracket	OFFICIAL		x			
When the medallists are officially known	DT_MEDALLISTS	OFFICIAL		x			
When the medallists are officially known (Applicable for Sprint, Keirin and Omnium)	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
When the medallists are officially known (Applicable for Madison, Team Sprint and Team Pursuit)	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
When the medallists are officially known	DT_MEDALLISTS_DISCIPLINE		x				
When the medallists are officially known	DT_PDF C93 Medallists by Event		x				
When the medallists are officially known	DT_MEDALS		x				
When the medallists are officially known	DT_PDF C95 Medal Standings		x				
When the medallists are officially known	DT_PDF C97 Cycling Medal Standings		x				



known (Code CYC)							
When the medallists are officially known, if there are any new multimedallist (Code CYC)	DT_PDF C99 Cycling Multi-Medallists at these Games		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	2 Mar 2017	First version
v1.1	23 Jun 2017	Extended document for other competitions
v1.2	12 Jul 2017	Minor update
v1.3	1 Aug 2017	Updated
v1.4	15 Sep 2017	Updated
v1.5	20 Feb 2018	Updated
V2.0	4 Jan 2019	Updated
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	30 May 2019	Updated
V2.4	14 Aug 2019	Updated
V2.5	11 Sep 2019	Updated
V2.6	16 Jan 2020	Updated
V2.7	27 Mar 2020	Updated
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	3 Feb 2023	Updated
V3.1	10 Mar 2023	Approved
V3.2	7 Jul 2023	CR026037
V3.3	29 Sep 2023	CR026652

### File Reference: SOG-2024-CTR-3.3 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	DT_CONFIG: Add configuration for Madison DT_RESULT: Update to include Madison All: Update for changed subevents in Omnium
v1.2	SFA	DT_RESULT: Add SPEED_AVG for Individual Sprint Qualifying
v1.3	APP	DT_CONFIG: change intermediate management to be consistent with rest of cycling (use INTERMEDIATE_NUM and include F in the number)
v1.4	APP	DT_RESULT: Add EUE/UNIT_NUM at Result/Competitor/Composition/Athlete /EventUnitEntry
v1.5	APP	DT_RESULT: Add LAPS_REMAIN at ExtendedInfos. DT_PARTIC: Updated to add Passport names (CR15219) Remove references to 2018 Commonwealth Games
V2.0	SFA	DT_PARTIC: Remove LICENCE 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 CR 16628: DT_BRACKETS: Add attributes to remove some extensions. Clarify previous unit.





		DT_CONFIG: Update to use Type QUALIFICATION for consistency Remove ValueType throughout the document.
V2.1	SFA	DT_RESULT: Remove @Pos for Keirin in ExtendedInfos UI/ELAPSED_TIME & UI/SPEED_AVG DT_RESULT: Add reference to Team Sprint Qualifications in Result/StartOrder DT_RESULT: Update EUE/LINEUP to specify red and black in Madison DT_RESULT: Add DISPLAY/ELIMINATED in ExtendedInfos DT_RESULT: Add @Pos in DISPLAY_LAST_COMP in ExtendedInfos DT_CONFIG: Correct inconsistency between unit and phase. DT_CONFIG: EC/GROUPS_NUM add 1/32 in sprint DT_CONFIG: Add more applicable events in EC/LAPS_NUM DT_CONFIG: Updated qualification to be consistent with other sports to be language independent (from and to rank)
V2.2	APP	DT_CONFIG: Update EC/SPLIT to exclude Madison (not applicable) DT_CONFIG: Update EC/LAPS_NUM to allow decimals DT_RESULT: ExtendedInfos, only send RECENT_SPRINT & LAPS_REMAIN when LIVE DT_RESULT: ExtendedResults SPLIT to send in all phases, not only qualifying. DT_RESULT: Update WARNING @ Result /ExtendedResults /ExtendedResult to be for the competitor (team or athlete) DT_RESULT: Add IRM at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove EUE/UNIT_NUM for athletes DT_RESULT: ExtendedResults: Add @Pos TOT for PTS_SPRINT for total sprint points. DT_RESULT: In ExtendedInfos add DISPLAY/NEXT DT_BRACKETS: Update with status START_LIST Editorial improvements without changing the intent.
V2.3	APP	CR16640: Add ODF Version @Competition DT_PARTIC: Add Factor DT_RESULT: Add Factor DT_RESULT: Clarify UNCONFIRMED as a possible status (as from GEN) DT_RESULT: Add ExtendedResult for REAL_TIME DT_BRACKET: Add athlete Class DT_CUMULATIVE_RESULT: Add athlete Class DT_RESULT: Update intermediate/section times to be clear that these are factored times in Para Cycling Time Trial where applicable. Editorial improvements without changing the intent.
V2.4	APP	CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17809: Change Participant/OlympicSolidarity to disallow N Fix typographical errors and editorial improvements without changing the intent
V2.5	APP	DT_RESULT: Update Result/Result & Result/ResultType for OVL DT_RESULT: Add STATUS @ Result /Competitor /Composition /Athlete /EventUnitEntry
V2.6	APP	DT_CUMULATIVE_RESULT: Update the description of ResultPoints @ Result /ResultItems /ResultItem /Result DT_RANKING: Add Result /Competitor /Composition /Athlete /Description /ExtendedDescription DT_MEDALLISTS: Add message DT_RESULT: Update description at Result/QualificationMark CR18565 DT_PARTIC: Update the description of Participant/Weight Typographical clarifications
V2.7	APP	DT_RESULT: Update Result/Result and Result/ResultType related to OVL (also applicable in First Round)
V3.0	SFA	DT_PARTIC: Removed Participant/Weight DT_PARTIC_TEAM: Add Team/TeamType & Team/ShortName [CR019497] DT_RESULT: Add DISPLAY/QUAL_TIME at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/Rank DT_RESULT: Add PROGRESS/FINISH at Result/ExtendedResults/ExtendedResult DT_RESULT: Add EUE/LINEUP at Result /Competitor /EventUnitEntry DT_PHASE_RESULT: Message added DT_IMAGE: Update throughout the message for global change [CR022136] DT_BRACKETS: Update Description for clarity. DT_BRACKETS: Add ResultType at Bracket /BracketItems /BracketItem /CompetitorPlace [CR23121] DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial)



		DT_BRACKETS: Update Message Sort DT_RECORD: Update Record/RecordType/NotEstablishedLabel DT_RECORD: Update Description DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule Global: Do not send Diff for leader
V3.01	SFA	DT_RESULT: Update Result/StartOrder DT_RESULT: Update DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/NEXT at ExtendedInfos /ExtendedInfo DT_RESULT: Update DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Update PROGRESS/LAST_QUAL at Result /ExtendedResults /ExtendedResult DT_RESULT: Update PROGRESS/DIFF_LAST at Result /ExtendedResults /ExtendedResult DT_PHASE_RESULT: Add Result /Competitor /Composition /Athlete /Bib DT_RECORD: Update description
V3.1	APP	Approved
V3.2	APP	DT_RESULT: Add DISPLAY/LEADER_SPLIT at ExtendedInfos /ExtendedInfo [CR026037] DT_RESULT: Add EUE/PTS_BEFORE at Result /Competitor /Composition /Athlete /EventUnitEntry [CR026037]
V3.3	APP	DT_PARTIC: Remove Participant/Height [CR026652]