Olympic Data Feed

Cycling Mountain Bike
ODF Data Dictionary

Technology and Information Department

SOG-2024-MTB-3.0 SFA
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1 Introduction

1.1 This document

This document includes the ODF Cycling Mountain Bike 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 Mountain Bike 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 Mountain Bike Overview

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

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

CONFIGURATION
The course will not be available until after the start list is available. As a result the DT_RESULT/START_LIST will be send the day before competition and the DT_CONFIG will be sent in the morning of the competition immediately followed by DT_RESULT/START_LIST.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\ nextended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	

DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in

		the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.1.5 Message Values

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

Sample (General)

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-MTB-1.10" Codes="SOG-2020-1.20" >
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information.

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

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

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

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

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

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	Race number. Although this attribute is optional, it will be updated and informed as soon as this information is known (example: 8, 10,..). Send only in the Case of Current="true".

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		RANK_WLD	N/A	Element Expected: As soon as the venue results has this information (this information can be sent in both messages)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(4)	Send the UCI ranking for the competitor.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 Event Unit Start List and Results

2.3.2.1 Description

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

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

2.3.2.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:
* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

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

* When the competition starts and all changes/additions in data (LIVE)

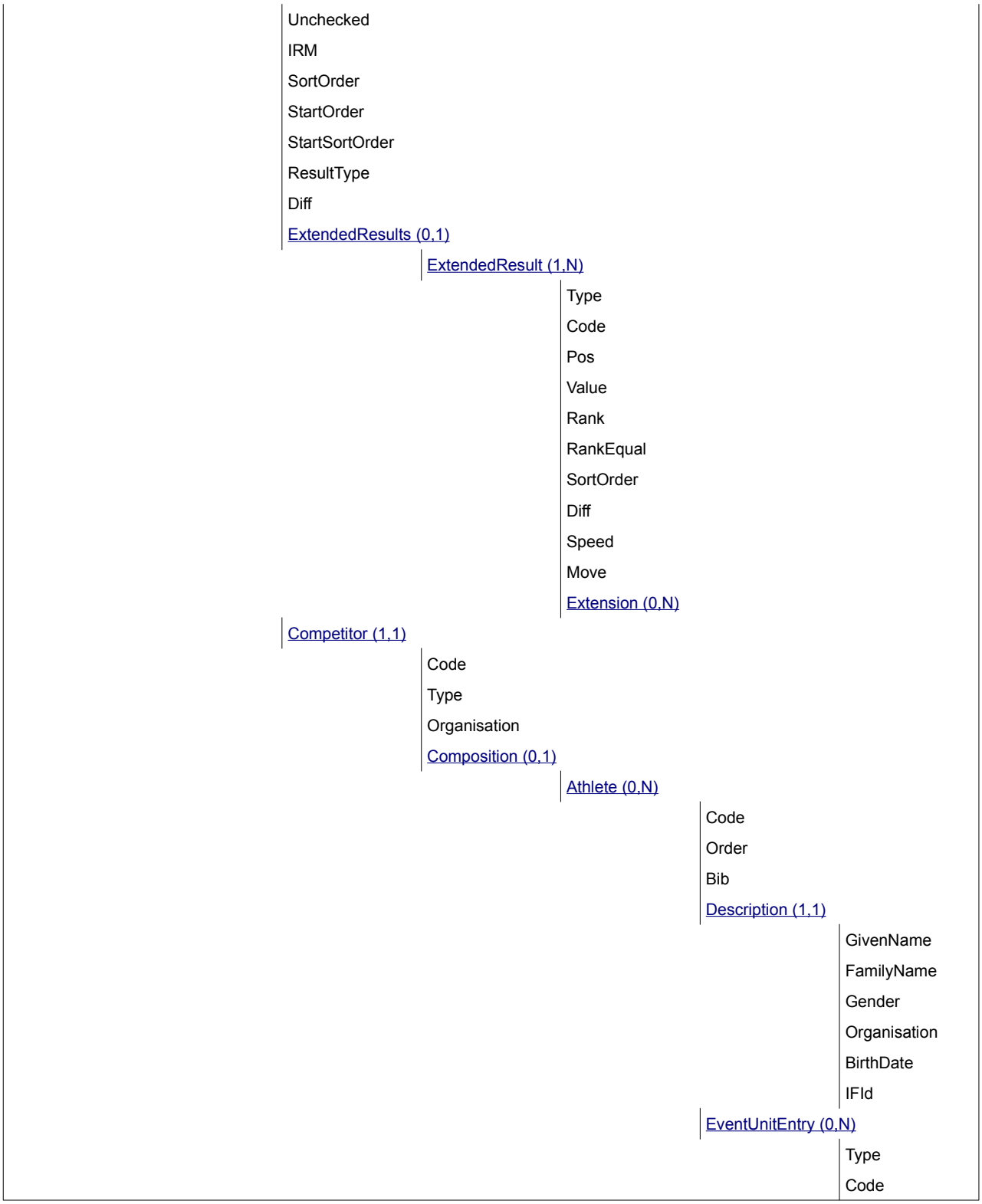
This message is also sent when the event unit finishes, and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).
* When the last competitor finish (UNOFFICIAL)
* After the results for the race are approved (OFFICIAL)

Trigger also after any change.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
			EndDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Result (1,N)					
		Rank				
		RankEqual				
		Result				


Unchecked
IRM
SortOrder
StartOrder
StartSortOrder
ResultType
Diff
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Rank
RankEqual
SortOrder
Diff
Speed
Move
Extension (0,N)
Competitor (1,1)
Code
Type
Organisation
Composition (0,1)
Athlete (0,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
EventUnitEntry (0,N)
Type
Code

	Pos Value

2.3.2.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1) Actual times. Include when the unit starts.			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date and time.
EndDate	O	DateTime	Actual end date-time. Do not fill before.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		INT_x (x = overall Intermediate Point)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available and only when the unit is LIVE or UNOFFICIAL. This is used to show the most recent competitors arriving at this intermediate point included in this message. Effectively it is saying who is updated in this message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
DISPLAY		AFTER_INT	S(2)	Pos Description: Intermediate point (1,2..F) Element Expected: Always for all intermediate points after the first person has passed that intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the number of competitors who have passed the intermediate point. Do not include IRMs who did not reach this point.
UI		AFTER_N	N/A	Element Expected: When was available, for all riders who have

				passed the same intermediate as the leader.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Athletes passed point In the format “x riders have completed y km” e.g.: “29 riders have completed 27 km”
UI		STARTERS	N/A	Element Expected: When was available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	ORG		
	Pos	N/A		
	Value	Numeric ##0	Send the number of organisations in the unit	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When it is available**			
	Attribute	**Value**	**Description**	
	Code	y Where y=CC@IRM		
	Pos	N/A		
	Value	Numeric ##0	Send number of riders who have an IRM.	
UI		FASTEST	Numeric #0	Pos Description: Send the lap's number in which the competitor had the best time. Element Expected: Send only at the end of the race
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	To know the fastest competitor and in which lap happened. Send the ID of the competitor with the fastest lap.
LEADER		CURRENT	S(2)	Pos Description: Send the intermediate point where the current leader has most recently passed. Element Expected: When it is available

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the Current Leader ID at the intermediate point
LEADER		INTERMEDIATE	S(2)	Pos Description: The number that identifies the intermediate result point, from 1 to F intermediate result points. Where F is when finish the race. Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time up to that point of athlete who is leader at the intermediate point. Without leading zeros
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	LAP_SPEED_AVG		
	Pos	N/A		
	Value	Numeric ##0.000	Average Speed of rider leader at last lap (km/h)	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A		
	Value	Numeric ##0.000	Average Speed, from the start, for athlete leader at each point.	
LEADER		SECTION	Numeric #0	Pos Description: The number that identifies the lap, from 1 to the total number (n) of laps. According to the @Pos of the INTERMEDIATE code. Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time for that lap. Do not send h if it is zero.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A		
	Value	Numeric ##0.000	Leader Average Speed in that section	

Sample (General)

```
...
<ExtendedInfos>
   <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
   <ExtendedInfo Type="UI" Code="STARTERS" Value="30" />
  <Extension Code="COMPLETE" Value="28" />
  <Extension Code="ORG" Value="17" />
  <Extension Code="DNF" Value="1" />
   </ExtendedInfo>
   <ExtendedInfo Type="UI" Code="AFTER_N" Value="30 riders completed 10Km" />
   <ExtendedInfo Type="UI" Code="FASTEST" Pos="1" Value="1076556" />
   <ExtendedInfo Type="LEADER" Code="CURRENT" Pos="13" Value="1106825" >
   <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="1" Value="0:55">
  <Extension Code="SPEED_AVG" Value="28.800" />
   </ExtendedInfo>
   ...
   <ExtendedInfo Type="LEADER" Code="INTERMEDIATE" Pos="13" Value="1:30:52">
  <Extension Code="SPEED_AVG" Value="19.320" />
  <Extension Code="LAP_SPEED_AVG" Value="19.131" />
   </ExtendedInfo>
   <ExtendedInfo Type="LEADER" Code="SECTION" Pos="3" Value="14:46">
  <Extension Code="SPEED_AVG" Value="19.178" />
   </ExtendedInfo>
   ...
   <ExtendedInfo Type="LEADER" Code="SECTION" Pos="13" Value="15:05">
  <Extension Code="SPEED_AVG" Value="19.173" />
   </ExtendedInfo>
   <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="1234567" />
   <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="2" Value="1234444" />
   ...
</ExtendedInfos>
```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description

Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	h:mm:ss	The result of the competitor in the event unit. Do not include h if it is zero.
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send if not "Y".
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM or RANK.
SortOrder	M	Numeric	Used to sort all the results of an event unit. This attribute is a sequential number with the order of the results for the particular event unit. Before the race start, content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as "did not finish" during the race must be dropped to the bottom with no rank. DNF, DSQ and DNF will be grouped separately in the order defined by the international federation. Overlapped (LAP) riders must be dropped to the bottom also but above the DNF/ DSQ/DNS riders.
StartOrder	M	Numeric	Line-up (Line number).
StartSortOrder	M	Numeric	Order in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (for leader is +0:00)

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		NEXT	N/A	Element Expected: Always after the first intermediate point
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Next intermediate point for the athlete. Only included after the first intermediate point for the competitor and until finished.
ER		IRM_LAP	N/A	Element Expected: Only If the @IRM=LAP or @IRM=DNF
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	If the @IRM=LAP Send the laps remaining to finish the race. If the @IRM=DNF

				Send the lap when the competitor left the race. Example: If the rider abandoned in lap 0 @IRM="DNF" IRM@Value=0 If the rider abandoned in lap 3 @IRM="DNF" IRM@Value=3 If the rider lapped with 4 laps remaining @IRM="LAP" IRM@Value=4
ER		PHOTO	N/A	Element Expected: At the end of the race. Only send for competitor who needs a photo to determine the rank.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result is awaiting a 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		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the competition has taken place (1,2..F) Element Expected: Send each intermediate point for ALL competitors as soon as the first competitor crosses each intermediate point. (either all competitors have the intermediate point or none).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss	Cumulative time after the intermediate point (@Pos) Do not send leading zeros. Send when this competitor passes the intermediate point.
	Rank	O	Text	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Send the order of the competitor at the corresponding point. Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none,

				then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first. E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point so the values for these athletes are: AT1 @SortOrder 1 INTERMEDIATE 3 AT2 @SortOrder 2 INTERMEDIATE 3 Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are: AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1 AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2
	Diff	O	+h:mm:ss or +0:00 (leader)	Send the time behind the leader at the corresponding point. Do not send leading zeros.
	Speed	O	Numeric ##0.000	Send the average speed of the competitor up to that point.
	Move	O	+/- Numeric	Send the rank progression in the current intermediate compared to the previous intermediate (i.e.: "+2", "0", "-1", etc.) + means moved nearer to the leader.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the competitor).	
PROGRESS		SECTION	S(2)	Pos Description: Section between the intermediate points delimiting a Lap. The section 1 is the first SECTION (usually Start Loop). Element Expected: Send each section point for ALL competitors as soon as the first competitor crosses each point. (either all competitors have the section point or none)

	Attribute	M/O	Value	Description
	Value	O	h:mm:ss	Time for that section. Do not send h if it is zero. Send when this competitor completes the section.
	Rank	O	Text	Rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first.
	Diff	O	Time	Send the time behind the fastest in the corresponding SECTION. (Format +h:mm:ss or + 0:00 for the leader. Do not send h if zero)
	Speed	O	Numeric ##0.000	Send the average speed of the competitor in the SECTION.

Sample (General)

```
...
<Result Rank="3" ResultType="TIME" Result="1:32:00" SortOrder="3" StartOrder="1" StartSortOrder="2" Diff="+3:23">
   <ExtendedResults>
   ...
   <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="7:39" Rank="16" SortOrder="16" Diff="+0:23"
Speed="21.568" Move="-1"/>
   ...
   <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="37:26" Rank="3" SortOrder="3" Diff="+0:02"
Speed="19.859" Move="+3"/>
   ...
   <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:34:51" Rank="3" SortOrder="3" Diff="+1:23"
Speed="21.950" Move="0">
      <Extension Code="LAST" Value="Y" />
   </ExtendedResult>
   ...
   <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="14:57" Rank="1" SortOrder="1" Diff="+0:00"
Speed="19.344"/>
   ...
   <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="8" Value="13:17" Rank="5" SortOrder="5" Diff="+0:04"
Speed="21.681" />
    </ExtendedResults>
    <Competitor Code="1132993" Type="A" Organisation="SUI">
   <Composition>
      <Athlete Code="1132993" Order="1" Bib="11">
     <Description GivenName="Jane" FamilyName="Smith" Gender="F" Organisation="SUI" BirthDate="1994-12-15"
IFId="123042378"/>
      <EventUnitEntry Type="EUE" Code="RANK" Value="123" />
       </Athlete>
   </Composition>
    </Competitor>
</Result>
...
```

Element: Competition /Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	S(1)	A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Send 1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		RANK	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	UCI Ranking

Sample (General)

```
...
<Competitor Code="1106825" Type="A" Organisation="SUI">
   <Composition>
  <Athlete Code="1106825" Order="1" Bib="4">
            <Description  GivenName="John"  FamilyName="Smith"  Gender="M"  Organisation="SUI"  BirthDate="1996-12-12"
IFId="166042378"/>

      <EventUnitEntry Type="EUE" Code="RANK" Value="9" />
  ...
```

2.3.2.6 Message Sort

Sort by Result @SortOrder

2.3.3 Play by Play

2.3.3.1 Description

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

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

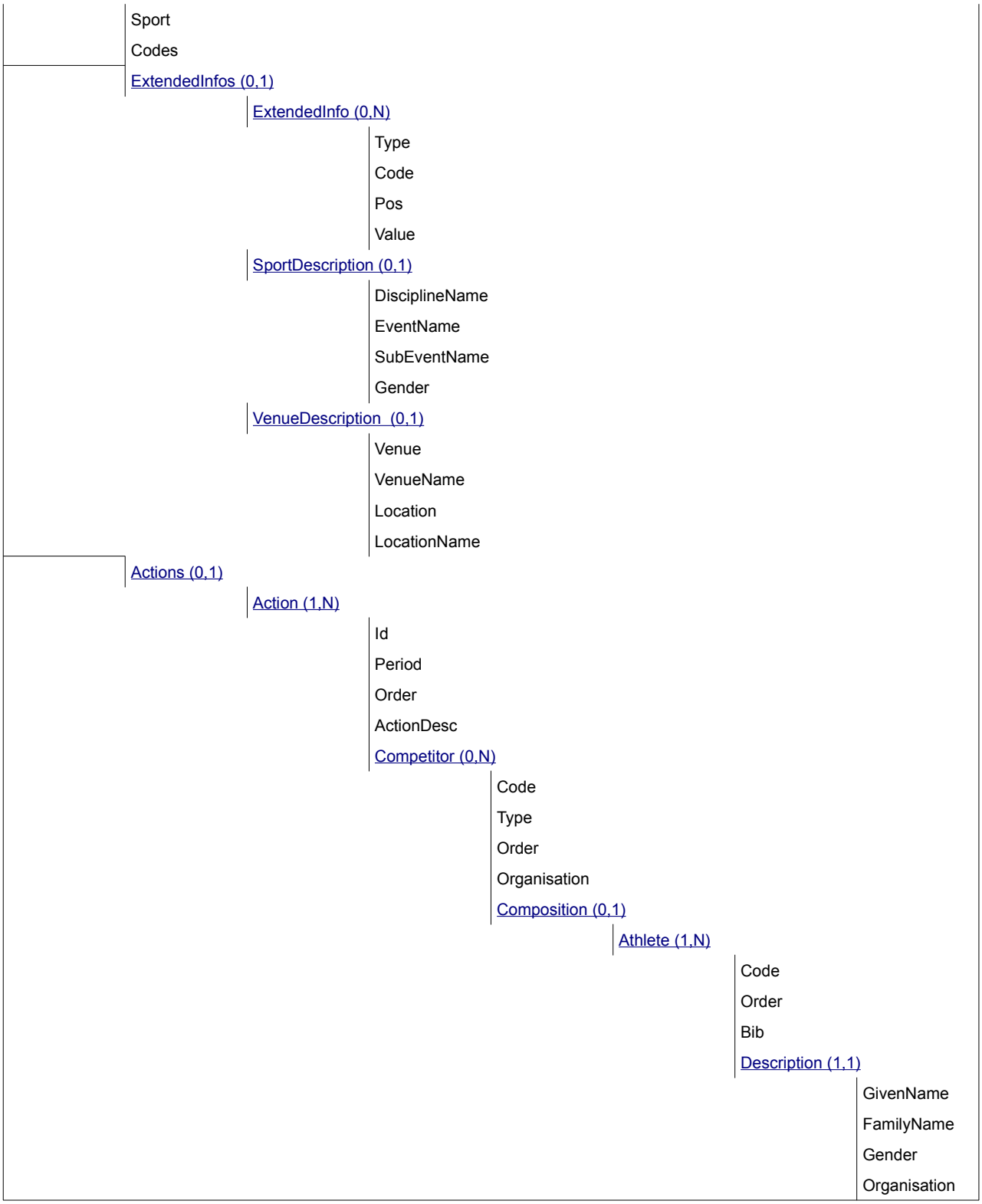
2.3.3.3 Trigger and Frequency

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						


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

	BirthDate IFId

2.3.3.5 Message Values

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

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

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)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

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

Element: Competition /Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
Period	M	S(20)	When in race, lap number or at start, etc.

Order	M	Numeric	Unique sequential number for all the incidents and actions, from 1 to n' It is used to sort Action
ActionDesc	O	S(200)	Action/Incident description

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

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

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Sample (General)

```
...
<ExtendedInfos>
   <ExtendedInfo Type="EI" Code="AFTER_DIST" Value="28km" />
    <SportDescription DisciplineName="Cycling Mountain Bike" EventName="Women's Cross-country" SubEventName="Women's Cross-country" Gender="F" />
   <VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<Actions>
   ...
    <Action Id="123456" Period="Lap 3" Order="3" ActionDesc="Riders 56 and 58 involved in minor crash at 22 km. No serious injuries.">
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
     <Composition>
     <Athlete Code="1008743" Order="1" Bib="2">
              <Description GivenName="Jane" FamilyName="Smits" Gender="F" Organisation="SUI" BirthDate="1994-12-15" IFId="2206521212"/>
     </Athlete>
     </Composition>
  </Competitor>
  <Competitor Code="1008223" Type="A" Organisation="SUI" Order="2">
     <Composition>
     <Athlete Code="1008223" Order="1" Bib="4">
              <Description GivenName="Mary" FamilyName="Jones" Gender="F" Organisation="FRA" BirthDate="1992-12-15" IFId="3306521212"/>
     </Athlete>
     </Composition>
  </Competitor>
   ...
```

2.3.3.6 Message Sort

Actions /Action @Order.

2.3.4 Image

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

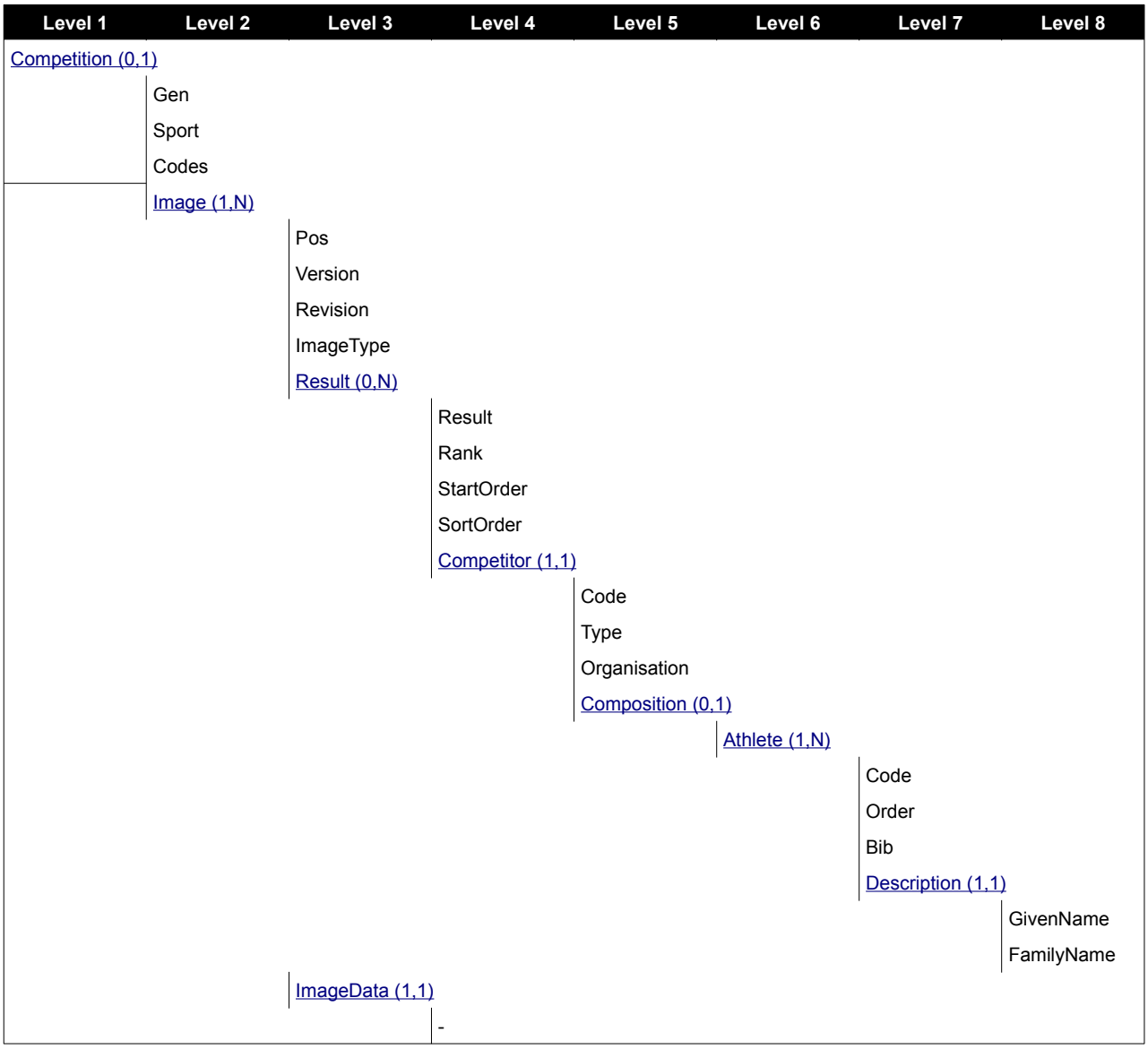
Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 … Where there is only one image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

2.3.4.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.



2.3.4.5 Message Values

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

Element: Competition /Image (1,N)

Always only one image per message			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Always send 1.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N) This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start position
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.
Type	M	S(1)	A for athlete.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	O	S(4)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**

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

Sample (General)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
   <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
  <Competitor Code="1234567" Type="A" Organisation="GBR" >
      <Composition>
     <Athlete Code="1234567" Order="1" Bib="1234" >
        <Description GivenName="John" FamilyName="Smith" />
     </Athlete>
      </Composition>
  </Competitor>
   </Result>
   ...
   <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.4.6 Message Sort

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

2.3.5 Event Final Ranking

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

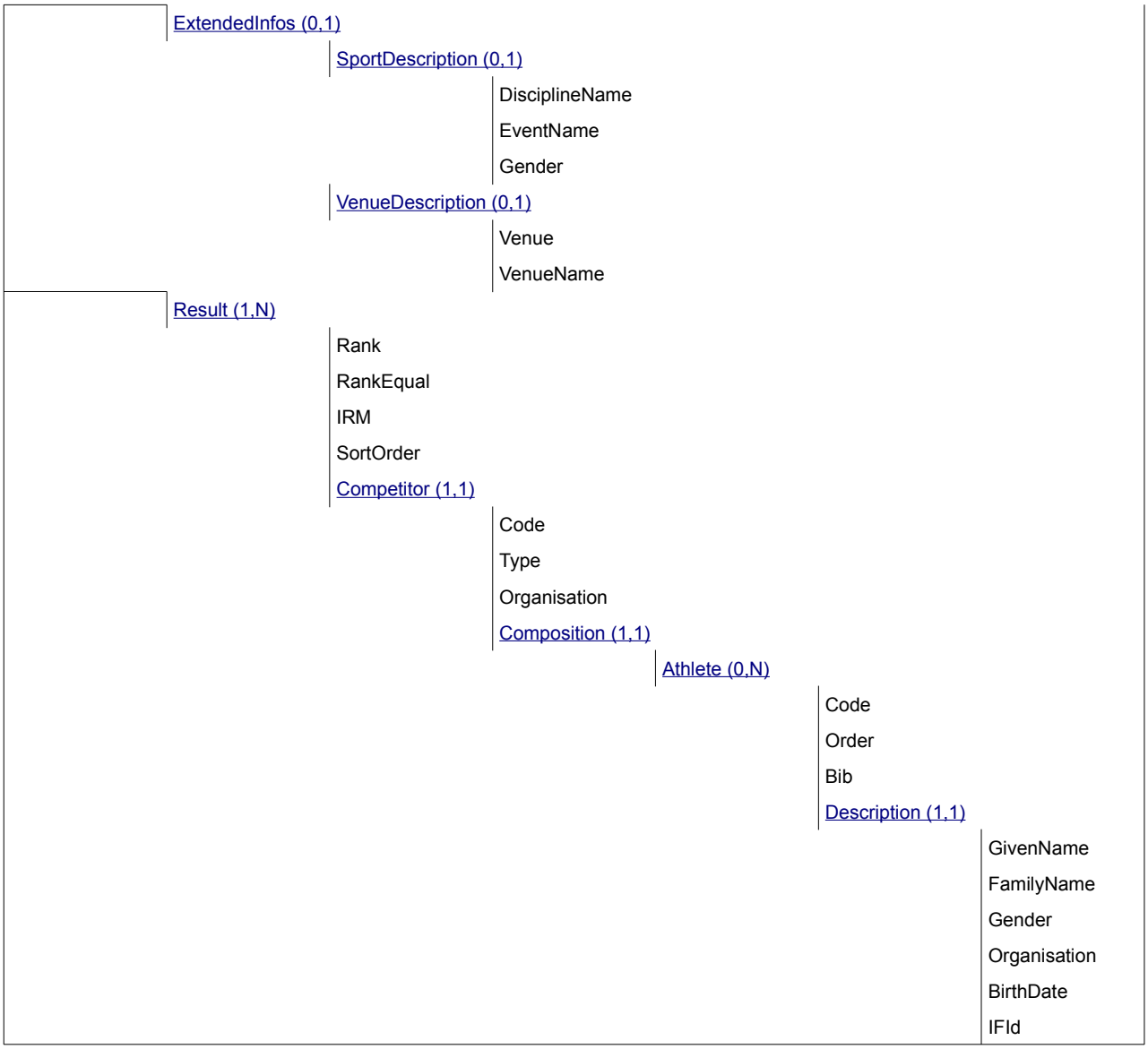
2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					



2.3.5.5 Message Values

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

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

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

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

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 when Competitor @Type="A".
Bib	O	S(4)	Athlete Bib

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**

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

2.3.5.6 Message Sort

Sort by Result @SortOrder

2.3.6 Configuration

2.3.6.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.3.6.2 Header Values

The following table describes the message header attributes.

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

2.3.6.3 Trigger and Frequency

In the special case of mountain bike, the DT_RESULT/START_LIST will be sent before DT_CONFIG. When DT_CONFIG is available and sent then DT_RESULT/START_LIST will be sent again.

If for any reason the DT_CONFIG is sent again for a race, then a DT_RESULT will immediately follow.

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

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

2.3.6.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC of the Unit.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		LENGTH	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send the total length of the race in km.
COURSE		LAP	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send the lap length in km.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always when applicable			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric 0	Total number of laps in the race (full laps)	
COURSE		FINISH_LOOP	N/A	Element Expected: Always if finish loops exist
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Send the finish loop length in km.

			##0.0#	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric 0	Total number of Finish Loops in the race. Send if any Finish Loops exist.	
COURSE		START_LOOP	N/A	Element Expected: Always if start loops exist
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0#	Send the start loop length in km.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always when applicable**			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric 0	Total number of Start Loops in the race. Send if any Start Loops exist.	
EC		FED_RANKING_DATE	N/A	Element Expected: As soon as the venue results has this information
	Attribute	**M/O**	**Value**	**Description**
	Value	M	YYYY-MM-DD	Send the date for UCI Ranking
EC		INTERMEDIATE	S(2)	Pos Description: Each intermediate point in the race where results are taken (Example: after start loop, after each lap or within a lap, after the finish loop, at the end of the race, ..), from 1 to F. Where 1 is the first intermediate point and F is the finish the race. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Send distance in km at this intermediate point.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected When available**			
	Attribute	**Value**	**Description**	
	Code	TYPE		
	Pos	N/A		
	Value	SC @IntPtType	Send an indication of whether the timing point is the start loop or in a lap etc.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected If it applies**			

	Attribute	Value	Description	
	Code	TYPE_DISTANCE		
	Pos	N/A		
	Value	Numeric #0.0	Send an indication of the timing point. Where the TYPE is SL (Start Loop) or FL (Finish Loop) then do not send the TYPE_DISTANCE attribute, for the INLAP points the value is "x.y" where x is the number of completed laps and y is the nearest 1/10 point (for example 3.5 = 3 and a half laps), and for the 'Lap' the value is "x.0" where x is the number of completed laps.	
EC		INTERMEDIATES_NUM	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points including the finish.
EC		SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n), from 2 to the total number of sections. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0#	Send distance in km.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available			
	Attribute	**Value**	**Description**	
	Code	BEGIN		
	Pos	N/A		
	Value	S(2)	Send the intermediate point for the start of the section.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A		
	Value	S(2)	Send the intermediate point which is the end of the section (usually same a SECTION @Pos). For last section, send 'F'.	

Sample (General)

```
...
<Configs>
   <Config Unit="MTBMXCTRY----------FNL-000100--">
  <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2012-08-25" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Value="29.26">
  <ExtendedConfig Type="COURSE" Code="LAP" Value="6.25">
     <ExtendedConfigItem Code="NUM" Value="4" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="START_LOOP" Value="1.53">
     <ExtendedConfigItem Code="NUM" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.4" >
     <ExtendedConfigItem Code="TYPE" Value="SL" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.7">
     <ExtendedConfigItem Code="TYPE" Value="INLAP" />
     <ExtendedConfigItem Code="TYPE_DISTANCE" Value="0.3" />
  </ExtendedConfig>
  ...
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="29.26" >
     <ExtendedConfigItem Code="TYPE" Value="LAP" />
     <ExtendedConfigItem Code="TYPE_DISTANCE" Value="6.0" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
  <ExtendedConfig Type="EC" Code="SECTION" Pos="1" Value="4.7 >
     <ExtendedConfigItem Code="BEGIN" Value="1" />
     <ExtendedConfigItem Code="END" Value="3" />
  </ExtendedConfig>
  ...
  <ExtendedConfig Type="UI" Code="SECTION" Pos="10" Value="4.8" >
     <ExtendedConfigItem Code="BEGIN" Value="12" />
     <ExtendedConfigItem Code="END" Value="F" />
  </ExtendedConfig>
   </Config>
</Configs>
```

2.3.6.6 Message Sort

There is no message sorting rule.

2.3.7 Weather conditions

2.3.7.1 Description

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

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

The message is sent:
* Once per session (approximately 30 minutes before start of session)
* When conditions change significantly during the session

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	

		Humidity	
		Wind_Direction	
		Condition (0,3)	
			Code
			Value
		Temperature (0,N)	
			Code
			Unit
			Value

2.3.7.5 Message Values

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

Element: Competition /Weather (1,1)			
Attribute	**M/O**	**Value**	**Description**
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY	Weather condition type
Value	M	CC @WeatherConditions	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Temperature (0,N) Send with different @Code in the case of winter conditions as needed.			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR	Air temperature.

Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric #0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

2.3.7.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		x				
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_SCHEDULE	SCHEDULED	x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finishes (ORIS C38A process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in Officials data	DT_PDF C35 Competition Officials		x				
After any competition schedule change	DT_SCHEDULE_UPDATE	SCHEDULED	x				o
	DT_PDF C08 Competition Schedule		x				
After Riders' Confirmation (Race numbers, start order and UCI Ranking known)	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32C Entry list by Event			x			
In the special case of Mountain Bike, the DT_RESULT/START_LIST will be sent before DT_CONFIG	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List	START_LIST					x
Team Manager's Meeting (in the morning)	DT_COMMUNICATION		x				
	DT_PDF C68 Sport Communication		x				
During Team Manager's Meeting (Course configuration known)	DT_CONFIG						x
DT_RESULT/START_LIST will be sent again after DT_CONFIG	DT_RESULT	START_LIST					x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
When Competition is ready to start	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When Competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o

When the unit starts and after every update	DT_RESULT	LIVE					x
After every race incident	DT_PLAY_BY_PLAY	LIVE					x
After the first riders cross the finish line (race not finished)	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_MEDALS		x				

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When the race finishes	DT_SCHEDULE_UPDATE	FINISHED	x				o
Last competitor finishes	DT_RESULT	UNOFFICIAL					x
If any incident after race and before results are official	DT_PLAY_BY_PLAY	UNOFFICIAL					x
Results are approved	DT_RESULT	OFFICIAL					x
	DT_PLAY_BY_PLAY	OFFICIAL					x
Multiple messages may be sent for the same race	DT_IMAGE	OFFICIAL					x
	DT_PDF C73 Results	OFFICIAL					x
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_MEDALS		x				
To be sent after DT_MEDALLISTS	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C69 Race Facts						x
	DT_PDF C77 Race Analysis	OFFICIAL					x
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
(Use CYC - Cycling sport code)	DT_PDF C97 Cycling Medal Standings		x				
If there are any new multi-medallists (Use CYC - Cycling sport code)	DT_PDF C99 Cycling Multi-Medallists		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	15 Oct 2016	First version
V1.1	09 Jan 2017	Updated from Feedback
V1.2	02 Mar 2017	Updated
V1.3	22 Apr 2018	Updated, CR
V2.0	08 Aug 2018	Updated, CRs
V2.1	24 Jan 2019	Updated, CR
V2.2	14 Aug 2019	Updated, CRs. First version as a full document
V2.3	20 Mar 2020	Updated after Homologation
V3.0	10 Dec 2021	First version for Paris 2024

File Reference: SOG-2024-MTB-3.0 SFA

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version
V1.1	SFA	Minor typographical errors. DT_RESULT: Clarify the use of DISPLAY extension in ExtendedInfos. DT_CONFIG: Corrected typos in the sample.
V1.2	APP	DT_RESULT: Remove StartListMod in the header. DT_IMAGE: Added elements and attributes.
V1.3	APP	DT_IMAGE: Update sample. DT_PARTIC: Updated to add Passport names (CR15219). Removed reference to 2018 Commonwealth Games.
V2.0	SFA	DT_PARTIC: Remove LICENCE. CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message.
V2.1	APP	CR16914: Change DT_WEATHER message to venue level. Remove ValueType throughout document. DT_RESULT: Correct typo in ExtendedInfos LEADER/CURRENT. DT_RESULT: Add Move @ExtendedResults INTERMEDIATE. DT_RESULT: Add ER/NEXT @ExtendedResults. DT_PLAY_BY_PLAY: Actions/Action increase size of Period. DT_CONFIG: Update INTERMEDIATE points to be more generic allowing for more split points within a lap.
V2.2	APP	CR16640: Add ODF Version @Competition. CR17516: DT_RESULT: Update DISPLAY/INT_x @ExtendedInfos to send until OFFICIAL. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.3	APP	DT_PARTIC: Update the description of Participant/Weight [CR18565] DT_RESULT: Update Element Expected and Value at PROGRESS/INTERMEDIATE @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Element Expected and Value at PROGRESS/SECTION @Result /ExtendedResults /ExtendedResult DT_CONFIG: Update triggering [188158]
V3.0	SFA	DT_PARTIC: Remove Participant/Height and Participant/Weight DT_RESULT: Add DISPLAY/AFTER_INT at ExtendedInfos /ExtendedInfo

		DT_RESULT: Add DISPLAY/AFTER_INT at ExtendedInfos /ExtendedInfo DT_IMAGE: Update throughout the message for global change [CR022136] DT_CONFIG: Update triggering DT_CONFIG: Update EC/INTERMEDIATE/TYPE information to extend the code list