



Olympic Data Feed



Skateboarding ODF Data Dictionary

Technology and Information Department
© International Olympic Committee

SOG-2024-SKB-3.2 APP
21 July 2023



License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	6
2.1 Skateboarding Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 List of participants by discipline / List of participants by discipline update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	8
2.3.1.3 Trigger and Frequency.....	9
2.3.1.4 Message Structure.....	9
2.3.1.5 Message Values.....	10
2.3.1.6 Message Sort.....	13
2.3.2 Event Unit Start List and Results.....	14
2.3.2.1 Description.....	14
2.3.2.2 Header Values.....	14
2.3.2.3 Trigger and Frequency.....	14
2.3.2.4 Message Structure.....	15
2.3.2.5 Message Values.....	17
2.3.2.6 Message Sort.....	23
2.3.3 Event Final Ranking.....	24
2.3.3.1 Description.....	24
2.3.3.2 Header Values.....	24
2.3.3.3 Trigger and Frequency.....	24
2.3.3.4 Message Structure.....	24
2.3.3.5 Message Values.....	26
2.3.3.6 Message Sort.....	27
2.3.4 Configuration.....	28
2.3.4.1 Description.....	28
2.3.4.2 Header Values.....	28
2.3.4.3 Trigger and Frequency.....	28
2.3.4.4 Message Structure.....	28
2.3.4.5 Message Values.....	29
2.3.4.6 Message Sort.....	30
2.3.5 Weather conditions.....	31
2.3.5.1 Description.....	31
2.3.5.2 Header Values.....	31
2.3.5.3 Trigger and Frequency.....	31
2.3.5.4 Message Structure.....	31
2.3.5.5 Message Values.....	32
2.3.5.6 Message Sort.....	33
3 Message Timeline.....	35



3.1 Preparation Phase.....	35
3.2 Before competition.....	35
3.3 During competition.....	35
3.4 After competition.....	35
4 Document Control.....	37



1 Introduction

1.1 This document

This document includes the ODF Skateboarding 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 Skateboarding 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 Skateboarding Overview

MESSAGES

* In the preliminary phase there is a single DT_RESULT at phase level (results/ranks are only for the full phase)

* In the final there is a single DT_RESULT at unit level.

SCHEDULE

* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include the phase in the prelims and the unit for the final (schedule=Y) which is the same RSC for DT_RESULT.

* In addition, the schedule will also be sent for each unit in the prelims (schedule=S).

2.2 Applicable Messages

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

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

Message Type	Message Name	Message nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_RESULT	Event Unit Start List and Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	



DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_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)	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	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			



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-SKB-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



			<p>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	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	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.
IFld	O	S(16)	IF code (competitor's federation number for the discipline).

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

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

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

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: If available. This information can be sent in both messages.
Attribute	M/O	Value	Description
Value	M	S(4)	Olympic World Rank
ENTRY	STANCE	N/A	Element Expected: If available. This information can be sent in both messages.
Attribute	M/O	Value	Description
Value	M	SC @Foot	Code for stance

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 Event Unit Start List and Results

2.3.2.1 Description

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

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

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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 @Phase CC @Unit	Full RSC of the phase for the preliminaries Full RSC of the unit for the final
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) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	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 start list is available and again with



any changes to the information [inc. IRMs]

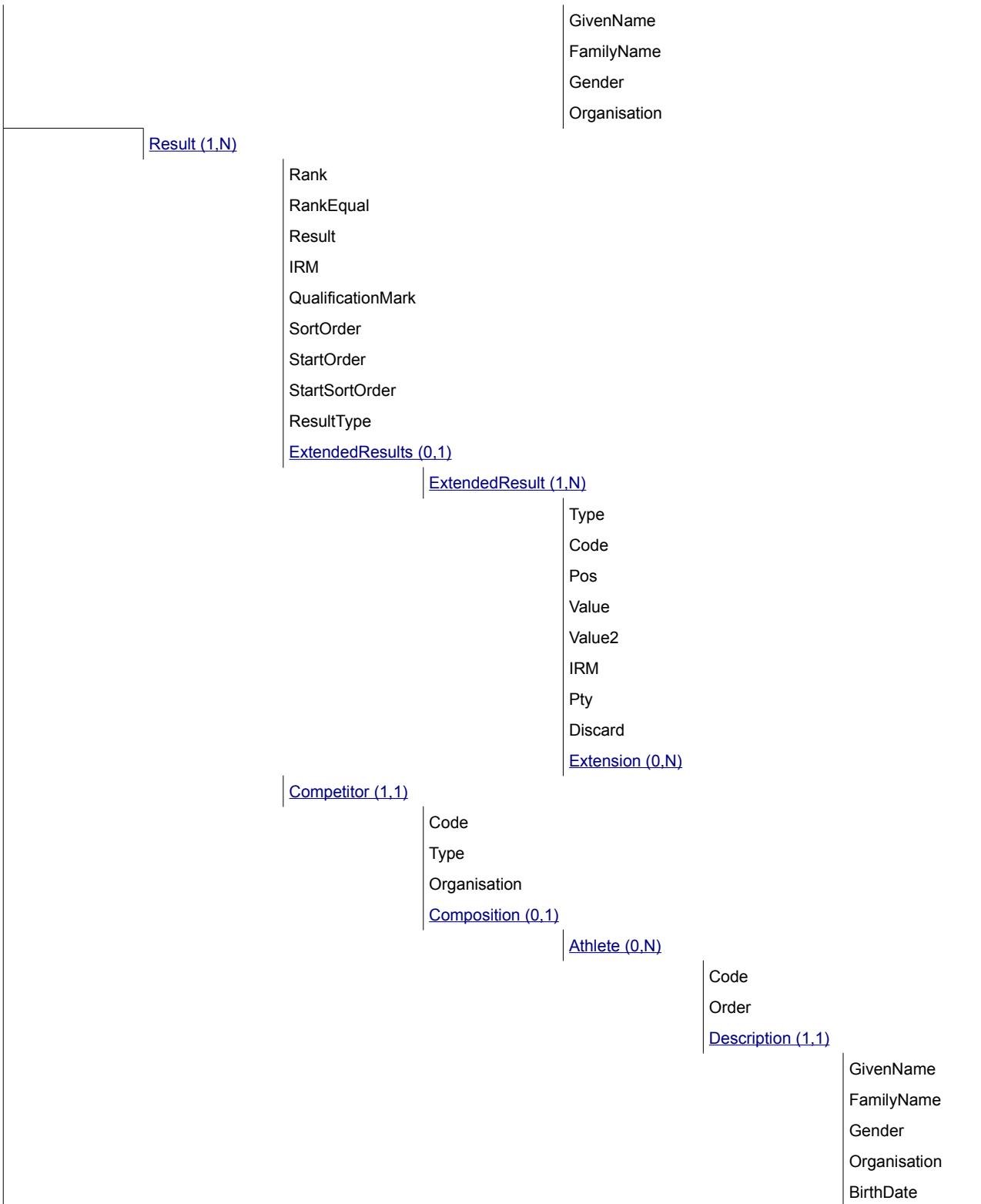
- * When the first athlete is ready to start their attempt send the message again as 'LIVE'
- * During the competition, after each attempt and all changes/additions in data (LIVE)
- * When each athletes starts and finished their run (LIVE)
- * After each heat is complete in preliminaries (INTERMEDIATE)
- * After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

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			
		ExtendedInfo (0.N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0.N)			
		SportDescription (0.1)				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		VenueDescription (0.1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Officials (0.1)					
		Official (1.N)				
			Code			
			Function			
			Order			
			Description (1.1)			





	IFld
	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.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the current competitor with every LIVE update. This is the most recently called competitor, even if not started yet. This competitor remain current until a score is received (and then becomes LAST_COMP). There may not be any CURRENT at some points in the competition.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension				
Expected When there is already a competitor with the rank @Pos (for example @Pos = 3 is not sent until there is a competitor in rank 3).				
	Attribute	Value	Description	
	Code	NEED		
	Pos	Numeric #0	Always send 1, 2 and 3 and in the prelims send the rank of the lowest rank to qualify for the final.	



	Value	Numeric ##0.00 or S(1)	The points the current competitor needs to achieve the rank sent at @Pos Send "-" if the competitor is already ranked at this rank or higher. Send "x" if the competitor cannot reach this rank regardless of score.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available				
	Attribute	Value	Description	
	Code	STATUS		
	Pos	N/A		
	Value	S(1)	Send 'S' if the competitor has started, 'F' if finished, not included before competitor starts.	
DISPLAY	NEXT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the next competitor (next to become current) with every LIVE and INTERMEDIATE update. (does not exist at the end of the competition).	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the next competitor.
DISPLAY	LAST_COMP	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the last competitor with a result (including invalid) with every LIVE (if exists), INTERMEDIATE and UNOFFICIAL message.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to make an attempt and receive a result.
DISPLAY	HEAT_CURRENT	N/A	Element Expected: As soon as it is known (in Prelims). Always include in LIVE and INTERMEDIATE.	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current heat in Prelims.
UI	LAST_QUAL	N/A	Element Expected: As soon as it is known (in Prelims).	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (except in finals). In the situation where insufficient athletes have participated to show the last qualifying position then show the current last place.
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 considering all heats.
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)	

Sample (Prelims)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1234567" >
    <Extension Code="NEED" Pos="1" Value="8.30" />
    <Extension Code="NEED" Pos="2" Value="7.90" />
    <Extension Code="NEED" Pos="3" Value="7.70" />
    <Extension Code="STATUS" Value="S" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="5" Value="1341102" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="5" Value="1231117" />
  <ExtendedInfo Type="DISPLAY" Code="HEAT_CURRENT" Value="2" />
  <ExtendedInfo Type="UI" Code="LAST_QUAL" Value="1341103" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="20" >
    <Extension Code="COMPLETE" Value="7" />
  </ExtendedInfo>
  ...
</ExtendedInfos>

```

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	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 /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function for the event unit. Send the function code for the judges.
Order	M	Numeric	Order of the Officials. Send by order for each official in each function, example: Head Judge, Judge 1, Judge 2 ...

Element: Competition /Officials /Official /Description (1,1)			
Officials 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 official
Organisation	M	CC @Organisation	Official's organisation

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
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	Numeric ##0.00	Score for the competitor Send the result with every message considering: - In Park, the overall score at this point. - In Street, the overall score at this point.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates whether qualification for next phase is confirmed. Do not send during the final. Only for the competitor when qualification mark cannot change (i.e., only insert the first Q when the number of competitors remaining is one less than the number of competitors qualifying for the next phase).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder. Note that for heats not started in the prelims the order will remain as StartSortOrder. Only those with an attempt will change order.
StartOrder	O	S(4)	Start order of the competitor in the start list. In prelims this is within the heat.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start



			list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	TIEBREAK	N/A	Element Expected: If tie breaking protocol used	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if tie breaking protocol is used.
ER	ATTEMPT	Numeric #0	Pos Description: Send the number that identifies the attempt. (Config ATTEMPTS @Pos) Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Score for the attempt. Do not send if TNS for this attempt
	Value2	O	S(1)	In Street: Send Y if this score contributes to the total. In Park: Send Y if this is the best score These are sent if applicable from the start of the competition.
	IRM	O	SC @IRM	IRM for the attempt, if applicable.
	Pty	O	SC @ PenaltyType	Send if applicable (for repeated trick)
	Discard	O	SC @ResultCode	Send TNS if the trick is not scored.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable (if discarded)				
	Attribute	Value	Description	
	Code	J_DISCARD		
	Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.	
	Value	S(1)	Send 'Y' if the judge score is discarded.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When judge score available				
	Attribute	Value	Description	
	Code	J_SCORE		
	Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.	
	Value	Numeric ##0.00	Score awarded by that judge for that attempt.	

Sample (Park)



```
<ExtendedResult Type="ER" Code="ATTEMPT" Pos="2" Value="79.10" >
  <Extension Code="J_SCORE" Pos="1" Value="78.90" />
  <Extension Code="J_SCORE" Pos="2" Value="79.00" />
  <Extension Code="J_SCORE" Pos="3" Value="79.40" />
  <Extension Code="J_SCORE" Pos="4" Value="79.60" />
  <Extension Code="J_DISCARD" Pos="4" Value="Y" />
  <Extension Code="J_SCORE" Pos="5" Value="77.40" />
  <Extension Code="J_DISCARD" Pos="5" Value="Y" />
</ExtendedResult>
```

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	O	CC.@Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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	GROUP	Numeric #0	Pos Description: Heat number in Prelims. Element Expected: Only in Preliminaries.
Attribute	M/O	Value	Description



	Value	M	hh:mm	Estimated start time of the group/heat.
EUE		STANCE	N/A	Element Expected: If available.
	Attribute	M/O	Value	Description
	Value	M	SC @Foot	Code for stance.

Sample (General)

```
<EventUnitEntry Type="EUE" Code="GROUP" Pos="1" Value="10:20" />  
<EventUnitEntry Type="EUE" Code="STANCE" Value="G" />
```

2.3.2.6 Message Sort

Sort by Result @SortOrder



2.3.3 Event Final Ranking

2.3.3.1 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.

2.3.3.2 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 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	SC_@Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

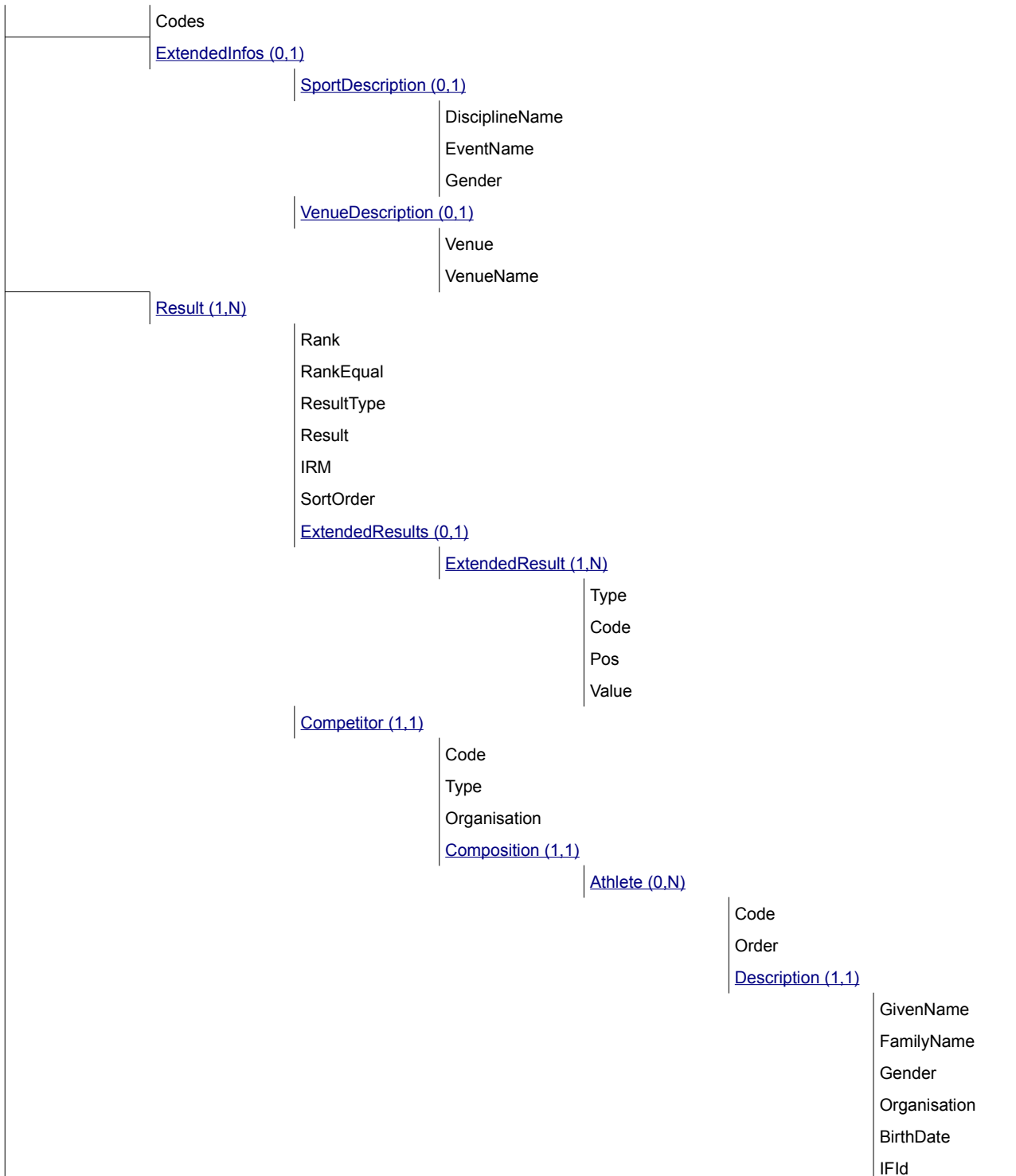
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

2.3.3.4 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
Competition (0.1)						
	Gen					
	Sport					





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 /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.
ResultType	M	SC @ResultType	Type of the @Result attribute, either POINTS or IRM for the corresponding event.
Result	O	Numeric ##0.00	The result (score) of the competitor in the event (highest phase reached).
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 /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
UNIT_LAST	PHASE	N/A	Element Expected: Always when known.



	Attribute	M/O	Value	Description
	Value	M	SC @ResultPhase	Last (highest) phase reached by the competitor.
UNIT_LAST		UNIT_NUM	N/A	Element Expected: If the highest phase reached was the Prelims.
	Attribute	M/O	Value	Description
	Value	M	S(6)	Unit number (heat number) in the Preliminaries.

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".

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
IFld		O	S(16)	International Federation ID

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Configuration

2.3.4.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

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 @Phase	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	SC @Source	Code indicating the system which generated the message.

2.3.4.3 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.

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



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

2.3.4.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC of the Phase.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	ATT_TOT	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric #0
EC	ATTEMPTS	Numeric #0	Pos Description: Send attempt number. Element Expected: Always
	Attribute	M/O	Value
	Value	M	SC @AttemptType Attempt type
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When it is available			
	Attribute	Value	Description
	Code	NUM	
	Pos	N/A	
	Value	Numeric #0	Attempt number within this attempt type.
EC	JUDGES	N/A	Element Expected: When available



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of judges providing a score.
QUALIFICATION		FROM_RANK	N/A	Element Expected: Only for Preliminaries.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	N/A	Element Expected: Only for Preliminaries.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: Only for Preliminaries.
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Qualification rule code

Sample (Street)

```

<ExtendedConfig Type="EC" Code="ATT_TOT" Value="7" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="1" Value="RUN">
  <ExtendedConfigItem Code="NUM" Value="1" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="2" Value="RUN">
  <ExtendedConfigItem Code="NUM" Value="2" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="3" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="1" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="4" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="2" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="5" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="3" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="6" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="4" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="7" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="5" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="JUDGES" Value="5" />
...

```

2.3.4.6 Message Sort

There is no message sorting rule.



2.3.5 Weather conditions

2.3.5.1 Description

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

2.3.5.2 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.

2.3.5.3 Trigger and Frequency

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

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
Competition (0.1)	Gen			
	Sport			
	Codes			
	Weather (1.1)			
		Date		



		Conditions (1..N)	
		Code	
		Humidity	
		Wind_Direction	
		Condition (0..3)	
			Code
			Value
		Precipitation (0..N)	
			Unit
			Value
		Pressure (0..N)	
			Unit
			Value
		Temperature (0..N)	
			Code
			Unit
			Value
		Wind (0..N)	
			Code
			Unit
			Value

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 /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	SC.@WeatherPoint	Weather Point(s)
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 conditions type
Value	M	CC @WeatherCondition	Code that describe the Weather Condition.

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

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

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

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

2.3.5.6 Message Sort

There is no special sort order requirement for this message.



International
Olympic
Committee

SOG-2024-SKB-3.2 APP



3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Competition Officials		x				
After initial Download, if updates	DT_PARTIC_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				
	DT_PDF C08 Competition Schedule		x				
At the end of the Draw of each event- For all phases	DT_CONFIG		x				
Prelims Start List	DT_RESULT	START_LIST			x		
	DT_PDF C51X Start List				x		
	DT_PDF C30 Number of Entries by NOC		x				
Gender level	DT_PDF C32A Entry List By NOC		x				
	DT_PDF C32C Entry List by Event			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
About 2 minutes before the first skater performance begins	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When first skater is presented	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE			x		
When skater has started	DT_RESULT	LIVE			x		
When skater has finished and waiting for score	DT_RESULT	LIVE			x		
When score is approved	DT_RESULT	LIVE			x		

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
---------	---------	--------	---	---	---	---	---



After each unit is completed	DT_SCHEDULE_UPDATE	FINISHED	x					o
After each heat in Qualifications as INTERMEDIATE except last	DT_RESULT	INTERMEDIATE			x			
	DT_RESULT	UNOFFICIAL			x			
In Finals in case of any delay in publishing results	DT_MEDALLISTS	UNOFFICIAL		x				
When results are OFFICIAL	DT_RESULT	OFFICIAL			x			
After Qualifications	DT_RANKING	PARTIAL		x				
Final Start List	DT_RESULT	START_LIST			x			
	DT_PDF C51X Start List				x			
After Finals	DT_RANKING	OFFICIAL		x				
Only during Qualifications	DT_PDF C73X Results	INTERMEDIATE			x			
	DT_PDF C73X Results	OFFICIAL			x			
	DT_PDF C74X Results Summary	OFFICIAL		x				
If applicable	DT_PDF C77X Tie Breaking Protocol	OFFICIAL			x			
	DT_PDF C77X Competition Analysis	OFFICIAL			x			
	DT_MEDALLISTS	OFFICIAL		x				
	DT_MEDALLISTS_DISCIPLINE		x					
	DT_MEDALS		x					
	DT_PDF C92A Medallists (Individual)	OFFICIAL		x				
	DT_PDF C93 Medallists by Event		x					
	DT_PDF C95 Medal Standings		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	29 May 2018	First version
V2.0	04 Jan 2019	Updated after review by Omega, CRs
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	14 Aug 2019	Updated, CRs. First version as a full document
V2.4	10 Dec 2019	Updated
V2.5	21 Feb 2020	Updated
V3.0	23 Sep 2022	First version for Paris 2024
V3.01	20 Jan 2023	Updated
V3.1	10 Mar 2023	Approved
V3.2	21 Jul 2023	CR025912

File Reference: SOG-2024-SKB-3.2 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V2.0	SFA	DT_RESULT: At Result /ExtendedResults /ExtendedResult add ER/TIEBREAK. CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. DT_CONFIG: Update to use Type QUALIFICATION for consistency CR16928: Add Discard at ER/ATTEMPT @Result/ExtendedResults/ExtendedResult to replace extension. Other minor edits.
V2.1	SFA	DT_RESULT: Add when send DISPLAY/HEAT_CURRENT in ExtendedInfos. DT_RESULT: Add NEED for current athlete. DT_CONFIG: Updated to clarify the message is at Phase level. Other minor edits without changing the intent.
V2.2	APP	DT_RESULT: Add STATUS for the current athlete. DT_RESULT: Clarify DISPLAY values.
V2.3	APP	CR16640: Add ODF Version @Competition. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.4	APP	DT_RESULT: Update DISPLAY/NEXT @ ExtendedInfos/ExtendedInfo to add INTERMEDIATE CR18565 DT_PARTIC: Update the description of Participant/Weight
V2.5	APP	DT_RESULT & DT_RANKING: Update the format for results to only consider ##0.00 [CR18873]
V3.0	SFA	DT_RESULT: Update Result/Result DT_RESULT: Update DocumentCode DT_RESULT: Update ER/ATTEMPT at Result /ExtendedResults /ExtendedResult DT_RESULT: Update DISPLAY/CURRENT/NEED at ExtendedInfos /ExtendedInfo /Extension DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule Typographical improvements
V3.01	SFA	DT_PARTIC: Remove Height and Weight DT_RESULT: Update DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo related to NEED



		DT_WEATHER: Add message
V3.1	APP	Approved
V3.2	APP	DT_WEATHER: Updated to be common [CR025912]