Olympic Data Feed

Freestyle Skiing and Snowboard, Timed Events
ODF Data Dictionary
Technology and Information Department

OWG2026-FRSSBD_T-1.0, APP
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License

1 Introduction

1.1 This document

This document includes the ODF Snowboard 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 Snowboard & Freestyle Timed Events 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
Language Guidelines and Participant Names	The document describes the different Name formats
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 Snowboard and Freestyle Skiing, Timed Events Overview

MESSAGES IN EACH EVENT

Olympic

- ***Cross (SBD/FRS)***

Individual Events:

The initial phase will be qualification or seeding depending on the number of competitors. There are up to two runs.
In the case of two runs the cut-down format can be applied where most of the competitors qualify for the final phase after the first run and the rest qualify to the final after the second run based on the results of their second run only.
DT_RESULT message is applicable to each run and DT_PHASE_RESULT is applicable to the Qualification/Seeding Phase.
DT_CURRENT is also expected.
The finals consist of multiple heats with leaders progressing to the next phase. There is one DT_RESULT per heat in addition to a DT_BRACKETS message.

Team Event (SBD only):

The event consists of a final phase only with multiple heats with leaders progressing to the next phase. There is one DT_RESULT per heat in addition to a DT_BRACKETS message.

Parallel (SBD)

Qualification consists of two runs with the leading competitors progressing to the finals. The phase will have one DT_RESULT per run and a DT_CUMULATIVE_RESULT for the combined results. DT_CURRENT is also expected.
The finals consist of head-to-head pairs with the winner progressing. All finals are single run only. There is one DT_RESULT per heat in addition to a DT_BRACKETS message.

Paralympic

DT_PARTIC_TEAMS, DT_ENTRIES_TEAMS, DT_CUMULATIVE and DT_IMAGE are not applicable.

- ***Cross (SBX)***

The initial phase will be qualification or seeding depending on the number of competitors. There are up to two runs.
DT_RESULT message is applicable to each run and DT_PHASE_RESULT is applicable to the Qualification/Seeding Phase.
DT_CURRENT is also expected.
The finals consist of multiple heats with leaders progressing to the next phase. There is one DT_RESULT per heat in addition to a DT_BRACKETS message.

- ***Banked Slalom (BSL)***

The event consists of a final phase only, up to two runs. DT_RESULT message is applicable to each run and DT_PHASE_RESULT is applicable to the phase. DT_CURRENT is also expected.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE will include every heat and run in qualification and finals as well as at phase level.
ScheduleStatus “SCHEDULE_BREAK” is applicable to the Phase RSCs and should be used in the case of long breaks along the competition (i.e training session between two competition units).

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 regard to those that are general for all sports. If one message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_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_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	

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 any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document “Language Guidelines & Participant Names”.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

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
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent for any modification in the data.
DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	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

Sample (Version):

```
<Competition Gen=”OWG2026-GEN-2.60" Sport="OWG2026-FRSSBD_T-1.10" Codes="OWG2026-3.60">
```

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Participant's ID/Registration Number 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.
Parent	M	S(20) without leading zeros	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 participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
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
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program

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

All participating athletes or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each disciplines.

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

Element: Competition /Participant /Discipline /DisciplineEntry (0,1)				
Type		**Code**	**Pos**	**Description**
ENTRY		STANCE	N/A	Element Expected: When available in SBD only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Foot Code	Stance Code

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.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will different teams.

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 and their participation is defined by the status attribute.

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) 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.
The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the name(s) or discipline entry data for any team after the transfer of control to OVR.
DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Team (1, N)				
		Code			
		Status			
		Organisation			
		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	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 /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Team's ID
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@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Team type. Element expected: ORG This is how the name is constructed to allow clients to build in other languages.

Element: Competition /Team /Discipline (0,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFId	O	S(16)	IF Id for the discipline if it is assigned.

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 List of Entries by Event

2.3.3.1 Description

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.

For the Mixed Team Snowboard Cross the entries are managed by the OVR therefore the DT_ENTRIES for this event will be distributed after OVR becomes the owner of the data and based on the corresponding Team Captains' Meeting outcomes.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

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

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**
IFRANK	SC@IFRank	N/A Or CC@EVENT Code	Pos Description: Do not send when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFRank refers. Element Expected: when available.
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Seeding order used to create the start list

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

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID
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).

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Type		**Code**	**Pos**	**Description**
IFRANK		SC@IFRank	N/A Or CC@EVENT Code	Pos Description: do not send when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFRank refers to. Element Expected: when available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	IF Rank of the competitor for the specific event
IFPOINTS		SC@IFPoints	N/A Or CC@EVENT Code	Pos Description: do not send when the SC@IFPoints corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFPoints refers to. Element Expected: when available for Paralympic
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0.00	IF Points of the competitor for the specific event

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.

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	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED 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.

2.3.4.3 Trigger and Frequency

This message is expected after any update with ResultStatus:

- START_LIST: as soon as the start list is available and in case of any changes (including IRMs before the event unit starts)
- LIVE: when the competition starts and after each intermediate point for the current athlete(s)
- INTERMEDIATE: in the case that the event unit is interrupted
- UNCONFIRMED: when photo finish evaluation is pending (PGS) or when all athletes/teams have finished, until results are confirmed. (Cross only)
- UNOFFICIAL/OFFICIAL: as soon as the event unit is finished as applicable
- PROTESTED: if applicable.
- PROVISIONAL: if a CAS, IOC or IF decision is pending

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
				Code			
				Pos			
				Value			
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			Description (1,1)				
				GivenName			
				FamilyName			
				Gender			
				Organisation			
			ExtOfficial (0,N)				
				Type			
				Code			
				Pos			
				Value			
	Result (1,N)						
		Rank					

	RankEqual				
	ResultType				
	Result				
	IRM				
	SortOrder				
	StartOrder				
	StartSortOrder				
	QualificationMark				
	WLT				
	Diff				
	PhotoFinish				
	ExtendedResults (0,1)				
		ExtendedResult (1,N)			
			Type		
			Code		
			Pos		
			Value		
			Value2		
			Rank		
			RankEqual		
			Diff		
	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

							EventUnitEntry (0,N)	
								Type
								Code
								Pos
								Value
							ExtendedResults (0,1)	
								ExtendedResult (1,N)
								Type
								Code
								Pos
								Value
								Value2
								IRM
								Rank
								Diff

2.3.4.5 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 /ExtendedInfos /UnitDateTime (0,1) **Actual start date and time / end date and time. (do not include until unit starts)**			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until competition starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: always in qualification/seeding
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of competitors in the start list
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **always in qualification/seeding if ResultStatus is not START_LIST and at least one competitor has a valid result**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Positive Integer	Number of competitors whose event unit is completed (including IRMs)	
DISPLAY		LAST_COMP	SC@CourseColour Order N/A	Pos Description: PGS only. Element Expected: when available in qualification/seeding and if ResultStatus is LIVE, INTERMEDIATE or UNOFFICIAL
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(20) without leading zeros	Competitor ID of the last competitor to compete and receive a result. In parallel the pair must be kept together in this extension and not separated.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Short Description

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
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Official's Code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's Function, it can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Official's Order

Element: Competition /Officials /Official /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 official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Type	**Code**	**Pos**	**Description**
EO	VIDEO	N/A	Element Expected: if the official has access to video review (SBX, SX, BXT only)
Attribute	**M/O**	**Value**	**Description**

	Value	M	SC@VideoReview Code	Applicable code

Sample (X)

```
<Officials>
    <Official Code="8600005" Function="RCE_DIR" Order="1">
        <Description Gender="M" Organisation="FIS" FamilyName="Beier" GivenName="Uwe"/>
        <ExtOfficial Type="EO" Code="VIDEO" Value="*VA*"/>
    </Official>
    <Official Code="1000912" Function="TCH_DEL" Order="2">
        <Description Gender="F" Organisation="GER" FamilyName="Hartl" GivenName="Stephanie"/>
        <ExtOfficial Type="EO" Code="VIDEO" Value="*VA*"/>
    </Official>
    <Official Code="8600013" Function="COMP_CHF" Order="3">
        <Description Gender="M" Organisation="CHN" FamilyName="Wang" GivenName="Nan"/>
</Official>
```

Element: Competition /Result (1,N)

This contains Event Unit Information for all Events

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor. In PGS qualification run, ranks are by course (red/blue). For this reason, two competitors could have the same rank despite of having different times as they compete in a different course. Not expected while PhotoFinish pending
RankEqual	O	Y	Y if a rank has been equaled Not expected while PhotoFinish pending
ResultType	O	SC@ResultType Code	Result type as appropriate. Not expected while PhotoFinish pending
Result	O	m:sS.FF	Result for the particular event unit in case @ResultType is TIME Not expected while PhotoFinish pending
IRM	O	SC@IRM Code	IRM for the event unit in case @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit. It is mostly based on the rank, but it is used to sort out ties as well as IRMs. Prior to the unit starts the order is the same as StartSortOrder.
StartOrder	O	Positive Integer	Start order in the unit. In cross finals the start lane is expected as soon as available
StartSortOrder	M	Positive Integer	Used to sort the competitors in the start list of the event unit. StartSortOrder does not change in case of DNS competitors while in the case of Snowseed or Re-Run (not provisional) this should be updated.
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available (cross finals only) Not expected while PhotoFinish pending
WLT	O	SC@WLT Code	Code whether a competitor won, lost or tied the race (parallel finals)
Diff	O	+m:sS.FF	Time behind the leader in the unit in the case @ResultType is TIME or RANK. 0.00 for the leader. PGS: • qualification: time difference compared to the leader on the same course. • finals: time difference within the heat. Not expected while PhotoFinish pending

PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors inolved will be sorted according to the theorical rank before the evaluation. Attributes related to the not confirmed result are not expected.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		RE_RUN	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if a Re-Run is granted to the competitor. Remove once the Re-Run is completed. Not expected in case of a provisional Re-Run.
ER		DSQ_DESC	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(255)	Description of the disqualification reason
ER		POT_DSQ	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y for a potential disqualification of the competitor
ER		TIEBREAK_FOR	N/A	Element Expected: in case of tie breaking in finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Tied rank before applying the tie breaking
ER		ADVANCED	N/A	Element Expected: in case of tie breaking in finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if the competitor is advancing to the next phase as a result of a tie-break
ER		JURY_DECISION	Positive Integer	Pos Description: chronological order of each jury decision for this competitor. Element Expected: individual cross only
	Attribute	M/O	Value	Description
	Value	O	SC@Card Code	Card code
	Value2	M	SC@Infringement ENG Description	Jury decision description
	IRM	O	SC@IRM Code	Invalid result mark (IRM) related to the jury decision
PROGRESS		INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...F). S as reaction time. Element Expected: when data is available, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF	Time at the intermediate point. Not applicable in Cross final phases.
	IRM	O	SC@IRM Code	Invalid result mark (IRM) for the first intermediate not reached by the competitor to give some indication of the location of the IRM.

	Rank	O	Positive Integer	Rank of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	Y	Y if the rank is equaled, else is not expected.
	Diff	O	+/-m:sS.FF	Time difference compared to the leader at this intermediate point. 0.00 for the leader
PROGRESS		SECTION	S(2)	Pos Description: intermediate point at the end of the section where section time is taken (2... F). For example, 2 is the section from intermediate 1 to intermediate 2 etc. Element Expected: in qualification only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:sS.FF	Time for the section ending at the intermediate point @Pos.
	Rank	M	Positive Integer	Rank of the competitor in the section. Do not consider IRMs
	RankEqual	O	Y	Y if the rank is equaled, else is not expected.
PROGRESS		SPEED	N/A	Element Expected: when available in X/XT, not expected in case of IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Average speed in km/h

Sample (X):

```
<Result SortOrder="5" StartSortOrder="11" Rank="5" Result="1:17.38" StartOrder="11" ResultType="TIME" Diff="+1.09">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="16.20" Pos="1" Diff="+0.63" Rank="10”>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="51.63" Pos="2" Diff="+1.32" Rank="6"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:17.38" Pos="F" Diff="+1.09" Rank="5"/>
    <ExtendedResult Type="PROGRESS" Code="SECTION" Value="35.43" Pos="2" Rank="9"/>
    <ExtendedResult Type="PROGRESS" Code="SECTION" Value="25.75" Pos="F" Rank="3" RankEqual="Y"/>
    <ExtendedResult Type="PROGRESS" Code="SPEED" Value="60.95"/>
  </ExtendedResults>
```

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros or SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available.
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number of the team in team events
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team name
IFId	O	S(16)	IFId of the team

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

Type		Code	Pos	Description
EUE		BIB_COLOUR	N/A	Element Expected: when available BXT only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@BibColour Code	Jersey colour

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID.
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(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the class of the athlete.

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

Individual athletes' entry information.

Type		Code	Pos	Description
EUE		BIB_COLOUR	N/A	Element Expected: final phases SX/SBX
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@BibColour Code	Jersey colour
EUE		COURSE	N/A	Element Expected: in Parallel events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@CourseColour Code	Course colour
EUE		SNOWSEED	N/A	Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if the athlete is snow seeded.
EUE		STANCE	N/A	Element Expected: only for SBD
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Foot Code	Code for stance

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result, applicable to Team Cross only.				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (1, 2..F). S indicate the reaction time. Element Expected: when data is available, except if @PhotoFinish is P in Result element
	Attribute	**M/O**	**Value**	**Description**
	Rank	O	Positive Integer	Rank of the competitor at each @Pos
	IRM	O	SC@IRM Code	IRM if applicable
	Diff	O	+m:sS.FF	Time difference behind the leader @Pos. 0.00 for the leader
ER		JURY_DECISION	Positive Integer	Pos Description: 1..n for each jury decision for this competitor. Order chronologically.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC@Card Code	Card code
	Value2	M	SC@Infringement ENG Description	Jury decision description
	IRM	O	SC@IRM Code	Invalid result mark (IRM) related to the jury decision

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

The message contains the latest applicable information for the event unit which is live at the moment.

In general, the information in this message should only be used to build a standalone current table and not to merge data with the DT_RESULT message.

This message is expected only during Parallel Qualification and Cross Qualification/Seeding.

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@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current 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.

2.3.5.3 Trigger and Frequency

This message is expected:

- before the event unit starts with the first competitor/pair at start as NEXT.
- As soon as the competitor/pair starts as CURRENT and a new NEXT competitor/pair will be added to the message unless no more at start. The previous competitor/pair will be marked as LAST
- After any intermediate point or chage of data during the run of each competitor/pair.
- In PGS the competitors will remain CURRENT till the heat is finished
- In Cross the competitor will remain CURRENT till the run is finished

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
Competition (0,1)					
	Gen				
	Sport				
	Codes				

	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		
	Result (0,N)				
		Rank			
		RankEqual			
		Result			
		ResultType			
		IRM			
		Diff			
		StartOrder			
		SortOrder			
		StartSortOrder			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Rank	
				RankEqual	
				Diff	
				IRM	
		Competitor (1,N)			
			Code		
			Type		
			Organisation		
			Composition (0,1)		
				Athlete (0,N)	
					Code
					Order
					Bib

2.3.5.5 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 /ExtendedInfos /ExtendedInfo (1,N)

Type	Code	Pos	Description
DISPLAY	LAST_COMP	SC@CourseColour Order N/A	Pos Description: PGS only. Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeros	Competitor ID of the last competitor to compete and receive a result. In parallel the pair must be kept together in this extension and not separated.
DISPLAY	CURRENT	SC@CourseColour Order Positive Integer	Pos Description: course colour for PGS only, in Cross order of the competitors on the course, 1 for the nearest to the finish line. Element Expected: when available (refer to trigger and frequency for additional details),
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeros	Competitor ID of the current competitor(s).
DISPLAY	NEXT	SC@CourseColour Order N/A	Pos Description: course colour for PGS only, N/A in Cross Element Expected: when available (refer to trigger and frequency for additional details)
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeros	Competitor ID of the next competitor(s).

Sample (Parallel)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="R" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="B" Value="123444" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="R" Value="123555" />
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="B" Value="123666" />
</ExtendedInfos>
```

Element: Competition /Result (0,N)
In PGS qualification run all the result attributes refers to the Event Unit by course while in PGS elimination run and Cross Qualification/Seeding (all runs) all the attributes refer to the phase

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
Result	O	m:sS.FF	Result if @ResultType is TIME.
IRM	O	SC@IRM Code	The invalid result mark (IRM) if @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number. It is the same as StartSortOrder
StartOrder	M	Positive Integer	The start order of the unit
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.

ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	+/-m:sS.FF	Time behind leader if @ResultType is TIME. 0.00 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...F). For Cross, intermediate S will manage the reaction time. Element Expected: if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF	Time at the intermediate @Pos
	Rank	O	Positive Integer	Rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	IRM	O	SC@IRM Code	Invalid result mark (IRM) only for the first intermediate not reached by the competitor.
	Diff	O	+/-m:sS.FF	Time difference behind the leader at this intermediate @Pos. Negative if faster than race leader. 0.00 for the leader
PROGRESS		SPEED	N/A	Element Expected: when available in X/XT, not expected in case of IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00	Average speed in km/h

Element: Competition /Result /Competitor (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's ID or TBD in case that the competitor is unknown
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID.
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(5)	Bib number

2.3.5.6 Message Sort

Result @SortOrder.

2.3.6 Phase Results

2.3.6.1 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.

This message is applicable only to Individual Cross Qualification/Seeding Phase, regardless of the competition format.

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@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	Expected statuses are: START_LIST LIVE INTERMEDIATE OFFICIAL UNOFFICIAL 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.

2.3.6.3 Trigger and Frequency

DT_PHASE_RESULT is sent after every DT_RESULT once it is START_LIST or LIVE except those that are triggered by intermediate points.
Following each event unit within the phase, the DT_PHASE_RESULT will have the ResultStatus INTERMEDIATE. In all other cases, including the last event unit of the phase, the DT_PHASE_RESULT will follow the same status as the DT_RESULT.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		Diff					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		
					RankEqual		
					ResultType		
					Result		
					IRM		
					SortOrder		
					StartOrder		
					StartSortOrder		
					Diff		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value
		Competitor (1,1)					
			Code				
			Type				

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

2.3.6.5 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 /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		LAST_QUAL	N/A	Element Expected: always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeros	Competitor ID of the current last qualifying place. If insufficient competitors have completed the phase the current last place is expected.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC@EVENT_UNIT Code	Event Unit RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC@VENUE	Venue Code

		Id	
VenueName	M	CC@VENUE ENG Description	Venue ENG Description
Location	O	CC@LOCATION Id	Location code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the phase result. Rank may apply in case of ResultType=IRM and IRM=DNF or DNS as per sport rules. This attribute is optional because the competitor could get an invalid rank mark.
ResultType	O	SC@ResultType Code	Result type
Result	O	m:sS.FF	Phase result in the case @ResultType is TIME
IRM	O	SC@IRM Code	IRM for the phase result in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available
Diff	O	+m:sS.FF	The difference behind the race leader. 0.00 for the leader
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. During second and subsequent units those without rank will be ordered following their start order in the current unit.

Element: Competition /Result /ResultItems /ResultItem (1,N) **Identifier of unit which it is going to be included in the result summary.**			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC@EVENT_UNIT Code	RSC of the unit
Order	M	Positive Integer	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1) **All attributes refer to the event unit identified in Competition /Result /ResultItems /ResultItem @Unit**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the event unit
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit
Result	O	m:sS.FF	Event Unit result if @ResultType is TIME
IRM	O	SC@IRM Code	Invalid rank mark in the event unit if @ResultType is IRM
Diff	O	+m:sS.FF	Time behind leader for the event unit. 0.00 for the leader
SortOrder	M	Positive Integer	Index to sort the results in the event unit

StartOrder	O	Positive Integer	The start order in the event unit.
StartSortOrder	M	Positive Integer	Index to sort the competitors in the start list in the event unit.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		DISCARD	N/A	Element Expected: when result is discarded.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if this result is discarded and does not count toward the phase ranking and progression to the next phase.

Sample (X)

```
<Result SortOrder="28" StartSortOrder="13" Rank="28" Result="1:20.48" QualificationMark="Q" StartOrder="29" ResultType="TIME" Diff="+4.19">
  <ResultItems>
    <ResultItem Unit="SBDMSBX----------SEED000101--" Order="1">
      <Result Rank="30" ResultType="TIME" Result="1:21.28" SortOrder="30" StartOrder="29" StartSortOrder="29">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DISCARD" Value="Y"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SBDMSBX----------SEED000102--" Order="2">
      <Result Rank="11" ResultType="TIME" Result="1:20.48" SortOrder="11" StartOrder="13" StartSortOrder="13">
      </Result>
    </ResultItem>
  </ResultItems>
```

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 as the competitor is @Type="A".
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available

IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the class of the athlete.

2.3.6.6 Message Sort

Result @SortOrder.

2.3.7 Cumulative Results

2.3.7.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units. This message is used when the competitor scores accumulate over the different units.

It is only applicable in Snowboard Parallel Qualification phase.

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@PHASE Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative 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. START_LIST LIVE INTERMEDIATE OFFICIAL UNOFFICIAL 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.

2.3.7.3 Trigger and Frequency

DT_CUMULATIVE_RESULT is sent after every DT_RESULT once it is START_LIST or LIVE except those that are triggered by intermediate points.
Following each event unit within the phase, the DT_CUMULATIVE_RESULT will have the ResultStatus INTERMEDIATE. In all other cases, including the last event unit of the phase, the DT_PHASE_RESULT will follow the same status as the DT_RESULT.

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
Competition (0,1)							
	Gen						
	Sport						

	Codes			
	ExtendedInfos (0,1)			
		ExtendedInfo (0,N)		
			Type	
			Code	
			Pos	
			Value	
		Progress (0,1)		
			LastUnit	
		SportDescription (0,1)		
			DisciplineName	
			EventName	
			Gender	
		VenueDescription (0,1)		
			Venue	
			VenueName	
			Location	
			LocationName	
	Result (1,N)			
		Rank		
		ResultType		
		Result		
		IRM		
		QualificationMark		
		Diff		
		SortOrder		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Rank
				RankEqual
				IRM
				SortOrder
		ResultItems (0,1)		
			ResultItem (1,N)	
				Unit
				Order
				Result (1,1)

					Rank		
					RankEqual		
					ResultType		
					Result		
					IRM		
					Diff		
					SortOrder		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value
		Competitor (1,1)					
			Code				
			Type				
			Organisation				
			Composition (1,1)				
				Athlete (0,N)			
					Code		
					Order		
					Bib		
					Description (1,1)		
						GivenName	
						FamilyName	
						Gender	
						Organisation	
						BirthDate	
						IFId	

2.3.7.5 *Message Values*

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	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 /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		LAST_QUAL	N/A	Element Expected: during PGS Elimination Run
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(20) without leading zeros	Competitor ID of the current last qualifying place. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description
Location	O	CC@LOCATION Id	Location code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the cumulative result. In Parallel: Do not include the rank during the second and subsequent units until the competitor has completed the unit as rank after one run has no meaning. Rank may apply in case or ResultType=IRM and IRM=DNF or DNS as per sport rules. This attribute is optional because the competitor could get an invalid rank mark.
ResultType	O	SC@ResultType Code	Result type
Result	O	m:sS.FF	Cumulative result in case @ResultType is TIME
IRM	O	SC@IRM Code	IRM for the cumulative result in case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available
Diff	O	+m:sS.FF	Time behind the leader. 0.00 for the leader

SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. During second and subsequent units those without rank will be ordered following their start order in the current unit.

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

Type		Code	Pos	Description
ER		SC@CourseColour Code	N/A	Element Expected: to provide the result by course and not by event unit
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF	Time on the course
	Rank	O	Positive Integer	Rank of the competitor on the course
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	IRM	O	SC@IRM Code	IRM on the course if applicable
	SortOrder	M	Positive Integer	Order of the competitors on the course considering all competitors

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

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	RSC of the unit
Order	M	Positive Integer	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)
All attibutes refers to the event unit identified in Competition /Result /ResultItems /ResultItem @Unit

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the result for the unit
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit
Result	O	m:sS.FF	Event Unit result if @ResultType is TIME
IRM	O	SC@IRM Code	The invalid rank mark in the event unit if @ResultType is IRM
Diff	O	+m:sS.FF	The difference in the event unit. 0.00 for the leader
SortOrder	M	Positive Integer	Used to sort all results in an event unit.

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

Type		Code	Pos	Description
ER		COURSE	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC@CourseColour Code	Course colour

Sample (Parallel)

```
<Result SortOrder="2" Rank="2" Result="1:27.15" QualificationMark="Q" ResultType="TIME" Diff="+0.95">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RED" Value="42.63" Rank="3" SortOrder="3"/>
    <ExtendedResult Type="ER" Code="BLUE" Value="44.52" Rank="14" SortOrder="14"/>
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="SBDWPGS----------QUAL000100--" Order="1">
      <Result Rank="3" ResultType="TIME" Result="42.63" Diff="+0.38" SortOrder="3">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="COURSE" Value="RED"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SBDWPGS----------QUAL000200--" Order="2">
      <Result Rank="2" ResultType="TIME" Result="44.52" Diff="+0.02" SortOrder="2">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="COURSE" Value="BLUE"/>
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Type="A" Code="1043789" Organisation="JPN">
    <Composition>
      <Athlete Code="1043789" Order="1" Bib="5">
        <Description GivenName="Tsubaki" FamilyName="Miki" Gender="F" Organisation="JPN" BirthDate="2003-06-01" IFId="9305427"/>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 as the competitor is @Type="A".
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available

IFId	O	S(16)	International Federation ID

2.3.7.6 Message Sort

Result @SortOrder.

2.3.8 Image

2.3.8.1 Description

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@EVENT Code	Event Unit RSC in the case of PHOTOFINISH Event RSC in the case of COURSEMAP
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. Not applicable for DocumentSubtype COURSEMAP.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH COURSEMAP	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code N/A	Expected status is: OFFICIAL Not applicable for DocumentSubtype COURSEMAP.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.8.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	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 /Image (1,N)			
Always only one image per message			
Attribute	**M/O**	**Value**	**Description**
Pos	M	1	Always 1

Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

Element: Competition /Image /Result (0,N)
Expected only if DocumentSubtype is PHOTOFINISH, only include the information of those competitors in the image

Attribute	M/O	Value	Description
Result	O	m:sS.FF	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor
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.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	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)	Team name

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) without leading zeros	Athlete's ID.
Order	M	1	Value is 1
Bib	M	S(5)	Bib number

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred 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 (Photo finish)

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

2.3.8.6 Message Sort

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

2.3.9 Brackets

2.3.9.1 Description

The brackets message contains the brackets information for one 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.

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 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: START_LIST INTERMEDIATE 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.

2.3.9.3 Trigger and Frequency

This message should be sent as soon as brackets are available and expected at least after an event unit is completed to include updated information to each different bracket items.
In Parallel finals a new message is sent as well as soon as the course color is known for any upcoming event unit and in Cross once the jersey colors and/or the start lane is known for the entire heat.

The @ResultStatus attribute is expected as:

- START_LIST when the bracket is available, and no units are completed.
- INTERMEDIATE as soon as the first unit is completed and until the last event unit (Gold Medal unit) is unofficial.
- UNOFFICIAL when the last event unit (Gold Medal unit) is Unofficial.
- OFFICIAL when the last event unit (Gold Medal unit) is Official.
- PROVISIONAL if a CAS, IOC or IF decision is pending

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	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Position						
				Date						
				Time						
				TimeStamp						
				Unit						
				CompetitorPlace (1,N)						
					Pos					
					Code					
					WLT					
					Rank					
					Diff					
					IRM					
					PhotoFinish					
					QualificationMark					
					StrikeOut					
					StartOrder					
					ExtCompPlaces (0,1)					
						ExtCompPlace (1,N)				
							Type			
							Code			
							Pos			
							Value			
					PreviousUnit (0,1)					
						Unit				

	WLT				
Competitor (0,1)					
	Code				
	Type				
	Seed				
	Organisation				
	Bib				
	Description (0,1)				
		TeamName			
		IFId			
	Composition (0,1)				
		Athlete (1,N)			
			Code		
			Order		
			Bib		
			Description (1,1)		
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				BirthDate	
				IFId	
				Class	
			ExtBracketAths (0,1)		
				ExtBracketAth (1,N)	
					Type
					Code
					Pos
					Value

2.3.9.5 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 /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT	Event ENG Description .

		ENG Description	
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@Bracket Code	Bracket code to identify a bracket item Small/Big Final are kept in the same Bracket @Code

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. It refers to the round in the brackets, for example quarterfinal, semifinal etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Positive Integer	Unique number for all BracketItems in the message
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
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.
Date	O	YYYY-MM-DD	Date of match (YYYY-MM-DD). Must be included if the data is available
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must be included if the data is available.
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	Event Unit RSC 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.			
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 Code	Use the appropriate sports code, expected only if the EventUnitType is HATH and at least one competitor in the bracket item is known.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the race (parallel finals)
Rank	O	Positive Integer	Rank in cross In the case of the finals (Big, Small) in cross the rank in the message is the final overall rank. Not expected while PhotoFinish pending
Diff	O	+m:sS:FF +m:sS.FF	Time difference only applicable in parallel. 0.00 for the leader. Not expected while PhotoFinish pending
IRM	O	SC@IRM Code	The invalid result mark, if applicable
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish:

			E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theorical rank before the evaluation. Attributes related to the not confirmed result are not expected.
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available Not expected while PhotoFinish pending
StrikeOut	O	Y	Y if the competitor should be struck out in the bracket item.
StartOrder	O	Positive Integer	The start order in the bracket item. In cross finals the start lane is expected as soon as available

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		**Code**	**Pos**	**Description**
ECP		BIB_COLOUR	N/A	Element Expected: for cross as soon as the jersey colours for entire heat are known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@BibColour Code	Jersey colour
ECP		COURSE	N/A	Element Expected: for parallel when the course is known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@CourseColour Code	Course colour
ECP		JURY_DECISION	Positive Integer	Pos Description: chronological order of each jury decision for this competitor. Element Expected: individual cross only
	Attribute	M/O	Value	Description
	Value	M	SC@Card Code	Card Type

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) **Previous event unit, when applicable, related to the CompetitorPlace@Pos competitor of the current bracket item.**			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC@EVENT_UNIT Code	Previous Event Unit RSC the competitors progressed from related to the CompetitorPlace @Pos of the bracket item.
WLT	O	SC@WLT Code	The code whether a competitor won or lost in the previous unit (parallel finals)

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) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Seed	O	Positive Integer	Rank of the competitor in the qualification (only for first phase of the brackets)
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.
Bib	O	S(5)	Bib of the team

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Team name
IFId	O	S(16)	IFId of the team

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	Order of the athlete in the team, 1 in individual events.
Bib	O	S(5)	Bib number of the athlete

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the class of the athlete.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N) Applicable to Team Cross only.			
Type	**Code**	**Pos**	**Description**
EBA	RESULT	N/A	Element Expected: at the end of the run
Attribute	**M/O**	**Value**	**Description**
Value	O	+m:sS.FF	Time difference or penalty. 0.00 for the leader
EBA	JURY_DECISION	Positive Integer	Pos Description: 1..n for each jury decision for this competitor. Order chronologically.
Attribute	M/O	Value	Description
Value	M	SC@Card Code	Code of the Card
EBA	IRM	N/A	Element Expected: If applicable in case of IRM
Attribute	**M/O**	**Value**	**Description**
Value	O	SC@IRM Code	IRM code if applicable

Sample (Team Cross)

```
<BracketItems Code="SFNL">
  <BracketItem Code="5" Order="1" Position="1" Unit="SBDXBXT----------SFNL000100--" Date="2022-02-12" Time="10:30">
    <CompetitorPlace Pos="1" Rank="1" QualificationMark="Q" StartOrder="1">
      <ExtCompPlaces>
        <ExtCompPlace Type="ECP" Code=" BIB_COLOUR" Value="RED"/>
      </ExtCompPlaces>
      <PreviousUnit Unit="SBDXBXT----------QFNL000100--"/>
      <Competitor Type="T" Code="SBDXBXT-----ITA01" Organisation="ITA" Bib="1">
        <Description IFId="9877665" TeamName="Italy 1"/>
        <Composition>
          <Athlete Code="1015405" Order="1" Bib="1-1">
            <Description GivenName="Omar" FamilyName="Visintin" Gender="M" Organisation="ITA" BirthDate="1989-10-22" IFId="9290066"/>
            <ExtBracketAths>
              <ExtBracketAth Type="EBA" Code="RESULT" Value="0.00"/>
            </ExtBracketAths>
          </Athlete>
          <Athlete Code="1015408" Order="2" Bib="1-2">
            <Description GivenName="Michela" FamilyName="Moioli" Gender="F" Organisation="ITA" BirthDate="1995-07-17" IFId="9295086"/>
            <ExtBracketAths>
              <ExtBracketAth Type="EBA" Code="RESULT" Value="0.00"/>
            </ExtBracketAths>
          </Athlete>
        </Composition>
```

2.3.9.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.3.10Event Final Ranking

2.3.10.1 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.

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

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 Code	Event RS
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
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

This message is only triggered after a phase which affects the final ranking is official and that ranking is not subject to change.

The ResultStatus is expected:

- PARTIAL: after a non-final phase which affects the final ranking is official and that ranking is not subject to change.
- OFFICIAL: after the last event unit of the event is official.
- PROVISIONAL if a CAS, IOC or IF decision is pending

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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		IRM				
		SortOrder				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		
				Pos		
				Value		
		Competitor (1,1)				
			Code			
			Type			
			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

2.3.10.5 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 /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit.

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 event. This attribute is optional because the competitor could be unranked in the case of a red card, for example.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
ResultType	O	SC@ResultType Code	Result type as appropriate.
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		RACE_PTS	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0.00	Race points

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros or SC@CompetitorPlace	Competitor's ID. "NO_AWARD" in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION	Competitor's organisation

		Id	

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Team name
IFId	O	S(16)	IFId of the team

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the class of the athlete.

Sample (Ranking)

```
<Result Rank="1" SortOrder="1" ResultType="CODE">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="1000.00"/>
    </ExtendedResult>
  </ExtendedResults>
  <Competitor Code="2000996" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2000996" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.10.6 Message Sort

Result @SortOrder.

2.3.11Configuration

2.3.11.1 Description

The configuration is a message containing general parameters.

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	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration 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.

2.3.11.3 Trigger and Frequency

The message is sent prior to any ODF results message and in case of any change. If a DT_CONFIG message is sent after a DT_RESULT then a new version of DT_RESULT must be sent immediately.

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

	Pos
	Value

2.3.11.5 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 /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC@PHASE Code CC@EVENT_UNIT Code	Phase or Event Unit RSC

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
FIS		HOMOLOGATION	N/A	Element Expected: if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	FIS Homologation number
COURSE		NAME	N/A	Element Expected: if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(25)	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0	Total length of the course in meters
COURSE		FEATURES_NUM	N/A	Element Expected: always in cross if different from number of elements
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Number of features
COURSE		ELEMENTS_NUM	N/A	Element Expected: always in cross
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Number of elements
COURSE		ALTITUDE	N/A	Element Expected: as soon as available
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected always			
	Attribute	**Value**	**Description**	
	Code	DROP		
	Pos	N/A		
	Value	###0	Vertical drop in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected always			

	Attribute	**Value**	**Description**	
	Code	FINISH		
	Pos	N/A		
	Value	###0	Elevation at the finish in meters	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	START		
	Pos	N/A		
	Value	###0	Elevation at the start in meters	
COURSE		TURNS	N/A	Element Expected: always in PGS as soon as the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Number of turns.
COURSE		GATES_NUM	N/A	Element Expected: always in PGS as soon as the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Number of gates
EC		INTERMEDIATES_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Total number of intermediate points where the time is recorded including S as Reaction Time and F as Finish
EC		INTERMEDIATE	S(2)	Pos Description: intermediate point ID: S for reaction time, 1, N for intermediates along the course, F for finish point. Element Expected: for each ITP
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(25)	Name of the intermediate point in ENG except for S and F
EC		HEATS_NUM	N/A	Element Expected: final phases only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of heats for that phase.
EC		RUNS_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of runs in the phase
EC		CUT_DOWN	N/A	Element Expected: for Cut-Down format in Cross Qualification/Seeding
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if cut down format is used
EC		PEN_TIME	N/A	Element Expected: BXT only
	Attribute	**M/O**	**Value**	**Description**
	Value	M	sS:FF sS.FF	Penalty time
QUALIFICATION		QUAL_RULE	CC@EVENT_UNIT Code N/A	Pos: only in qualification for each event unit Element Expected: when applicable

	Attribute	M/O	Value	Description
	Value	M	SC@QualRule Code	Code for the qualification rule.
QUALIFICATION		FROM_RANK	CC@PHASE Code CC@EVENT_UNIT Code	Pos Description: Phase code to progress. Event unit code is expected only for progression from semifinal to big/small final. Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	First rank to qualify to next phase/event unit. In qualification is the phase rank. In finals is the event unit rank.
QUALIFICATION		TO_RANK	CC@PHASE Code CC@EVENT_UNIT Code	Pos Description: Phase code to progress. Event unit code is expected only for progression from semifinal to big/small final. Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Last rank to qualify to next phase/event unit. In qualification is the phase rank. In finals is the event unit rank.
FORERUNNER		FRNR_CODE	Positive Integer	Pos Description: start order of the forerunners Element Expected: always if available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(3)	Forerunners code as defined in ORIS
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	FAMILY_NAME		
	Pos	N/A		
	Value	S(25)	Family name of the forerunner (uppercase)	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	GIVEN_NAME		
	Pos	N/A		
	Value	S(25)	Given name of the forerunner (mixed case)	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected Always**			
	Attribute	**Value**	**Description**	
	Code	ORGANISATION		
	Pos	N/A		
	Value	CC@ORGANISATION Id	Organisation ID of the forerunner.	

Sample (Config)

```
<Configs>
  <Config Unit="SBDWSBX----------SFNL--------" >
    <ExtendedConfig Type="FIS" Code="HOMOLOGATION" Value="10722/11/12" />
    <ExtendedConfig Type="COURSE" Code="NAME" Value="Rosa Style" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="635" />
    <ExtendedConfig Type="COURSE" Code="FEATURES_NUM" Value="8" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
      <ExtendedConfigItem Code="START" Value="1162" />
      <ExtendedConfigItem Code="FINISH" Value="1015" />
      <ExtendedConfigItem Code="DROP" Value="147" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos=" SBDWSBX----------FNL-000100--" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO RANK" Pos=" SBDWSBX----------      FNL-000100--" Value="4" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos=" SBDWSBX----------FNL-000200--" " Value="5" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos=" SBDWSBX----------FNL-000200--" " Value="8" />
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=1 Value="F1"
      <ExtendedConfigItem Code="ORGANISATION" Value="SUI"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Mark"/>
      </ExtendedConfig>
    <ExtendedConfig Type= FORERUNNER Code=FRNR_CODE Pos=2 Value="F2"
      <ExtendedConfigItem Code="ORGANISATION" Value="GER"/>
      <ExtendedConfigItem Code="FAMILY_NAME" Value="Smith"/>
      <ExtendedConfigItem Code="GIVEN_NAME" Value="Hans"/>
      </ExtendedConfig>
…
</Config>
```

2.3.11.6 Message Sort

There is no general message sorting rule.

2.3.12Weather conditions

2.3.12.1 Description

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

2.3.12.2 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@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
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.

2.3.12.3 Trigger and Frequency

The message is sent for each session 30 - 60 minutes before the start of the session and then hourly until the end of the session.

2.3.12.4 Message Structure

The following table defines the structure of the message.

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

	Condition (0,3)	
		Code
		Value
	Temperature (0,N)	
		Code
		Unit
		Value
	Wind (0,N)	
		Code
		Unit
		Value
		Type

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC@WeatherPoint Code	Weather points. START and FINISH applicable to X and only to temperature type AIR
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN@PrecType Code	Precipitation type

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SKY, SNOW	Weather condition type
Value	M	CC@Weather_COND_SNOW Id or CC@WEATHER_COND Id	Use CC@WEATHER_COND_SNOW for SNOW Use CC@WEATHER_COND for SKY

Element: Competition /Weather /Conditions /Temperature (0,N)

Attribute	M/O	Value	Description
Code	M	AIR, SNOW	Temperature type
Unit	M	SCGEN@TempratureUnit Code	Temperature unit
Value	M	[-]##0.0	Temperature value

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Unit for Wind. Use MS and KMH
Value	M	##0.0	Wind speed in @Unit degrees.
Type	O	SCGEN@WindSpeedType Code	Avg, Maximum and Min wind speed to calculate the wind speed range

Sample (Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="START" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
  <Conditions Code="FINISH" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Type=”ÁVG” Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Type=”ÁVG” Value="0.0" />
  </Conditions>
</Weather>
```

2.3.12.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change	DT_PDF C08 Schedule		x				
After changes of schedule data	DT_SCHEDULE_UPDATE		x		o		o
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
When athlete data is confirmed	DT_PDF C30 Number of entries by NOC		x				
	DT_PDF C32A Entry list by NOC		x				
	DT_PDF C32C Entry list by Event			x			
	DT_PDF C32E Entry Lists			x			
Event format defined	DT_CONFIG				x		
When Start List is known	DT_ENTRIES			x			
	DT_RESULT for each unit (if startlist known for next unit)	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x
	DT_CUMULATIVE	START_LIST			x		
	DT_BRACKETS	START_LIST		x			

3.3 During each Unit

Trigger	Message	Status	D	E	P	S	U
Before the unit starts	DT_WEATHER		x				
First athlete in position about 30s before start	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
First athlete leaves the gate	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE					x
At any time a competitor starts with the current athlete and next to start (unless last athlete). Not applicable for Cross finals (repeated for each athlete)	DT_CURRENT						x

Immediately after every addition/change in data during the run (repeated for each athlete)	DT_CURRENT						x
Immediately after each competitor completes the course and the data is available (repeated for each athlete)	DT_CURRENT						x
Send with all updates during the unit. Send after each athlete (with all intermediate data completes the course (and has all data) (repeated for each athlete)	DT_RESULT	LIVE					x
X (Qualification Phases): Send with all updates during the unit. Send after each athlete (with all intermediate data) completes the course (and has all data) (repeated for each athlete)	DT_PHASE_RESULT	LIVE			x		
In PGS Qualifications (repeated for each athlete)	DT_CUMULATIVE_RESULT	LIVE			x		

3.4 After each unit in a phase

Trigger	Message	Status	D	E	P	S	U
After the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last result	DT_RESULT	UNOFFICIAL					x
After last result (X Qualification Phases)	DT_PHASE_RESULT	INTERMEDIATE			x		
After last result (PGS Qualification Phases)	DT_CUMULATIVE_RESULT	INTERMEDIATE			x		
When unit Results are confirmed	DT_RESULT	OFFICIAL					x
When unit Results are confirmed (X Qualification Phases)	DT_PHASE_RESULT	INTERMEDIATE			x		
When unit Results are confirmed (PGS Qualification Phases)	DT_CUMULATIVE_RESULT	INTERMEDIATE			x		
Each run except each unit of the last phase	DT_RESULT	START_LIST					x
	DT_PDF C51x Start List	START_LIST					x
In X, XT and PGS finals after each heat is completed	DT_BRACKETS	INTERMEDIATE		x			

3.5 At the end of a phase

Trigger	Message	Status	D	E	P	S	U
After the end of the unit	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After last resulT	DT_RESULT	UNOFFICIAL					x
After last result (X Qualification Phases)	DT_PHASE_RESULT	UNOFFICIAL			x		
After last result (PGS Qualification Phases)	DT_CUMULATIVE_RESULT	UNOFFICIAL			x		
When unit Results are confirmed	DT_RESULT	OFFICIAL					x
When unit Results are confirmed (X Qualification Phases)	DT_PHASE_RESULT	OFFICIAL			x		

When unit Results are confirmed (PGS Qualifications)	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_PDF C73x Results	OFFICIAL			x		
For the next phase	DT_CONFIG				x		
For next phase (X Finals, PGS Finals and XT)	DT_RESULT	START_LIST					x
	DT_PDF C51 Start List	START_LIST					x
(SBX)	DT_PDF C77x Race Analysis	OFFICIAL					x
(PGS, X and XT)	DT_BRACKETS	INTERMEDIATE		x			
	DT_PDF C75X	INTERMEDIATE		x			
After the last unit of the phase which affects the final ranking	DT_RANKING	PARTIAL		x			

3.6 At the end of the event

Trigger	Message	Status	D	E	P	S	U
(PGS, X and XT)	DT_BRACKETS	UNOFFICIAL		x			
	DT_PDF C75X Brackets	UNOFFICIAL		x			
Before results are official	DT_MEDALLISTS	UNOFFICIAL		x			
When unit Results are confirmed	DT_RESULT	OFFICIAL					x
After last unit is official	DT_RANKING	OFFICIAL		x			
	DT_PDF C74x Results Summar	OFFICIAL		x			
(PGS, X and XT)	DT_BRACKETS	OFFICIAL		x			
	DT_PDF C75X Brackets	OFFICIAL		x			
Once results are official	DT_MEDALLISTS	OFFICIAL		x			
(PGS and X)	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
(XT)	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_PDF C93 Medallists by Event	OFFICIAL	x				
	DT_MEDALS		x				
	DT_PDF C95 Medal Standings	OFFICIAL	x				

3.7 Exceptional Situations

Trigger	Message	Status	D	E	P	S	U
Photo-Finish (only X and XT)	DT_RESULT	LIVE					x
	DT_RESULT	UNCONFIRMED					x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	OFFICIAL					x
	DT_IMAGE	OFFICIAL					x
	DT_PHOTOFINISH_LK	OFFICIAL					x
If a protest is lodged							
Once the protest has been made (X Qualifications)	DT_PHASE_RESULT	PROTESTED			x		
Once the protest has been made	DT_RESULT	PROTESTED					x

Once the protest has been made (PGS Qualifications)	DT_CUMULATIVE_RESULT	PROTESTED			x		
If the estimated time of additional checking, or resolution of other open issues, could exceed fifteen (15) minutes	DT_COMMUNICATION		x				
	DT_PDF C67 - Official Communication		x				
Only in case the protest is accepted and there is a change in the official results	DT_RESULT	UNOFFICIAL					x
After the Jury decision about the protest	DT_RESULT	OFFICIAL					x
DQB after event and up to the Day after the Closing Ceremony							
(X Qualifications)	DT_PHASE_RESULTS	OFFICIAL			x		
(X, PGS and XT)	DT_RESULT	OFFICIAL					x
	DT_PDF - C73x - Results	OFFICIAL					x
(PGS Qualifications)	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RANKING			x			
	DT_PDF C74x Results Summary	OFFICIAL		x			
If affected by DQB	DT_BRACKETS	OFFICIAL		x			
	DT_PDF C75X Brackets	OFFICIAL		x			
If affected by DQB	DT_MEDALLISTS	OFFICIAL		x			
If affected by DQB (All except XT)	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
If affected by DQB (XT)	DT_PDF C92B Medallists (Team)	OFFICIAL		x			
If affected by DQB	DT_MEDALS		x				
	DT_PDF C95 Medal Standings	OFFICIAL	x				
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				
Change of Schedule (Postponed, Re-scheduled)	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF - C08 - Competition Schedule		x				
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		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**
V0.1	22 May 2023	First version
V0.2	30 June 2023	Updates after the ODF Review meetings
V0.3	6 July 2023	Updates after comments received
V0.4	3 November 2023	Document split to SBD-FRS Timed Events
V.0.5	14 Novembre 2023	Consolidation after ODF Milano Cortina 2026 Review meetings
V0.6	07 February 2024	Minor updates
V0.7	18 April 2024	Corrections and cross sport alignments
V0.8	5 August 2024	Paralympic Definition has been integrated and updates/corrections after PT1 and CHG0031695
V1.0	18 October 2024	Corrections and cross sport alignments

File Reference: OWG2026-FRSSBD_T-1.0, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Major changes: DT_RESULT: distributed at Event Unit Level. DT_PHASE_RESULT: Introduced for X Qualification/Seeding Phase DT_PHASE_RESULT: New ODF message structure including ResultsItems DT_CUMULATIVE_RESULT: Applicable only to PGS Qualification All highlights have been removed except the open points that are highlighted in yellow. Open Points: DT_RANKING: Element: Competition /Result /ExtendedResults /ExtendedResult /ER /UNIT: To be confirmed if should be erased DT_CONFIG: Document Code: To be clarified in which Level the message shall be distributed.
V0.3	SFR	DT_PHASE_RESULT: Distribution is set always in PHASE level
V0.4	SFR	References to HP, SS, BA, MO, DM, AE and AET removed
V0.5	SFR	New DT_ENTRIES and DT_ENTRIES_TEAMS added DT_PARTIC/DT_PARTIC_TEAMS: current flag removed, update indicator removed, Status and MainFunctionId are mandatory. DT_IMAGE add new COURSEMAP type. DT_RANKING Element: Competition /Result /ExtendedResults /ExtendedResult /ER /UNIT removed. DT_CONFIG: level of the message defined.
V0.6	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M. DT_PARTIC: Competition /Participant /Discipline /DisciplineEntry cardinality changed from 0,N to 0,1. MainFunctionId attribute set to O. DT_ENTRIES: Competition /Entry /ExtendedEntry cardinality changed from 0,1 to 0,N. GivenName attribute set to O.
V0.7	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /StartOrder expected values changed; Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace type LANE and CARD deleted, COURSE BIB_COLOUR, JURY_DECISION (for individual cross events); Competition/Bracket/BracketItems/BracketItem/CompetitorPlace/Competitor/Composition/Athlete/ExtBracketAths/ExtBracketAth JURY_DECISION added for team cross (BXT). DT_RESULTS:

		Competition /Result /ExtendedResults /ExtendedResult/ JURY_DECISION applicable to individual events (SBX, SX) only. Competition/Result/Competitor/Composition/Athlete/ExtendedResults/ExtendedResult JURY_DECISION added for team cross (BXT).
V0.8	SFA	Overview: Clarifications added for DT_SCHEDULE (CHG0031695) and Paralympics Add Class attribute in DT_ENTRIES, DT_RESULT, DT_PHASE, DT_BRACKETS, DT_RANKING SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT (CHG0031695), DT_CURRENT, DT_BRACKETS triggering of the message updated DT_CUMULATIVE_RESULT: Competition /Result /Competitor /Composition /Athlete Bib added DT_RESULT: Competition /Result PhotoFinish added Competition /Result /ExtendedResults /ExtendedResult • RE-RUN renamed in RE_RUN • PHOTO deleted • INTERMEDIATE IRM added, Rank and Diff changed to O Competition /Result /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult/ER/JURY_DECISION Value updated to "O" (CHG0031695) Competition /Result /ExtendedResults /ExtendedResult/ER/JURY_DECISION/Value updated to "O" (CHG0031695) DT_CURRENT: structure updated Competition /ExtendedInfos /ExtenedInfo/DISPLAY/ LAST_COMP added DT_PHASE_RESULT: Header Values: ResultStatus START_LIST added, Trigger and Frequency updated. DT_CUMULATIVE_RESULT: Trigger and Frequency updated. Competition /Result /Competitor /Composition /Athlete Bib added DT_IMAGE: Header Values DocumentCode updated. Competition /Image /Result ResultType and IRM added DT_BRACKETS: Trigger and Frequency updated. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace type EUE renamed in ECP Competition /Bracket /BracketItems /BracketItem /CompetitorPlace PhotoFinish added DT_RANKING: Trigger and Frequency updated. DT_CONFIG: Competition /Configs /Config/ Unit Value updated Competition /Configs /Config /ExtendedConfig • PEN_TIME added for BXT • QUAL_RULE Pos is applicable in qualification DT_AUDIO, DT_ACHIEVEMENT: Added in the Applicable Messages.
V1.0	APP	Editorial updates DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem Optional Attribute TimeStamp added. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace Diff attribute Value format updated DT_CONFIG: Competition /Configs /Config /ExtendedConfig /EC /PEN_TIME Value format updated