International Olympic Committee

Olympic Data Feed

Cycling Road
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

SYOG-2026-CRD-1.1 SFR
3 March 2026

International Olympic Committee

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.

1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Cycling Road Overview

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

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

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\n extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	

DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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

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

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC_DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	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	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			

	Organisation		
	Height		
	BirthDate		
	PlaceofBirth		
	CountryofBirth		
	PlaceofResidence		
	CountryofResidence		
	Nationality		
	MainFunctionId		
	OlympicSolidarity		
	Discipline (1,1)		
		Code	
		IFId	
		DisciplineEntry (0,1)	
			Type
			Code
			Pos
			Value

2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading 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@PARTICIPANT_STATUS Id	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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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 Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence

CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	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@DISCIPLINE_FUNCTION Id	Main function In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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 Id	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF code (competitor's federation number for the discipline).

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of entries by event message
DocumentSubtype	SYNC HISTORICAL	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team

after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1,N)				
		Code			
		Status			
		Organisation			
		Number			
		Name			
		ShortName			
		TVTeamName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		TeamType			
		Discipline (0,1)			
			Code		
			IFId		
			DisciplineEntry (0,1)		
				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 /Team (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC@PARTICIPANT_STATUS Id	Team organisation's ID
Name	M	CC@ORGANISATION Id	Team name.
ShortName	M	S(73)	Team Short Name
TVTeamName	M	S(40)	Team's TV Name.
PSCBName	O	S(21)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	S(50)	Gender Code of the Team Char(1)
TeamType	M	CC@DISCIPLINE_GENDER Gender	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG

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

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

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 List of Entries by Event

2.3.3.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated at the venue and the bulk message is triggered by the OVR.

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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						

		Organisation		
		SortOrder		
		Composition (0,1)		
			Athlete (0,N)	
				Code
				Order
				EntryStatus
				Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				ExtendedEntry (0,N)
					Type
					Code
					Pos
					Value

2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	1	1 in individual events (if Competitor @Type="A")

EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status

Element: Competition /Entry /Composition /Athlete /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample:

```
<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
    <Description TeamName="Belgium"/>
    <Coaches>
      <Coach Code="8549000" Order="1" Function="COACH">
        <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
      </Coach>
      <Coach Code="8549100" Order="2" Function="AST_COA">
        <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
      </Coach>
      <Coach Code="8549130" Order="3" Function="COACH_NA">
        <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
      </Coach>
    </Coaches>
    <Composition>
      <Athlete Code="8548555" Order="1" >
        <Description    GivenName="Bret"    FamilyName="Casillas"    Gender="M"    Organisation="BEL"    BirthDate="1983-11-22"
IFId="WCFBELM500666"/>
        <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
        <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
      </Athlete>
      <Athlete Code="8548554" Order="2">
        <Description    GivenName="Grady"    FamilyName="Winchester"    Gender="M"    Organisation="BEL"    BirthDate="1992-02-01"
IFId="WCFBELM215160"/>
        <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
        <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
      </Athlete>
      <Athlete Code="8548553" Order="3">
        <Description    GivenName="Forest"    FamilyName="McCulloch"    Gender="M"    Organisation="BEL"    BirthDate="1989-05-10"
IFId="WCFBELM524058"/>
        <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
      </Athlete>
      <Athlete Code="8548552" Order="4">
        <Description    GivenName="Randall"    FamilyName="Bernardo"    Gender="M"    Organisation="BEL"    BirthDate="1996-03-23"
IFId="WCFBELM331402"/>
        <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
      </Athlete>
      <
    </Composition>
  </Entry>
```

2.3.3.6 Message Sort

Sort by Entry @SortOrder

International
Olympic
Committee

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies). UNOFFICIAL OFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live)
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered:
- In Time Trial
  * When the competition starts and all changes/additions in data (LIVE)
- In Road Race
  * When the competition starts and after each group passes an intermediate point (send all changes for a group in a single message). Also update for any IRM.

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

Trigger also after any other change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		SortOrder					
		StartOrder					
		StartSortOrder					
		ResultType					

	Diff		
	ExtendedResults (0,1)		
		ExtendedResult (1,N)	
			Type
			Code
			Pos
			Value
			Value2
			Rank
			RankEqual
			SortOrder
			Diff
			Speed
			Move
			Arrive
	Competitor (1,1)		
		Code	
		Type	
		Bib	
		Organisation	
		Description (0,1)	
			TeamName
		Composition (0,1)	
			Athlete (0,N)
				Code
				Order
				Bib
				Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				EventUnitEntry (0,N)
					Type
					Code
					Pos
					Value
				ExtendedResults (0,1)
					ExtendedResult (1,N)

	Type
	Code
	Pos
	Value
	Rank
	RankEqual

2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /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	SC@IntPoint Code	#0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) Element Expected: When available and only in Time Trial when the unit is LIVE or UNOFFICIAL. This is used to show the most recent competitors who have arrived at this intermediate point included in this message. Effectively it is saying who is updated in this message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) who arrived at the intermediate point (including F).
DISPLAY	AFTER_INT	SC@IntPoint Code	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	##0	Send the number of competitors who have passed the intermediate point.
UI	AFTER_DIST	N/A	Element Expected: When available in road race
	Attribute	**M/O**	**Value**	**Description**

	Value	M	String	The race distance completed by the leading competitor so far Example: 56km
UI		AFTER_N	N/A	Element Expected: When was available in road race.

	Attribute	M/O	Value	Description
	Value	M	String	Competitors passed point the furthest point reached by the leader. x competitors have completed y distance (z Km)

UI		STARTERS	N/A	Element Expected: When was available

	Attribute	M/O	Value	Description
	Value	M	##0	Send the number of competitors on the start list

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available

	Attribute	Value	Description
	Code	COMPLETE	
	Pos	N/A	N/A
	Value	##0	Send the number of competitors whose event unit is completed (includes IRMs)

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available

	Attribute	Value	Description
	Code	ORG	
	Pos	N/A	N/A
	Value	##0	Send the number of organisations in the unit

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available

	Attribute	Value	Description
	Code	y Where y=CC@IRM	
	Pos	N/A	N/A
	Value	##0	Send number of competitors who have an IRM.

LEADER		CURRENT	SC@IntPoint Code	Pos Description: Send the intermediate point where the current leader has most recently passed Element Expected: When it is available in Road Race and Relay

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the ID of the current leading competitor at the intermediate point described @Pos.

LEADER		INTERMEDIATE	SC@IntPoint Code	Pos Description: The number that identifies the intermediate point, from 1 to F intermediate points. Where F is when finish the race.

				Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time of the leader at the intermediate point. Without leading zeros
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	LAP_SPEED_AVG		
	Pos	N/A	N/A	
	Value	##0.000	Average Speed of the race leader at last lap. km/h	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	##0.000	Average Speed, from the start, for the race leader at each intermediate point.	
LEADER	SEGMENT	SC@Segment Code	Pos Description: The number that identifies the lap, from 1 to the total number (n) of sections. According to the @pos of the INTERMEDIATE code Element Expected: When it is available in Road Race	
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Time for that section. Do not send h if it is zero.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
	Attribute	**Value**	**Description**	
	Code	SPEED_AVG		
	Pos	N/A	N/A	
	Value	##0.000	Leader Average Speed in that section	

Sample (General)

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	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@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the corresponding event unit.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent
Result	O	Road Race: h:mm:ss Time trial: h:mm:ss.ff	The result of the competitor in the event unit. Do not include h if it is zero. In the case of Para Cycling time trial this is the factored final time.
IRM	O	SC@IRM Code	IRM for the particular event unit. Send just in the case @ResultType is IRM or RANK.
SortOrder	M	Positive Integer	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the event unit. Before the race start content is the same than StartSortOrder. After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes who are disqualified or are notified as "did not finish" during the race must be dropped to the bottom with no rank. DSQ and DNF will be grouped separately in the order defined by the international federation.
StartOrder	O	Positive Integer	Competitor's start order. For Individual time trial this is the group number. Not applicable in road race.
StartSortOrder	M	Positive Integer	Order in the Start_list. Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	String	Time behind at finish only (Values for Leaders: +0 Road Race, +0.00 Time Trial and blank for team.) In the case of Para Cycling time trial this is the factored final time.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	CURRENT	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@IntPoint Code	Intermediate point where the competitor has most recently passed If the competitor has an IRM: 1. In case the DNS or the competitor has an IRM before crossing the first intermediate point: send 0.

				2. In other cases, send the Intermediate point that was crossed most recently. (Starting by 1. Start point (0) not considered if competitor athlete does not receive an IRM)
ER		NEXT	N/A	Element Expected: Always after the first intermediate point
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@IntPoint Code	Next intermediate point for the athlete. Only included after the first intermediate point for the competitor and until finished.
ER		RELEGATED	N/A	Element Expected: In Road Race only send for competitor who needs that otherwise DO NOT send.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	To know if the competitor's has been relegated. Send Y when competitor been relegated. Otherwise do not send
ER		STATUS	N/A	Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@CompetitorStatus Code	Race status for that athlete
PROGRESS		INTERMEDIATE	SC@IntPoint (ST, x, F, …)	Pos Description: Intermediate point where the competition has taken place (1,2..F) Element Expected: When it is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Road Race: h:mm:ss Time trial: h:mm:ss.ff	Cumulative time at the intermediate point (@pos) Do not send leading zeros.
	Rank	O	S(3)	Send the cumulative rank of the competitor at the intermediate point. Do not send if no value.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor at the corresponding point Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first. E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point then the values for these athletes are AT1

				@SortOrder 1 INTERMEDIATE 3 AT2 @SortOrder 2 INTERMEDIATE 3 Then If the Athlete AT2 is the first to pass the intermediate point 4, he will be the new leader in that point so the values for these athletes are: AT2 INTERMEDIATE 3 / SortOrder 2 INTERMEDIATE 4 / SortOrder 1 AT1 INTERMEDIATE 3 / SortOrder 1 INTERMEDIATE 4 / SortOrder 2
	Diff	O	Time	Send the time behind the fastest in the corresponding intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.ff or +0.00 for Time Trial). Do not send H if it is zero. The possible formats are: Road Race +h:mm:ss +mm:ss +m:ss +ss +s +0 leader(s): +0 Time Trial : +h:mm:ss.ff +mm:ss.ff +m:ss.ff +ss.ff +s.ff +0.ff leader(s): +0.00
	Speed	O	##0.000	Send the average speed of the competitor up to that point.
	Move	O	Integer	Send the rank progression in the current intermediate compared to the previous intermediate. (i.e: "2", "0", "-1", etc) Positive value means improved position, negative means lower rank. Only applicable in the Road Race
	Arrive	O	Positive Integer	Index based on the athlete's order of arrival to the intermediate point.
PROGRESS		PRETIMING	SC@IntPoint (ST, x, F)	Pos Description: Pre timing point where time is collected, value matches the associated INTERMEDIATE point (1,2..F) Element Expected: Time Trial
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.ff	Cumulative time at the point Do not send leading zeros.

	Rank	O	S(3)	Send the cumulative rank of the competitor at the point. Do not send if no value.
	RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
	SortOrder	M	##0	Send the order of the competitor at the corresponding point Order based on whole list (with the ones who have not passed yet are ordered as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). Overlapped (LAP) riders must be dropped to the bottom but above the DNF/DSQ/DNS riders. For tied athletes, the rider with the lowest bib number is listed first. E.g.: If the leader (AT1) is in the intermediate point 3 and the Athlete AT2 just to pass that point then the values for these athletes are AT1 @SortOrder 1 INTERMEDIATE 3 AT2 @SortOrder 2 INTERMEDIATE 3 Then If the Athlete AT2 is the first to pass the pre-timing point 4, he will be the new leader in that point so the values for these athletes are: AT2 INTERMEDIATE 3 / SortOrder 2 PRETIMING 4 / SortOrder 1 AT1 INTERMEDIATE 3 / SortOrder 1 PRETIMING 4 / SortOrder 2
	Diff	O	Time	Send the time behind the fastest at the point only for those completed the pre-timing. (Format +h:mm:ss.ff or +0.00 for Time Trial). Do not send H if it is zero. The possible formats are: Time Trial : +h:mm:ss.ff +mm:ss.ff +m:ss.ff +ss.ff +s.ff +0.ff leader(s): +0.00
	Arrive	O	Positive Integer	Index based on the athlete's order of arrival to the pre-timing point.
PROGRESS	SEGMENT	SC@Segments (LEGx, LAPx, x)		Pos Description: Section number for the information. (1,2..) Section is between two intermediates the competitor has data (Time, Rank, diff. Avr. speed) Element Expected: When it is available

	Attribute	M/O	Value	Description
	Value	O	Road Race: h:mm:ss Time trial: h:mm:ss.ff Only for the final results (last intermediate point)	Time for the section. Do not send h if it is zero.
	Rank	O	Text	Rank of the competitor in the section.
	RankEqual	O	Y	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Positive Integer	Index based on whole list (with the ones who have not completed the SECTION as well - after the ones who have finished, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, the rider with the lowest bib number is listed first.
	Diff	O	Time	Send the time behind the fastest in the corresponding intermediate only for those completed the intermediate. (Format +h:mm:ss or +0 for the Leader in Road Race, or +h:mm:ss.tt or +0.00 for Time Trial). Do not send H if it is zero)
	Speed	O	##0.000	Send the average speed of the competitor in the SECTION.

Sample (General)

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

Element: Competition /Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available
Type	M	A, T	A for athlete or T for Team
Bib	O	S(4)	Competitor Bib for Team events
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	**Code**	**Pos**	**Description**
EUE	START_TIME	N/A	Element Expected: Always, for Time Trial event units
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Send the Start time for the competitor. Do not remove leading zeros.

Sample (General)

```
..
<Competitor Code="1106825" Type="A" Organisation="NOC" Bib="4">
<Composition>
<Athlete Code="1106825" Order="1">
<Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1996-12-12" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="14:20:00" />
..
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Only during the road race. Update at three minute intervals during the race.
When the last rider crosses the finish line (empty message)

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)				
	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Extension (0,N)	

2.3.5.5 Message Values

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)

Type	Code	Pos	Description
BREAKAWAY	GROUP	#0	Pos Description: Send a unique number for group (a group is one or more athletes with the same time) Element Expected: When available and only when the unit is LIVE

Attribute	M/O	Value	Description
Value	M	+h:mm:ss +mm:ss +m:ss +ss +s	Time behind the leader(s). Do not send h if zero.

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected Always

Attribute	Value	Description
Code	SPEED	
Pos	N/A	N/A
Value	##0.000	Average speed of the group from the start of the race

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When the rides are available

Attribute	Value	Description
Code	GROUP NAME	
Pos	#0	Only send if there is more than one group.
Value	SC@GroupName Code	Name of the group.

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available but not for the peloton.

Attribute	Value	Description
Code	RIDER	
Pos	#0	Send 1 to n with a unique number for each rider in the group
Value	S(20) with no leading zeroes	Send the ID of each rider known in the group.

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available but not for the peloton.

Attribute	Value	Description
Code	RIDERS_NUM	
Pos	N/A	N/A
Value	##0	Number of athletes in the group

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When it is available only for the lead group

Attribute	Value	Description
Code	TO_FINISH	
Pos	N/A	N/A
Value	##0.0#	Distance to finish

Sample (General)

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

2.3.5.6 Message Sort

Sort by BREAKAWAY @Pos.

2.3.6 Play by Play

2.3.6.1 Description

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

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

Only applicable in road race.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit (race)
DocumentSubcode	N/A	N/A
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	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, T	Test message or production message.
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 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).

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	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	Positive Integer	Unique sequential number for all the incidents in the race, from 1 to n in chronological order from earliest to latest.

ActionDesc	O	S(200)	Action/Incident description

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

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Positive Integer	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@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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="56km" />
<SportDescription DisciplineName="Road Cycling" EventName="Women's Road Race" SubEventName="Women's Road Race" Gender="W" />
<VenueDescription Venue="HLL" VenueName="The Hill" Location="MLL" LocationName="The Hill"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Id="123456" Period="Lap 3" Order="3" ActionDesc="Riders 56 and 58 involved in minor crash at 22 km. No serious injuries.">
<Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008743" Order="1" >
<Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="SUI" BirthDate="1994-12-15" />
</Athlete>
</Composition>
</Competitor>
<Competitor Code="1008223" Type="A" Organisation="SUI" Order="1">
<Composition>
<Athlete Code="1008223" Order="1" >
<Description GivenName="Mary" FamilyName="Jones" Gender="W" Organisation="FRA" BirthDate="1992-12-15" />
</Athlete>
</Composition>
</Competitor>
..
```

2.3.6.6 Message Sort

Actions /Action @Order.

2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
Specific triggering conditions are defined in the sport data dictionary.
Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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

		SportDescription (0,1)			
			DisciplineName		
			EventName		
			Gender		
		VenueDescription (0,1)			
			Venue		
			VenueName		
	Result (1,N)				
		Rank			
		RankEqual			
		IRM			
		SortOrder			
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Bib		
			Composition (1,1)		
				Athlete (0,N)	
					Code
					Order
					Bib
					Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId

2.3.7.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)
Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC@DISCIPLINE_GENDER Gender	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@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
IRM	O	SC@IRM Code	The invalid rank mark, send if applicable.
SortOrder	M	Positive Integer	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	A, T	A for athlete or T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known
Bib	O	S(4)	Team bib for team events only

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Positive Integer	Order attribute. Send 1 when Competitor @Type="A".
Bib	O	S(4)	Bib

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

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

2.3.7.6 Message Sort

Sort by Result @SortOrder

2.3.8 Image

2.3.8.1 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.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the event unit
DocumentSubcode	#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	PHOTOFINISH	Send PHOTOFINISH
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Only applicable status is OFFICIAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

Image (1,N)				
	Pos			
	Version			
	Revision			
	ImageType			
	Result (0,N)			
		Result		
		Rank		
		StartOrder		
		SortOrder		
		Competitor (1,1)		
			Code	
			Type	
			Organisation	
			Description (0,1)	
				TeamName
			Composition (0,1)	
			Athlete (1,N)	
				Code
				Order
				Bib
				Description (1,1)
				GivenName
				FamilyName
	ImageData (1,1)			
		-		

2.3.8.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	**M/O**	**Value**	**Description**
Pos	M	#0	Used as differentiator if there are multiple images in the message.
Version	M	#0	Document Version

Revision	M	#0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

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

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

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	1	Value is 1
Bib	O	S(4)	Bib number

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

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (General)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
<Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
<Competitor Code="1234567" Type="T" Organisation="GBR" >
<Description TeamName="Great Britain"/>
</Result>
<Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
<Competitor Code="1234444" Type="T" Organisation="ESP" >
<Description TeamName="Spain"/>
</Result>
<ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.8.6 Message Sort

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

2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the unit
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	

| | | | ExtendedConfigItem (0,N) | |

2.3.9.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC@EVENT_UNIT Code	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	PRESTART	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.0	Distance from the ceremonial start to the race start.
COURSE	INTERMEDIATES	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.
INTERMEDIATE	SC@IntPoint (ST, x, F) Code	Numeric	Pos Description: Starts with 0 for the Start (ST) and will be numbered sequentially for each intermediate. Used for presenting the intermediates in the correct order. Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.#	Send distance in km at this intermediate point. Use the format as appropriate for the race
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available for the race.			
Attribute	**Value**	**Description**	
Code	DESC		

	Pos	N/A	N/A	
	Value	String	Name of the intermediate point in ENG.	
PRETIMING		SC@IntPoint (ST, x, F) Code	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Send distance in km at this intermediate point. Use the format as appropriate for the race
COURSE		SEGMENTS	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the total number of sections.
SEGMENT		SC@Segments (x) Code	Numeric	Pos Description: Starts with 1 for the first section and will be numbered sequentially for each section. Used for presenting the section in the correct order. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Send distance in the specified unit for the length of this section. Use the format as appropriate for the race
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.			
	Attribute	**Value**	**Description**	
	Code	BEGIN		
	Pos	N/A	N/A	
	Value	Numeric	Send the Pos value of the respective intermediate point for the start of the section.	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available.			
	Attribute	**Value**	**Description**	
	Code	END		
	Pos	N/A	N/A	
	Value	Numeric	Send the Pos value of the respective intermediate point for the end of the section.	

Sample (General)

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

2.3.9.6 Message Sort

There is no general message sorting rule.

2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE CODE	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
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	

2.3.10.5   Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@WeatherPoint Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)

Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC@WEATHER_COND Id	Codes that describe the Weather Condition

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

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR, WBGT	Air temperature & Heat Stress Indicator (WBGT)
Unit	M	SCGEN@TempratureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.10.6   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						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
As soon as Participant verification process finish (ORIS C38 process)	DT_PARTIC_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry list by NOC (Gender RSC level)		x				
	DT_PDF C32C Entry list by Event			x			
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_PDF C08 Schedule		x				
After the Draw/Team Captain's meeting	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x
After the Draw/Team Captain's meeting (in Paralympics)	DT_PARTIC_TEAMS_UPDATE		x				
After any decision with outcome Competition Format adaptation	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List	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
Road Race only: Update at three minute intervals	DT_CURRENT						x
When the riders cross an ITP	DT_RESULT	LIVE					x
Road Race only: When an incident occurs	DT_PLAY_BY_PLAY	LIVE					x

When the TD allows the release of the medallists (before results are official, or even not all competitors have finished yet in road race)	DT_MEDALLISTS	UNOFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When Competition finish (last Athlete pass the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
Road Race only: If available	DT_IMAGE	OFFICIAL					x
When Competition finish (last Athlete pass the finish line)	DT_RESULT	UNOFFICIAL					x
Road Race only: If an incident occurs when results are unofficial	DT_PLAY_BY_PLAY	UNOFFICIAL					x
When Competition results are validated	DT_RESULT	OFFICIAL					x
Road Race only	DT_PLAY_BY_PLAY	OFFICIAL					x
	DT_PDF - C73x - Results	OFFICIAL					x
Road Race only	DT_PDF - C69R - Race Facts	OFFICIAL					x
Road Race only	DT_PDF - C77R - Race Analysis	OFFICIAL					x
When the medallists are officially known (even if not all competitors are finished in road race)	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_RANKING	OFFICIAL		x			
	DT_PDF C92A Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C97 Cycling Medal Standings (CYC)		x				
	DT_PDF C99 Cycling Multi-Medallists at these Games (only if there are any new multi-medallists) (CYC)		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	7 October 2025	First version
V1.1	3 March 2026	Update based on integration feedback

File Reference: SYOG-2026-CRD-1.1 SFR

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFR	DT_CONFIG, DT_RESULT: Update of the structure based on DT_CONFIG updates and SOLG28 ODF changes Removal of para related information