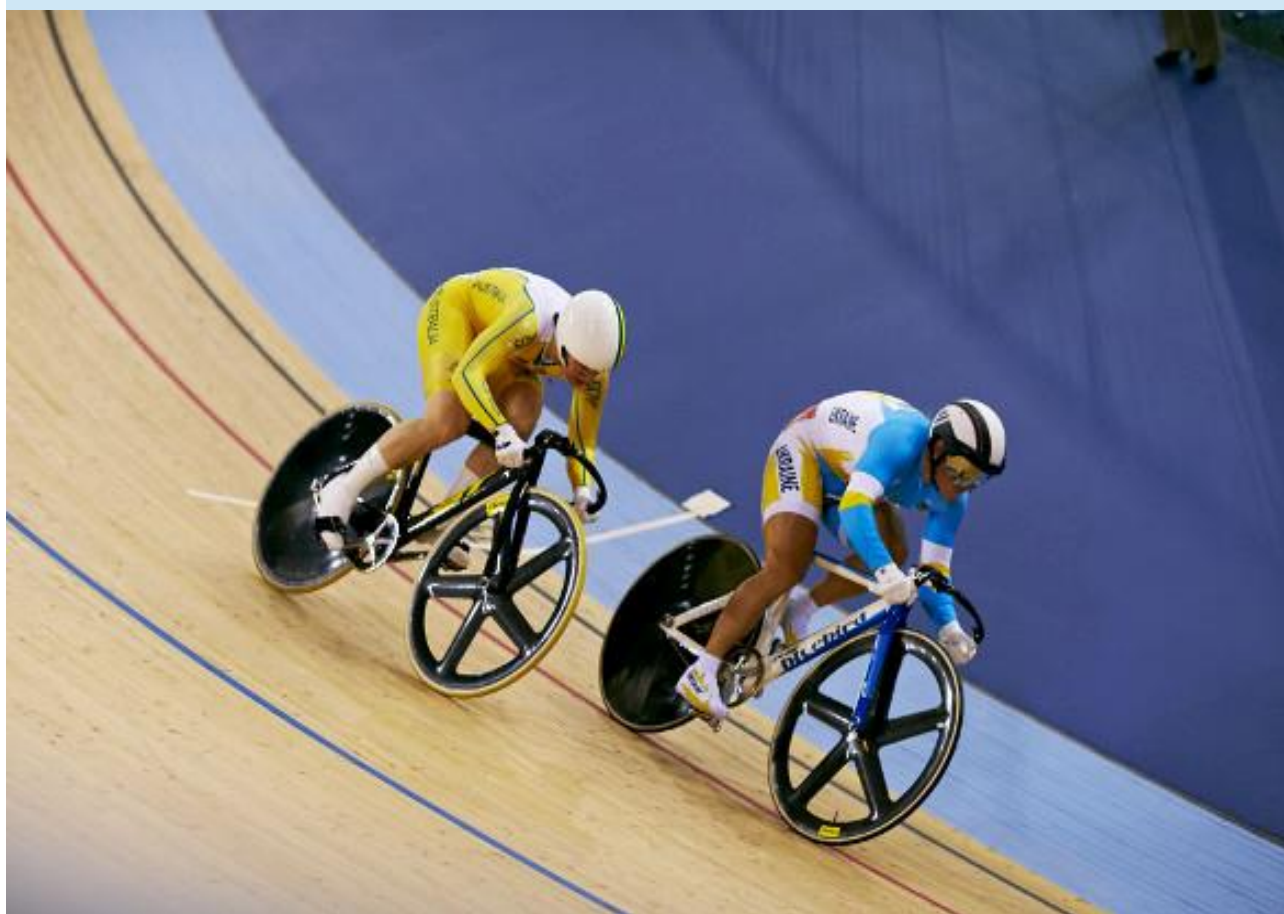




International
Olympic
Committee

SCOG-2026-CTR-1.3 SFR

Olympic Data Feed



Cycling Track ODF Data Dictionary

Technology and Information Department
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SCOG-2026-CTR-1.3 SFR
13 May 2026

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Cycling Track Overview

MESSAGES IN EACH EVENT

SPRINT

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

TEAM SPRINT

- * One DT_RESULT for each unit, single unit in qualifying, head-2-head units in subsequent phases.
- * DT_PHASE_RESULT is sent for the First Round only.

KEIRIN

- * One DT_RESULT for each unit (race) in all phases

TEAM PURSUIT

- * One DT_RESULT for each unit, single unit in qualifying, head-2-head units in subsequent phases.
- * DT_PHASE_RESULT is sent for the First Round only.

OMNIUM

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

MADISON

- * One DT_RESULT (single unit)

SCHEDULE

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

PARALYMPIC GAMES

- * Class is only used in the Paralympic Games.

BRACKET

There is only one bracket with the code FNL available for all H2H Cycling Track Individual Sprint competitions. The bronze medal match is send in a separate bracket with the code BRN..

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 in 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_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

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

2.3.1.1 Description

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

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
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 once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
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

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			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			



	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.1.5 Message Values

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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	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)	UCI Id. (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.

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 participants teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) is 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	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	Team (1,N)					
		Code				
		Status				
		Organisation				
		Name				
		ShortName				
		TVTeamName				
		PSCBName				
		PSCBShortName				
		PSCBLongName				
		Gender				
		TeamType				
		Discipline (0,1)				
			Code			
			IFId			

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. To delete a team, a specific value of the Status attribute is used
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name



ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
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@SPORT_GENDER Id	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	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)

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)

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline

Message Sort

The message is sorted by Team @Code.

2.3.3 List of Entries by Event

2.3.3.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one 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 in 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
	Bib
	Organisation
	SortOrder
	EntryStatus
	Substitute
	Description (0,1)
	TeamName
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Bib
	EntryStatus
	Substitute
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Guide (0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName



	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	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

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

Element: Competition /Entry /ExtendedEntry (0,N)				
Type		Code	Pos	Description
ENTRY		FACTOR	N/A	Element Expected: For Time Trial and Individual Pursuit in Para Cycling only
	Attribute	M/O	Value	Description
	Value	M	#00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

Element: Competition /Entry /Composition /Athlete (0,N)			
---	--	--	--



Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable
Bib	O	S(5)	Helmet number. Send if available
Substitute	O	Y	"Y" if the entered participant is a substitute

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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete /Guide (0,N)			
hec	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

2.3.3.6 Message Sort

Sort by Entry @SortOrder



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	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
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 (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED UNOFFICIAL OFFICIAL 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.

2.3.4.3 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 known and with any changes / IRMs before the start. (START_LIST)

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

* As soon as the competition starts (LIVE)

* After any addition / change in any data during the competition (LIVE)



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

* For Sprints event, when progression of phase is the best of three races, (INTERMEDIATE) is used at the end of Race 1 and 2.

* After all competitors have finished the unit (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

* Trigger after any change

2.3.4.4 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				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		StartOrder					
		StartSortOrder					



	ResultType	
	Diff	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	IRM	
	Rank	
	RankEqual	
	SortOrder	
	Diff	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	
	Competitor (1,1)	
	Code	
	Type	
	Bib	
	Organisation	
	Description (0,1)	
	TeamName	
	IFId	
	EventUnitEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Composition (0,1)	
	Athlete (0,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	



	Organisation
	BirthDate
	IFId
	Class
	GuideID
	GuideFamilyName
	GuideGivenName
	Guide (0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

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
UI	ELAPSED_TIME	1, 2, 3	Pos Description:



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



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



Attribute	M/O	Value	Description
Value	M	S(2)	Team Pursuit, Team Sprint after qualifying and only when LIVE Send the split most recently passed by the leader in the race

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	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_GENDE R Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes
UnitNum	O	S(15)	Heat number for the event unit where applicable.

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	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	Positive Integer	Rank for the competitor at the event unit. The Rank is by phase in case of Finals In omnium points race this is the omnium rank
RankEqual	O	Y	Send "Y" in the case of equalled rank else do not send.
Result	O	m:ss.fff (time) or #0 (points) or -#0 (points)	The result of the competitor in the event unit. Send if ResultType is different from IRM except in the case OVL in Team Pursuit where no result is applicable for the winner. Time result or Points In the case of Para Cycling time trial this is the factored time.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned. Send just if ResultType is equal to IRM or IRM_TIME or IRM_POINTS



QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition. Always expected where the competitor progresses.
SortOrder	M	Positive Integer	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Positive Integer	Competitor's start order. Send according to the sport rules and in the special case of Time Trial, Team Pursuit Qualifying & Team Sprint Qualifications this is the Start Order/Heat Number.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC@ResultType Code	Type of the @Result attribute Not required for winner in Team Pursuit in OVL.
Diff	O	+s.fff	Time Behind Leader Do not send for leader

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point number as defined in DT_CONFIG (including the finish race point) Element Expected: Units with defined intermediates. In the case of sprint finals (multiple races) send @Pos 1 & 2 at the start and 3 as soon as it is known that the decider is required.	
Attribute	M/O	Value	Description	
Value	O	m:ss.fff	Competitors intermediate point time (from the start to this point. In the case of Para Cycling time trial this is the factored time.	
IRM	O	SC@IRM Code	IRM code is applicable in sprint (for a single race)	
Rank	O	Positive Integer	Rank of the competitor for this specific ExtendedResult, rank at the intermediate point.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.	
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	



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



	Rank	O	Positive Integer	Rank of the competitor for this specific ExtendedResult. Send the rank in the split
	RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
	SortOrder	M	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on whole list (with the ones who have not reached the lap as well – after the ones who have, but before the IRMs. Sorted by the half lap passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
	Diff	O	+s.fff	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding split. Do not send for leader.
PROGRESS		LAST_QUAL	N/A	Element Expected: Sprint Qualifying, Time Trial Qualifying
	Attribute	M/O	Value	Description
	Value	M	Y	Send “Y” if this competitor is in the last qualifying place else do not send.
PROGRESS		DIFF_LAST	N/A	Element Expected: For Ind/Team Pursuit Qualifying, Time Trial Qualifying
	Attribute	M/O	Value	Description
	Value	M	+m:ss.fff	Time behind last qualifying positioned competitor. Do not send minutes if zero. Only send if not in qualifying position.
PROGRESS		SPEED_AVG	N/A	Element Expected: For Ind. Sprint Qualifying. Time Trial, Ind/Team Pursuit all phases and Team Sprint all phases.
	Attribute	M/O	Value	Description
	Value	M	#0.000	Average speed in km/h in the race
PROGRESS		STATUS	N/A	Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	String	Send the status
PROGRESS		WARNING	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y in case of the competitor has received a warning
PROGRESS		LAP_PTS	1, 2, 3	Pos Description: Send 1 for points gained, 2 for points lost and 3 for balance Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	M/O	Value	Description



	Value	M	+#0	Send the number of lap points (gained, lost or balance) (1 for points gained, 2 for points lost and 3 for balance)
PROGRESS		PTS_SPRINT	Positive Integer	Pos Description: Send the sprint number @Pos 1..n and TOT for total of all sprints Element Expected: For Points Race, Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	M/O	Value	Description
	Value	M	#0	Send the number of points at the sprint
	SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult. Index based on points obtained in each sprint (only for riders who get points, sorted first rider who get more points in the sprint to less points), but in last Sprint will be used to get finish order for all riders.
PROGRESS		LAPS_DOWN	N/A	Element Expected: For Scratch, Omnium Scratch Race/Elimination
	Attribute	M/O	Value	Description
	Value	M	-#0	Send the number of laps down
PROGRESS		EXPLANATION	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	String	Send the incident explanation
PROGRESS		PHOTO	1, 2, 3	Pos Description: Send 1, 2 or 3 for Sprint Finals, to know the race affected by Photo-finish decision, otherwise Do not send anything Element Expected: Sprint Finals, Keirin and Omnium Scratch Race At the end of the race. Only send for competitor who needs that otherwise DO NOT send.
	Attribute	M/O	Value	Description
	Value	M	P, Y	To know if the competitor's final result was decided by photo. Send P for Pending Status. Send Y when evaluated Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
PROGRESS		LAST_SPRINT	N/A	Element Expected: Points Race/Omnium Points Race, Omnium Tempo Race, Madison
	Attribute	M/O	Value	Description



	Value	M	#0	Send the last sprint number completed by the competitor
PROGRESS		FINISH	N/A	Element Expected: Omnium Points Race, Omnium Tempo Race, Madison
ER	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the finishing order in race
		REAL_TIME	N/A	Element Expected: Para Cycling Time Trial if it is a factored race.
	Attribute	M/O	Value	Description
	Value	M	m:ss.fff	Unfactored time for the competitor.

Sample (Team Pursuit Qualifying)

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

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC@Record_Type for reference).
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	Y	Send "Y" in the case that the record has been equalled else do not send.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A, T	A for athlete, T for team



Bib	O	S(4)	Team Bib number (Madison only)
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

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

For team event information

Type		Code	Pos	Description
EUE		WARNING	N/A	Element Expected: If applicable for all phases in Team Pursuit and Team Sprint
EUE	Attribute	M/O	Value	Description
	Value	M	Y	Send Y in case of the team has received a warning in a previous race else do not send
	LINEUP		N/A	Element Expected: Madison
	Attribute	M/O	Value	Description
	Value	M	1, 2	Line-up location. Send 1 for fence and 2 for the blue band

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(26) or S(4)	Race number Individual athlete's race number (if Competitor @Type="A") or team member's race number (if Competitor @Type="T")

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

Athletes extended information.

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

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	LINEUP	N/A	Element Expected: Send for Points Race, Tempo Race and Omnium Scratch Race/Elimination, Madison,	
	Attribute	M/O	Value	Description
	Value	M	1, 2	Line-up location. Send 1 for fence and 2 for the blue band (not madison) Send 1 for black and 2 for red in Madison
EUE	STATUS	N/A	Element Expected: Team events in the case of replacement	
	Attribute	M/O	Value	Description
	Value	M	R	Send R for replaced athlete
EUE	PTS_BEFORE	N/A	Element Expected: In Omnium when updated after previous race (not for first race)	
	Attribute	M/O	Value	Description
	Value	M	##0	Points achieved in Omnium before this event unit
EUE	WARNING	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Y	Send Y in case of the rider has received a warning in a previous race else do not send.
EUE	FACTOR	N/A	Element Expected: For Time Trial in Para Cycling only	
	Attribute	M/O	Value	Description
	Value	M	#00.000	Athletes Factor. (for example, 95.950) or 100.000 for 100% Factor

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				



Type	Code	Pos	Description
PROGRESS	PULLED_OUT	N/A	Element Expected: For Team events if applicable
Attribute	M/O	Value	Description
Value	M	Y	Send Y in case of the rider pulled out before the finish else do not send.

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Phase Results

2.3.5.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results INTERMEDIATE (used after each unit in the phase) UNOFFICIAL OFFICIAL PROTESTED 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.

2.3.5.3 Trigger and Frequency

Send as follows:

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	Progress (0,1)	
	LastUnit	
	UnitsTotal	
	UnitsComplete	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	SubEventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Location	
	LocationName	
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	ResultType	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	IFId	
	Composition (0,1)	
	Athlete (0,N)	
	Code	
	Order	



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

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	M	CC@EVENT_UNIT Code	Full RSC of the most recent unit information included in the message
UnitsTotal	M	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	M	Positive Integer	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	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@PHASE ENG ShortDescription	Phase ENG Description (not code) from Common Codes
Gender	M	CC@SPORT_GENDER Id	Gender code for the event unit

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 any Phase Results message, there should be at least one competitor being awarded a result for the phase.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the phase. The competitors are ranked according to progress to the finals. In team pursuit winners of heats 3 & 4 at the top by time then all other teams ordered by time only (3-8). In team sprint order by place then by time (4 winners first in time order)
RankEqual	O	Y	Send Y in case of the Rank has been equalled else do not send.
Result	O	m:ss.fff	Result for the particular phase., do not send zero minutes. Send Only in the case @ResultType is TIME or IRM_TIME.
IRM	O	SC@IRM Code	The invalid result mark, if applicable.
QualificationMark	O	SC@QualificationMark Code	Send applicable mark
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
ResultType	O	SC@ResultType Code	Result type

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

Type	Code	Pos	Description
ER	UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Positive Integer
ER	UNIT_RANK	N/A	Element Expected: In applicable
	Attribute	M/O	Value
	Value	M	Positive Integer

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

Competitor related to one phase result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T	T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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



Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Positive Integer	Order attribute used to sort team members in a team
Bib	O	S(4)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
IFld	O	S(16)	International Federation ID

2.3.5.6 Message Sort

Result @SortOrder followed by Athlete @Order.



2.3.6 Image

2.3.6.1 Description

Each message contains only one photofinish picture.

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	Positive Integer	Picture number If 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	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected 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.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

2.3.6.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
This element should always appear and must only include the information of those competitors appearing in the image.			



Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	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.

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)	Athlete Bib / Race Number

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name
FamilyName	M	S(25)	Family name

Element: Competition /Image /ImageData (1,1)

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

Sample (Photofinish)

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

2.3.6.6 Message Sort

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



2.3.7 Brackets

2.3.7.1 Description

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

This message is used in the individual sprint events in cycling track.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official) 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 should be sent at the very beginning of a competition, as soon as brackets are available.

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

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

- * Send with ResultStatus = 'START_LIST' before the start of the competition
- * Send with ResultStatus = 'INTERMEDIATE' after the start and until the last event unit (Gold Medal Match) is official (i.e. for all event units up until the Gold Medal match is completed for an event)
- * Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.
- * Trigger also after any change.



2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
	SportDescription (0,1)								
	DisciplineName								
	EventName								
	Gender								
	VenueDescription (0,1)								
	Venue								
	VenueName								
	Bracket (1,N)								
	Code								
	BracketItems (1,N)								
	Code								
	BracketItem (1,N)								
	Code								
	Order								
	Position								
	Date								
	Time								
	TimeStamp								
	Unit								
	CompetitorPlace (1,N)								
	Pos								
	Code								
	WLT								
	ResultType								
	IRM								
	StrikeOut								
	PreviousUnit (0,1)								
	Unit								
	WLT								
	Competitor (0,1)								
	Code								
	Type								
	Organisation								



	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class

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	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

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 /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Bracket Code	Bracket code to identify a bracket item. One for each individual bracket Note for example Gold and Bronze are different brackets.



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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Positive Integer	Bracket code to identify a bracket item. Unique identifier for the BracketItem. In general, it will be sent the heat number for each bracket item (e.g.: 17, 18, 19, 20 ...). However, it may include "TBD" for to be defined, if the heat number is not known
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1 and include all items of the current phase.
Position	M	Positive Integer	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there is only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	YYYY-MM-DD	YYYY-MM-DD. Must be filled if known
Time	O	HH:MM	HH:MM. Must be filled if known
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	SC@CompetitorPlace or SC@IRM Code	When there is no competitor send BYE or when not known yet send TBD or if an Invalid Result Mark (for example, DSQ). Send as appropriate.
WLT	O	SC@WLT Code	W or L, indicates the winner or loser of the bracket item. Always send when known.
ResultType	O	SC@ResultType Code	Type of the @Result attribute, used for IRM only
IRM	O	SC@IRM Code	The invalid result mark, if applicable
StrikeOut	O	Y	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.			



Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
WLT	O	SC@WLT Code	Send W or L for winner or loser of previous match.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.

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

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

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

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

Sample (Sprint)

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

2.3.7.6 Message Sort

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



2.3.8 Records

2.3.8.1 Description

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

Special Situations – Not Established Records:

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

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	CC@RECORD Id	If the message is sent because of a record being modified (broken, equaled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL PARTIAL	FULL if all records included. PARTIAL if only one record code is included.
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

2.3.8.3 Trigger and Frequency

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							



SportDescription (0,1)	
DisciplineName	
Record (1,N)	
Code	
Description (1,1)	
Name	
RecordType (1,N)	
Order	
RecordType	
Shared	
NotEstablished	
NotEstablishedLabel	
RecordData (0,N)	
Order	
ResultType	
Result	
Unit	
Country	
Place	
Date	
Time	
TimeStamp	
Equalled	
Competition	
Historical	
Reinstated	
Current	
Extension (0,N)	
Type	
Code	
Pos	
Value	
Competitor (0,1)	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
Composition (0,1)	
Athlete (1,N)	
Code	



	Order
	Description (0,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName

2.3.8.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

Element: Competition /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@RECORD Id	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Competition /Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	CC@RECORD ENG Description	Record description (not code) from Common Codes

Element: Competition /Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			



Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC@Record_Type to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC@RECORD_TYPE recordtype	Record type.
Shared	M	Y, N	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	Y	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	SC@NotEstablished Code	The code to be used in the case that NotEstablished="Y".

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Positive Integer	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC@ResultType Code	Indicates whether the record result is a distance, a time, etc.
Result	M	m:ss.fff	The performance of the competitor for the record or standard. Do not send minutes if zero.
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC@COUNTRY Id	Always send for new records and where known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	HH:MM	Time the record was set. Send always (Mandatory) in the case of Historical="N".
TimeStamp	O	DateTime	Date and Time the record was set including timezone. Send always (Mandatory) in the case of Historical="N".
Equalled	O	Y	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	Y	Send "Y" if the record for competitor was not achieved during the current competition.



			Send "N" if the record for the competitor was achieved during the current competition.
Current	O	Y	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
Reinstated	O	Y	"Y" if this record is re-instated/re-established as the current record in this message (following an invalidation or similar).

Element: Competition /Record /RecordType /RecordData /Extension (0,N)

Type	Code	Pos	Description
ER	AVG_SPEED	N/A	Element Expected: Always, if available
Attribute	M/O	Value	Description
Value	M	#0.000	Speed of the record in km/h

Element: Competition /Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)

Competitors extended information.

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

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
Class	O	CC@SportClass Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

2.3.8.6 Message Sort

The following order applies:

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

2.3.9 Event Final Ranking

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition

2.3.9.3 Trigger and Frequency

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

Trigger also after any change.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
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	
	ResultType	
	Result	
	IRM	
	SortOrder	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	
	Class	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Guide(0,N)	
	GuideID	
	Order	
	GuideFamilyName	
	GuideGivenName	

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
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	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@SPORT_GENDER Id	Gender code for the event. Must be included if it is a single gender

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	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	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Type of the @Result attribute (only for Omnium event)
Result	O	#0	The result of the competitor in the event. (only for Omnium event) Send just if ResultType is different from IRM
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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC@CompetitorPlace Code	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, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

Used in Team events only

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

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DisciplineClass Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Type	Code	Pos	Description
EUE	STATUS	N/A	Element Expected: Team events in the case of replacement
Attribute	M/O	Value	Description
Value	M	R	Send R for replaced athlete

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

2.3.9.6 Message Sort

Sort by Result @SortOrder

2.3.10 Event's Medallists

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_MEDALLISTS	Event's Medallists message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the result status: 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.

2.3.10.3 Trigger and Frequency

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

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

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

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

In summary:

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



2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	Gender						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Medal (1,N)						
	Code						
	Unit						
	Date						
	Competitor (1,1)						
	Code						
	Type						
	Order						
	Bib						
	Organisation						
	Description (0,1)						
	TeamName						
	IFId						
	Composition (1,1)						
	Athlete (0,N)						
	Code						
	Order						
	Bib						
	Description (1,1)						
	GivenName						
	FamilyName						
	Gender						
	Organisation						
	BirthDate						
	IFId						
	Class						



		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		Guide(0,N)
		GuideID
		Order
		GuideFamilyName
		GuideGivenName

2.3.10.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	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@SPORT_GENDER Id	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

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



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

Element: Competition /Medal /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A, T	A for athlete, T for team
Order	M	Positive Integer	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Bib	O	S(4)	Bib number, send if available (team bib)
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

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

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

Element: Competition /Medal /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
Class	O	CC@DisciplineClass Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.



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

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

2.3.10.6 Message Sort

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

2.3.11 Configuration

2.3.11.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Full RSC of the phase
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.

2.3.11.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one phase must be provided before the start list or resend the DT_RESULT if there are changes in DT_CONFIG.

2.3.11.4 Message Structure

The following table defines the structure of the message.

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



2.3.11.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	DISTANCE	N/A	Element Expected: For Team Pursuit, Individual Pursuit, Scratch Race, Tempo Race, Points Race, Madison.	
	Attribute	M/O	Value	Description
	Value	M	Numeric	Race distance for one specific unit (in kilometres)
QUALIFICATION	FROM_RANK	N/A	Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION	TO_RANK	N/A	Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Do not send for finals	
	Attribute	M/O	Value	Description
	Value	M	SC@QualRule Code	Qualification rule code
EC	INTERMEDIATE	S(2)	Pos Description: Send the intermediate number from 1 to F. Where 1 is the first intermediate point and F is the finish the race Individual Pursuit/Team Pursuit: @Pos 1, 2, 3, F @Value 1000, 2000, 3000,4000 or @Pos 1, 2, F @Value 1000, 2000, 3000 (depends on distance) 1000m Time Trial:	



				@Pos 1, 2, 3, F @Value 250, 500, 750, 1000 500m Time Trial: @Pos 1, F @Value 250, 500 Team Sprint: @Pos 1, 2, F @Value: 250, 500, 750 Individual Sprint (Qualifying): @Pos 1, F @Value: 100, 200 Individual Sprint (Finals): @Pos 1..3 (related to number of races of the phase) @Value: N/A Element Expected: Send as explained for each event
	Attribute	M/O	Value	Description
	Value	M	Positive Integer #000	Distance in metres from the beginning of the race to this intermediate point.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected For team sprint.			
	Attribute	Value	Description	
	Code	LAP		
	Pos	N/A		
	Value	SC @Lap	Send the lap value	
EC		INTERMEDIATES_NUM	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Positive Integer #0	Send the total number of intermediate points including the finish
EC		SECTION	S(2)	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between point n-1 and n), from 2 to the total number of sections, the last one being F. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	Positive Integer #####0	Send distance in m
EC		GROUPS_NUM	N/A	Element Expected: Send for Individual Pursuit, Team Pursuit (First round), Team Sprint (first round), Individual Sprint (1/32, 1/16 finals, 1/8 finals, repêchages, quarterfinals and semifinals) and Keirin (all phases).
	Attribute	M/O	Value	Description



EC	Value	M	Positive Integer #0	Send the number of heats by phase
	SPRINTS_NUM		N/A	Element Expected: Send for Points Race, Tempo Race (inc. Omnium) and Madison
	Attribute	M/O	Value	Description
	Value	M	Positive Integer #0	Send the number of sprints
EC	LAPS_NUM		N/A	Element Expected: Send for Individual Sprint, Keirin, Madison, Omnium (Scratch Race, Tempo Race and Points Race) and Madison events and Team Sprint events
	Attribute	M/O	Value	Description
	Value	M	Positive Integer #0	Send the number of laps
	SPLIT		Numeric #0	Pos Description: The number that identifies the Split. A Split is between two half lap points, from 1 and n. Example: Split 1 is the split between start the race and first half lap. @Pos 1..31 Element Expected: Send for Team Sprint & Team Pursuit
	Attribute	M/O	Value	Description
	Value	M	Positive Integer ####0	Send distance in m. @Value 125, 250, ... 4000
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	BEGIN		
	Pos	N/A		
	Value	S(2)	Send the half lap point for the start of the split or S if the start of the race.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	END		
	Pos	N/A		
	Value	S(2)	Send the half lap point which is the end of the split or for last section, send "F".	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	IS_LAP		
	Pos	N/A		
	Value	S(2)	Send the lap number if this is a full lap (1, 2, 3 ...)	

2.3.11.6 Message Sort

There is no message sorting rule.



3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

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



3.3 During competition

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

3.4 After competition

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



After Results are official (Sprint Qualifying, Sprint Final Places 5-8, Madison and Omnium at unit level)	DT_PDF C73x Results	OFFICIAL					x
After Results are official (Applicable for Team Pursuit, Team Sprint, Sprint and Keirin)	DT_PDF C74x Final Classification	OFFICIAL		x			
After each phase of Team Sprint and Team Pursuit is official	DT_PDF C77x Race Analysis	OFFICIAL			x		
After Omnium Points Race is official	DT_PDF C77J Results Progression	OFFICIAL		x			
After each event where a record is broken is official (Applicable for Team Sprint, Team Pursuit and Sprint Qualifying)	DT_PDF C81 Records Broken	OFFICIAL	x				
After Sprint Qualifying phase is official	DT_BRACKETS	START_LIST		x			
After Sprint Qualifying phase is official	DT_PDF C75E Results Bracket	START_LIST		x			
After Sprint phases (1/32 Finals, 1/32 Repechages, 1/16 Finals, 1/16 Repechages, 1/8 Finals, 1/8 Repechages, Quarterfinal, Semifinal and Final Places 5-8) are official	DT_BRACKETS	INTERMEDIATE		x			
After Sprint phases (1/32 Finals, 1/32 Repechages, 1/16 Finals, 1/16 Repechages, 1/8 Finals, 1/8 Repechages, Quarterfinal, Semifinal and Final Places 5-8) are official	DT_PDF C75E Results Bracket	INTERMEDIATE		x			
After the last unit of Sprint Finals is official	DT_BRACKETS	OFFICIAL		x			
After the last unit of Sprint Finals is official	DT_PDF C75E Results Bracket	OFFICIAL		x			
When the medallists are officially known	DT_MEDALLISTS	OFFICIAL		x			
When the medallists are officially known (Applicable for Sprint, Keirin and Omnium)	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
When the medallists are officially known (Applicable for Madison, Team Sprint and Team Pursuit)	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
When the medallists are officially known	DT_MEDALLISTS_DISCIPLINE		x				
When the medallists are officially known	DT_PDF C93 Medallists by Event		x				
When the medallists are officially known	DT_MEDALS		x				
When the medallists are officially known	DT_PDF C95 Medal Standings		x				
When the medallists are officially known (Code CYC)	DT_PDF C97 Cycling Medal Standings		x				
When the medallists are officially known, if there are any new multimedallist (Code CYC)	DT_PDF C99 Cycling Multi-Medallists at these Games		x				

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V1.0	28 Aug 2025	First version, adapted to MiCo schema
V1.1	8 Mar 2026	Switch back to Paris ODF structure for DT_CONFIG items
V1.2	10 Apr 2026	Developer Feedback
V1.3	13 May 2026	DT_BRACKET Clarification

File Reference: SCOG-2026-CTR-1.3 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	DT_CONFIG: Switch back naming of ExtendedConfigItem to Paris ODF
V1.2	SFR	DT_ENTRIES: The ExtendedEntry FACTOR was moved towards the right place under the ENTRY (and not the Guide)
V1.3	SFR	Discipline Overview (2.1.) DT_BRACKET usage explanation was added DT_BRACKET: BracketItem.Position explanation extended to explain the new case, where classification matches might stay in the same bracket.