



Olympic Data Feed



Ski Mountaineering

Technology and Information Department
© International Olympic Committee

OWG2026-SMT-1.1, APP
11 April 2025



License

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

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

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

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

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



Table of Contents

- 1 Introduction6
 - 1.1 This document6
 - 1.2 Objective6
 - 1.3 Main Audience6
 - 1.4 Glossary6
 - 1.5 Related Documents6
- 2 Messages7
 - 2.1 Ski Mountaineering Overview7
 - 2.2 Applicable Messages7
 - 2.3 Messages9
 - 2.3.1 List of participants by discipline / List of participants by discipline update9
 - 2.3.1.1 Description9
 - 2.3.1.2 Header Values9
 - 2.3.1.3 Trigger and Frequency10
 - 2.3.1.4 Message Structure10
 - 2.3.1.5 Message Values11
 - 2.3.1.6 Message Sort13
 - 2.3.2 List of teams / List of teams update14
 - 2.3.2.1 Description14
 - 2.3.2.2 Header Values14
 - 2.3.2.3 Trigger and Frequency14
 - 2.3.2.4 Message Structure15
 - 2.3.2.5 Message Values15
 - 2.3.2.6 Message Sort16
 - 2.3.3 List of Entries by Event17
 - 2.3.3.1 Description17
 - 2.3.3.2 Header Values17
 - 2.3.3.3 Trigger and Frequency17
 - 2.3.3.4 Message Structure17
 - 2.3.3.5 Message Values18
 - 2.3.3.6 Message Sort20
 - 2.3.4 Event Unit Start List and Results20
 - 2.3.4.1 Description20
 - 2.3.4.2 Header Values20
 - 2.3.4.3 Trigger and Frequency21
 - 2.3.4.4 Message Structure21
 - 2.3.4.5 Message Values24
 - 2.3.4.6 Message Sort32
 - 2.3.5 Current Information33



2.3.5.1	Description	33
2.3.5.2	Header Values.....	33
2.3.5.3	Trigger and Frequency	33
2.3.5.4	Message Structure	33
2.3.5.5	Message Values	34
2.3.5.6	Message Sort	35
2.3.6	Image	36
2.3.6.1	Description	36
2.3.6.2	Header Values.....	36
2.3.6.3	Trigger and Frequency	36
2.3.6.4	Message Structure.....	36
2.3.6.5	Message Values	37
2.3.6.6	Message Sort	39
2.3.7	Brackets.....	40
2.3.7.1	Description	40
2.3.7.2	Header Values.....	40
2.3.7.3	Trigger and Frequency	40
2.3.7.4	Message Structure.....	41
2.3.7.5	Message Values	42
2.3.7.6	Message Sort	45
2.3.8	Event Final Ranking.....	46
2.3.8.1	Description	46
2.3.8.2	Header Values.....	46
2.3.8.3	Trigger and Frequency	46
2.3.8.4	Message Structure.....	46
2.3.8.5	Message Values	47
2.3.8.6	Message Sort	49
2.3.9	Configuration	50
2.3.9.1	Description	50
2.3.9.2	Header Values.....	50
2.3.9.3	Trigger and Frequency	50
2.3.9.4	Message Structure.....	50
2.3.9.5	Message Values	51
2.3.9.6	Message Sort	53
2.3.10	Weather conditions.....	54
2.3.10.1	Description	54
2.3.10.2	Header Values.....	54
2.3.10.3	Trigger and Frequency	54
2.3.10.4	Message Structure.....	54
2.3.10.5	Message Values	55
2.3.10.6	Message Sort.....	56



3	Message Timeline	57
3.1	Preparation Phase	57
3.2	Before competition.....	57
3.3	During competition	57
3.4	After competition	58
4	Document Control.....	59



1 Introduction

1.1 This document

This document includes the ODF Ski Mountaineering 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 Ski Mountaineering 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
Language Guidelines and Participant Names	The document describes the different Name formats
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements



2 Messages

2.1 Ski Mountaineering Overview

MESSAGES IN EACH EVENT:

- Sprint
For the finals phases (Heats, Semifinals, Final) there is a DT_RESULT per event unit (race). DT_CURRENT message providing live information related to lucky losers and DT_BRACKET are applicable on phase level.
- Mixed Relay
Mixed Relay is a single race (Final) with the results information included in DT_RESULT per each unit.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include all event units and phases in codes which have the 'schedule' flag set to 'Y' and 'S' regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

2.2 Applicable Messages

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

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

Message Type	Message Name	Message 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_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

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 (Competiton Versions)

<Competition Gen="OWG2026-1.10" Sport=" OWG2026-SMT-1.10" Codes=" OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no 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) with no 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
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. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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

All participating athletes 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 discipline.

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

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 be 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.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the 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
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) with no leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always regardless if the team is current or not. 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	Send the team type. ORG is expected. 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 Id	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 List of Entries by Event

2.3.3.1 Description

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 Team event, 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
	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
	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

Element: Competition /Entry /ExtendedEntry (0,N)

Team's entry information.

Type	Code	Pos	Description
IFRANK	SC@IFRank Code	N/A	Pos description: RELAY expected Element Expected: when available
	Attribute	M/O	Description
	Value	M	Positive Integer
			Rank of the competitor for the specific event

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

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

Individual athlete's entry information.



Type	Code	Pos	Description
IFRANK	SC@IFRank Code	N/A	Element Expected: when available
Attribute	M/O	Description	Description
Value	M	Positive Integer	Rank 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 sent:

- As soon as the start list is available and in case of any changes [inc. IRMs] (START_LIST)
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished:
 - Unconfirmed: After receiving all transponder times for the heat, and before any penalties are entered into the system
 - Unofficial: When all photo-finish times have been analysed and any penalties have been applied for the heat. This status will remain until the end of the protest period for the phase.
 - Protested: If a protest has been lodge for a heat during the protest period, until the protest is resolved
 - Official: If no protest has been lodged during the protest period or after all protests have been resolved, for all heats in the phase
 - PROVISIONAL: if there is any pending decision by IOC, CAS, IF
 - After any change

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
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
Result (1,N)	
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	Pty
	PhotoFinish
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	SortOrder
	IRM
	Diff
	Pty
	Move
	Arrive
	Extension
	Code
	Pos



	Value
Competitor (1,1)	
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
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
EventUnitEntry (0,N)	
	Type
	Code
	Pos
	Value
ExtendedResults (0,1)	
ExtendedResult (1,N)	
	Type
	Code
	Pos
	Value
	Value2
	IRM
	Rank
	RankEqual
	SortOrder
	Pty
	Unchecked



	Diff
	Move
	Arrive
	Extension
	Code
	Pos
	Value

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)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	STARTERS	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Sent the number of competitors on the start list.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always where status is not START_LIST and at least one competitor has completed the unit without IRM.				
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		
	Value	Positive Integer	Send the number of competitors whose event unit is completed (includes IRMs).	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after the first competitor passed the @Pos Intermediate point				
	Attribute	Value	Description	
	Code	PASSED		
	Pos	S(2)	Intermediate point in the unit (1, 2...F).	
	Value	Positive Integer	Send the number of competitors who have passed this intermediate point IRMs are not included in the number.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected as soon the first competitor has a valid time @Pos Intermediate point or the first competitor has started				
	Attribute	Value	Description	
	Code	IN_RACE		
	Pos	S(2)	Intermediate point in the unit (1, 2...F) including S	



	Value	Positive Integer	Number of competitors (excluding IRMs) including the ones that have passed and the ones that are expected at @Pos.	
DISPLAY	INT_x		Positive Integer	Code Description: x is the overall intermediate point as defined in DT_CONFIG, not by LEG Pos Description: order of each competitor included (1 & 2 if more than one). Element Expected: always when the unit is LIVE. Each competitor's ID is expected only once at each intermediate. Remove in subsequent messages
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeros.	Competitor individual ID (even for team/relay) of the last competitor(s) to reach the intermediate point (including F).
LEADER		CURRENT	S(2)	Pos Description: most recent overall intermediate point, as defined in DT_CONFIG, reached by the first competitor (1, 2,..F). For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected: All events with intermediate points.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeros.	Competitor ID of the first competitor to reach the intermediate point (including F).
DISPLAY		CURR_LEG	N/A	Element Expected: mixed relay event
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Leg Number updated as soon as the leader crosses the first intermediate point of each leg

Sample (Individual)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
<Extension Code="COMPLETE" Value="9" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
```

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 ShortDescription

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



		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) with no 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	Order of officials.

Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name(mixed case)
FamilyName	M	S(25)	Preferred Family Name(mixed case)
Gender	M	CC@PERSON GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected in case while PhotoFinish pending
RankEqual	O	Y	Y if a rank has been equaled Not expected in case while PhotoFinish pending
ResultType	O	SC@ResultType Code	Result type. Not expected in case while PhotoFinish pending
Result	O	h:mm:sS.FF h:mm:sS.F SC@ResultMark Code	Time or results mark. h:mm:sS:F for the time from transponders h:mm:sS.FF for the time that has been recorded by the photofinish LAP is a Result Mark (RMs), not IRM. LAP competitors receive a Rank. LAP value may be sent when @ResultType is TIME. Not expected in case while PhotoFinish pending
IRM	O	SC@IRM Code	IRM for the event unit in case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Qualification mark as soon as available (Sprint), as soon as the ResultsStatus is Unofficial
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Positive Integer	Start order. Lane choice is expected when available



StartSortOrder	M	Positive Integer	Unique number for sorting the start list.
Diff	O	+mm:sS.FF +mm:sS.F	Time behind the leader. 0.0 (transponder time) 0.00 (photofinish time) for the leader. Not expected in case while PhotoFinish pending
Pty	O	+mM:SS	Total penalty time after offences are validated
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 theoretical 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		CURRENT	N/A	Element Expected: always except if DNS
	Attribute	M/O	Value	Description
	Value	M	S(2)	Intermediate point where the competitor has most recently passed. If the competitor has an IRM (different from DNS): 1 before crossing the first intermediate point @Value is 0. 2. In other cases, @Value is the Intermediate point that was crossed most recently.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: when data is available for individual sprint, except for @Pos F while PhotoFinish is "P" in Result element
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F mm:sS:FF	Cumulative time at the intermediate point mm:sS:FF used for the "Finish" Intermediate point, when time is recorded by Photofinish
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
	RankEqual	O	Y	'Y' if the rank is equalled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F +mm:sS:FF	Time behind the leader at the intermediate (not race leader). 0.0 or 0.00 for the leader. mm:sS:FF used for the "Finish" Intermediate point, when time is recorded by Photofinish
	Move	O	+/-Integer	Rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position
	Arrive	O	Positive Integer	Arrival order at the intermediate point
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F). A section is between two intermediate points. For example, 1 is from the start to intermediate 1. Element Expected: when data is available for individual sprint, except for @Pos F while PhotoFinish is "P" in Result element
	Attribute	M/O	Value	Description



	Value	M	mm:sS.F	Section time at the intermediate point.
	Rank	O	Positive Integer	Rank of the competitor in the section.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F	Time behind the leader for the section (not race leader). 0.0 for the leader.
ER		UNCHECKED	N/A	Element Expected: when data is available for individual sprint.
	Value	M	Y	Y in case there is a pending penalty to be confirmed. Otherwise, do not send.
ER		JURY_DECISION	Positive Integer	Pos Description: chronological order of the sanctions. Element Expected: when data is applicable for individual sprint.
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Code S(25)	Code of Infringement/Offence
	Value2	M	SC@Infringement ENG Description S(255)	Text to describe a jury decision. Some examples are "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+mM:SS	Penalty time for the Offence
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected always				
	Attribute	Value	Description	
	Code	INT_PTY		
	Pos	N/A		
	Value	S(2)	Intermediate point as defined in DT_CONFIG Pos to indicate the intermediate point where the penalty was applied	

Sample



```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
  </ExtendedResults>
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team (Mixed Relay event)

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team events only			
Type	Code	Pos	Description
EUE	START_GROUP	N/A	Element Expected: in mixed relay
	Attribute	M/O	Value
	Value	M	Positive Integer
			Description
			Start row

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual sprint events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number (numeric for individuals, ##0-0 for team members).

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	LEG_BIB	N/A	Element Expected: mixed Relay event
Attribute	M/O	Value	Description
Value	M	1 or 2	Leg number of the Team member.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F) referring to the overall intermediate point identification. Element Expected: when data is available in team events except for @Pos F while PhotoFinish is "P" in Result element
Attribute	M/O	Value	Description
Value	O	h:mm:ss.F h:mm:ss.FF SC@ResultMark Code	Cumulative time at the intermediate point. h:mm:ss:FF used for the "Finish" Intermediate point of the last Leg, when time is recorded by Photofinish SC@ResultMark for all applicable intermediates
IRM	O	SC@IRM Code	Send IRM, if applicable, only for the first intermediate point when the IRM applies
Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
Unchecked	O	Y	Y in case there is a pending penalty to be confirmed. Otherwise, do not send.
SortOrder	M	Positive Integer	Sort order of the competitor considering ties and IRMs.
Diff	O	+mm:ss.F +mm:ss.FF	Time behind leader at this intermediate point. 0.0 or 0.00 for the leader. mm:ss:FF used for the "Finish" Intermediate point, when time is recorded by Photofinish
Move	O	+/-Integer	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position.
Arrive	O	Positive Integer	Arrival order at the intermediate point
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F) referring to the overall intermediate point identification. A section is between two intermediate points. For example, 1 is from the start to intermediate 1. Element Expected: when data is available in team events except for @Pos F while PhotoFinish is "P" in Result element



	Attribute	M/O	Value	Description
	Value	O	mm:ss.F	Section time
	Rank	O	Positive Integer	Rank of the competitor.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:ss.F	Time behind the leader. 0.0 for the leader.
PROGRESS		LEG	S(2)	Pos Description:Intermediate point where the intermediate time is recorded (1, 2...F) referring to the overall intermediate point identification. Element Expected: when data is available in team events except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	mm:ss.F	Leg time in the @Pos leg for the team member in the leg (relay). It is not cumulative.
	IRM	O	SC@IRM Code	IRM if applicable
	Rank	O	Positive Integer	Rank @Pos in the leg for the team member in the leg (relay).
	RankEqual	O	Y	Y if the rank is equaled, else is not expected.
	Unchecked	O	Y	Y in case there is a pending penalty to be confirmed. Otherwise, do not send.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the team member in the leg (relay) considering equals and IRMs.
	Diff	O	+mm:ss.F	Send the time behind the leader in the unit at the split. 0.0 for the leader.
ER		JURY_DECISION	Positive Integer	Pos Description: chronological order of the sanction. Element Expected: when there is a description available for a jury decision.
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Code or S(25)	Code of Infringement/Offence
	Value2	M	SC@Infringement ENG Description or S(255)	Text to describe a jury decision. Some examples are "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+mM:SS	Penalty time for the Offence
	IRM	O	SC@IRM Code	IRM if applicable
Sub Element: Competition /Result /Competitor /Composition /Athlete ExtendedResults /ExtendedResult /Extension Expected always				
	Attribute	Value	Description	
	Code	INT_PTY		
	Pos	N/A		
	Value	S(2)	Intermediate point as defined in DT_CONFIG Pos to indicate the intermediate point where the penalty was applied	



Sample (Relay)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
...
<Competitor Code=" SMTXRELAY--SWE01" Bib="2" Type="T" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <Composition>
    <Athlete Bib="2-2" Code="2019490" Order="2">
      <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SWE" BirthDate="1994-11-15" />
    </Athlete>
  </Composition>
</Competitor>
<ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:00.0" Rank="2" SortOrder="2" Diff="+18.8"
  Arrive="2"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:00.0" Rank="2" SortOrder="2" Diff="+19.0"
  Move="0" Arrive="2"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="5" Value="5:00.0" Rank="4" SortOrder="4" Diff="+14.8" Move="-
  2" Arrive="4"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="6:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
  Arrive="4"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="9" Value="9:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
  Arrive="4"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="10" Value="10:00.0" Rank="4" SortOrder="4" Diff="+4.6"
  Move="0" Arrive="4"/>
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="1:00.0" Rank="4" SortOrder="4" Diff="+11.3" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="1:00.0" Rank="5" SortOrder="5" Diff="+23.6" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="5" Value="1:00.0" Rank="2" SortOrder="2" Diff="+16.8" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="6" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="10" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="1" Value="1:00.0" Rank="5" SortOrder="5" Diff="+12.4" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="2" Value="2:00.0" Rank="3" SortOrder="3" Diff="+17.0" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="5" Value="1:00.0" Rank="5" SortOrder="5" Diff="+10.4" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="6" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
  <ExtendedResult Type="PROGRESS" Code="LEG" Pos="10" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
  ...
</ExtendedResults>
</Athlete>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Current Information

2.3.5.1 Description

The message is only used in individual sprint events to provide live lucky loser information during a phase.

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

Sprint Events, Heats and Semifinals phases.

- Before the beginning of each Heat, except for first heat in the phase, with current lucky losers' data.
- At the end of each Heat including all current lucky losers' data.
- After the final Heat in a phase empty as current lucky losers' data is not applicable.

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)				
		Result			



	SortOrder
	StartSortOrder
	Competitor (1,N)
	Code
	Type
	Bib
	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
UI	LL_TIME_TO_BEAT	N/A	Element Expected: Individual Sprint Events, Heats and Semifinal phases except first Heat of the Phase.
	Attribute	M/O	Value
	Value	M	mm:sS.FF
			Last lucky loser time to beat before the start of the unit/race

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Result	O	mm:sS.FF	Time for the competitor in the race.
SortOrder	M	Positive Integer	Sort order of the current lucky losers. Use '1' for the faster lucky loser, '2' for the second faster lucky loser, etc.
StartSortOrder	M	Positive Integer	Same value as SortOrder

Element: Competition /Result /Competitor (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A	A for athlete
Bib	O	S(5)	Bib number for the team
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) with no leading zeros	Athletes ID
Order	M	1	1 if Competitor @Type='A.
Bib	O	S(5)	Bib number

2.3.5.6 Message Sort

Use @SortOrder

Sample:

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="LL_TIME_TO_BEAT" Value="3:18.26"/>
</ExtendedInfos>
<Result SortOrder="1" StartSortOrder="1" Result="3:18.60">
  <Competitor Code="1050911" Type="A" Organisation="SLO">
    <Composition>
      <Athlete Code="1050911" Order="1" Bib="26"/>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" StartSortOrder="2" Result="3:18.26">
  <Competitor Code="1012784" Type="A" Organisation="GER">
    <Composition>
      <Athlete Code="1012784" Order="1" Bib="10"/>
    </Composition>
  </Competitor>
</Result>
```



2.3.6 Image

2.3.6.1 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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code 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 in the case of 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 in the case of 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.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	Image (1,N)	
	Pos	
	Version	
	Revision	
	ImageType	
	Result (0,N)	
	Result	
	Rank	
	StartOrder	
	SortOrder	
	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)	
	-	

2.3.6.5 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 /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version



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

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	h:mm:ss.FF SC@ResultMark Code	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor at the end of the unit
StartOrder	O	Positive Integer	Start position, 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) with no 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)	Name of the Team.

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading 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 (Photofinish)

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

2.3.6.6 Message Sort

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



2.3.7 Brackets

2.3.7.1 Description

The brackets message contains the brackets information for one 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.

Applicable to

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_BRACKETS	Brackets message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: 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.

2.3.7.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

During an event unit, the message should be sent after each DT_RESULT (LIVE) as soon as there is any results information update such as finish time, photo-finish or IRM

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

- ResultStatus = 'START_LIST' if no units are complete
- ResultStatus = 'INTERMEDIATE' From the first Live results of the heats that contain any results information update of finish time, photo-finish or IRM, until the unofficial results of the final
- ResultStatus = 'UNOFFICIAL' After the unofficial results of the final
- ResultStatus = 'OFFICIAL' After the official results of the final.
- ResultStatus = 'PROVISIONAL' when there is a pending decision by IOC, CAS, IF.

Trigger also after any change.



2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	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									
	Result									
	CompetitorPlace (1,N)									
	Pos									
	Rank									
	Result									
	Diff									
	IRM									
	QualificationMark									
	ResultType									
	StrikeOut									
	StartOrder									
	PhotoFinish									
	ExtCompPlaces (0,1)									
	ExtCompPlace (1,N)									
	Type									
	Code									
	Pos									



		Value
	PreviousUnit (0,1)	
	Unit	
	Value	
	Competitor (0,1)	
	Code	
	Type	
	Organisation	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	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 /SportDescription (0,1)			
Sport Description in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description
EventName	M	S(40)	Event ENG Description .
Gender	M	CC@SPORT_GENDER Id	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

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Positive Integer	Heat number in the phase.
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 BracketItem (YYYY-MM-DD). Must include if the data is available.
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must include 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/units.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	mm:sS.FF mm:sS.F	Time of the winning competitor. mm:sS.FF for validated times mm:sS.F for non-validated times (transponder times)

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 ...). Before the unit it is by position number, after the unit rank by place in the unit.
Rank	O	Positive Integer	Competitor Rank Not expected while PhotoFinish pending
Result	O	mm:sS.FF mm:sS.F SC@ResultMark Code	Time or results mark. LAP is a Result Mark (RMs), not IRM. LAP competitors receive a Rank. LAP value may be sent when @ResultType is TIME. Not expected while PhotoFinish pending
ResultType	O	SC@ResultType Code	Type of result Not expected while PhotoFinish pending
Diff	O	+mm:sS.FF +mm:sS.F	Time behind. 0.00 for the leader Not expected while PhotoFinish pending
IRM	O	SC@IRM Code	The invalid result mark, if applicable.
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 this bracket item
StartOrder	O	Positive Integer	The start order in the bracket item. Lane choice is expected when available
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 theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.
--	--	--	--

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 where the competitor progressed from related to the CompetitorPlace @Pos of the bracket item. Send always if competitor is already known. When the competitor is not known, send only if this place will be filled by a competitor coming from known unit.
Value	O	SC@CompetitorPlace Code	Use @CompetitorPlace when competitor is not known due to coming previous units then fill this field to highlight the progression.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A	A for athlete
Organisation	O	CC@ORGANISATION Id	Competitors' organisation.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID
Bib	M	S(5)	Athlete Bib

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

Sample (Sprint)



```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="1" Order="1" Position="1" Date=" 2020-01-13" Time="12:15" Unit=" SMTMSPRINT-----SFNL000100--"
Result=" 2:38.54" >
  <CompetitorPlace Pos="1" Rank="1" QualificationMark="Q" Diff="0.0" >
    <PreviousUnit Unit=" SMTMSPRINT-----HEAT000200--" />
    <Competitor Code="2018975" Type="A" Organisation="SUI">
      <Composition>
        <Athlete Code="2018975" Bib="7" Order="1" >
          <Description GivenName="Arno" FamilyName="Lietha" Gender="M" Organisation="SUI" BirthDate="1994-11-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
  <CompetitorPlace Pos="2" Rank="2" QualificationMark="Q" Diff="+0.7">
    <PreviousUnit Unit=" SMTMSPRINT-----HEAT000100--" />
    <Competitor Code="2024602" Type="A" Organisation="FRA">
      <Composition>
        <Athlete Code="2024602" Bib="9" Order="1" >
          <Description GivenName="Robin" FamilyName="Galindo" Gender="M" Organisation="FRA" BirthDate="1994-11-14" />
        </Athlete>
      </Composition>
    </Competitor>
  </CompetitorPlace>
</BracketItem>
</BracketItems>
</Bracket>
```

2.3.7.6 Message Sort

Bracket @Code **order in sport codes** then BracketItems @Code **order in sport codes, descending** then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.3.8 Event Final Ranking

2.3.8.1 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).

2.3.8.2 Header Values

The following table describes the message header attributes.

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

Triggered after each phase (PARTIAL) including only those competitors with a final ranking.

Triggered after the end of the event (OFFICIAL) including all athletes with their final ranking.

Triggered as PROVISIONAL if there is a pending CAS, IOC, IF decision.

Trigger also 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
Competition (0,1)						
	Gen					
	Sport					



	Codes	
	ExtendedInfos (0,1)	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	Result (1,N)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	Diff	
	IRM	
	SortOrder	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	IFId	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	

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 /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 . Must be included if it is a single event
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:sS.FF SC@ResultMark Code	Time for the competitor, not applicable to individual sprint.
Diff	O	+mm:sS.FF	Time behind the leader, not applicable to individual sprint. 0.00 for the leader
IRM	O	SC@IRM Code	Send if the competitor has an IRM (invalid result mark).
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 /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID. "NOCOMP" 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	O	CC@ORGANISATION Id	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading 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".



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
IFld	O	S(16)	International Federation ID

Sample (Sprint)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">  
  <Competitor>  
    <Composition>  
      <Athlete Code="2000691" Order="1" >  
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SUI" BirthDate="1994-11-15" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The Configuration is a message containing general configuration. Ideally the configuration should be provided before competition.

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@PHASE Code CC@EVENT_UNIT Code	Phase RSC if the phase includes multiple event units Event Unit RSC if the phase includes only one event unit
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.

2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF results message.

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

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

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
<u>Competition (0,1)</u>					
	Gen				
	Sport				
	Codes				
	<u>Configs (1,1)</u>				
		<u>Config (1,N)</u>			
			Unit		



ExtendedConfig (1,N)	
Type	
Code	
Pos	
Value	
ExtendedConfigItem (0,N)	
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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@PHASE Code CC@EVENT_UNIT Code	Phase RSC if the phase includes multiple event units Event Unit RSC if the phase includes only one event unit

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	ALTITUDE_START	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Altitude of the stadium (start) in meters.
COURSE	HIGHEST_POINT	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Course highest point in meters.
COURSE	TOTAL_ASCENT	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Total ascent of the course in meters.
COURSE	TOTAL_DESCENT	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Total descent in meters.
COURSE	STRETCH_LENGTH	N/A	Element Expected: always for sprint	
	Attribute	M/O	Value	Description
	Value	M	###0	Total stretch length in meters.
COURSE	LAP	N/A	Element Expected: when available	
	Attribute	M/O	Value	Description
	Value	M	###0	Lap length in meters.



Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected when available and more than 1			
Attribute	Value	Description	
Code	NUM		
Pos	N/A		
Value	Positive Integer	Number of laps for each athlete.	
EC	INTERMEDIATE	S(2)	Pos Description: intermediate point ID: 1, N for intermediates along the course, F for finish point. Element Expected: for each ITP
Attribute	M/O	Value	Description
Value	M	###0	Distance from the start for the intermediate point in m
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected for Mixed Relay only.			
Attribute	Value	Description	
Code	LEG		
Pos	Positive Integer	Leg number	
Value	S(2)	Intermediate points within the leg 1, F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem			
Attribute	Value	Description	
Code	SECTION		
Pos	N/A		
Value	SC@Section Code	Section identification code (S1, T3 etc) of the intermediate.	
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 F.
EC	LEG	S(2)	Pos Description: leg ID Element Expected: mixed relay only
Attribute	M/O	Value	Description
Value	M	#0.0	Distance from the start of the race in km to the end of the leg.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mixed Team event.			
Attribute	Value	Description	
Code	INTERMEDIATE		
Pos	S(2)	Value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.	
Value	#0.0	Distance from the start of the leg in km for the intermediate.	
EC	LEGS_NUM	N/A	Element Expected: Mixed Relay event.
Attribute	M/O	Value	Description
Value	M	#0	Total number Legs
QUALIFICATION	FROM_RANK	CC@PHASE	Pos Description: phase to progress



			Code	Element Expected: individual sprint only
Attribute	M/O		Value	Description
Value	M		Positive Integer	First rank to qualify to next phase
QUALIFICATION		TO_RANK	CC@PHASE Code	Pos Description: phase to progress Element Expected: individual sprint only
Attribute	M/O		Value	Description
Value	M		Positive Integer	Last rank to qualify to next phase
QUALIFICATION		QUAL_BT	N/A	Element Expected: competitors qualified by time (lucky loser)
Attribute	M/O		Value	Description
Value	M		Positive Integer	Number of competitors to advance based on their time. For example: in the individual sprint SFs, Value =2 (for the 2 lucky losers).
QUALIFICATION		QUAL_RULE	N/A	Element Expected: when applicable before finals.
Attribute	M/O		Value	Description
Value	M		SC@QualRule Code	Qualification rule code

Sample (Sprint)

```
<Configs>
<Config Unit="SMTMSPRINT-----SFNL-----">
  <ExtendedConfig Type="COURSE" Code="ALTITUDE_START" Value="2052" />
  <ExtendedConfig Type="COURSE" Code="HIGHEST_POINT" Value="2122" />
  <ExtendedConfig Type="COURSE" Code="TOTAL_ASCEND" Value="70" />
  <ExtendedConfig Type="COURSE" Code="TOTAL_DESCEND" Value="60" />
  <ExtendedConfig Type="COURSE" Code="STRETCH_LENGTH" Value="751" />
  <ExtendedConfig Type="COURSE" Code="LAP" Value="1545" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="9" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
  <Extension Type="SECTION" Value="S1"/>
  <ExtendedConfig/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="15">
  <Extension Type="SECTION" Value="T1"/>
  <ExtendedConfig/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="180" >
  <Extension Type="SECTION" Value="S2"/>
  <ExtendedConfig/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="15">
  <Extension Type="SECTION" Value="T2"/>
  <ExtendedConfig/>
  ...
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos=" SMTMSPRINT-----FNL-----" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos=" SMTMSPRINT-----FNL-----" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_BT" Value="6" />
  <ExtendedConfig Type="QUAL_RULE" Value="AF1" />
</Config>
```

2.3.9.6 Message Sort

There is no message sorting rule.



2.3.10 Weather conditions

2.3.10.1 Description

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

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@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.

2.3.10.3 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.

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



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

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 /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, send GEN
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN@PrecType Code	Precipitation type (if applicable)

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 CC@WEATHER_COND Id	CC@WEATHER_COND_SNOW for SNOW 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@TemperatureUnit Code	Temperature unit, Celsius and Fahrenheit.
Value	M	[-]##0.0	Temperature of the @Code.

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 MPHS and KMH
Value	M	##0 OR ##0.0	Wind speed in @Unit. ##0 in KMH and MPH ##0.0 in MS
Type	O	SCGEN@WindSpeedType Code	Average,Maximum and Min wind speed to calculate the wind speed range

Sample (Venue Weather)

```
<Weather Date="2026-02-16T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.3" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.7" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="2" />
    <Wind Code="SPEED" Unit="MPH" Value="1" />
    <Wind Code="SPEED" Unit="MS" Value="1.2" />
  </Conditions>
</Weather>
```

2.3.10.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		o	o	o		0
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_ENTRIES			x			
	DT_SCHEDULE		x		o		o
(By SRM After ISMF Approval)	DT_PDF C08 Competition Schedule		x				
(By SRM After ISMF Approval)	DT_PDF C35 Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - when OVR becomes owner of data	DT_IMAGE (Course Map)						
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Competition Schedule		x				
After each Draw/Team Captain's Meeting	DT_PARTIC_UPDATE		x				
	DT_ENTRIES			x			
(Only Mixed Relay event)	DT_PARTIC_TEAM_UPDATE		x				
	DT_PDF C32A (Gender RSC level)						
	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
When the unit starts and after every update (intermediate, lap, leg)	DT_RESULT	LIVE					x



3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After each unit in the phase	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
Until the last photofinish time is available and all the Penalties have been confirmed	DT_RESULT	UNCONFIRMED					x
After the last photofinish time and penalty time are available but results are not approved	DT_RESULT	UNOFFICIAL					x
	DT_CURRENT (including lucky losers' data.)				x		
	DT_RANKING	PARTIAL		x			
	DT_BRACKETS (UNOFFICIAL after FNL-)	INTERMEDIATE		x			
	DT_PDF C73X Results ()	UNOFFICIAL			x		
	DT_BRACKETS (OFFICIAL after FNL-)	INTERMEDIATE		x			
Results are approved	DT_RESULT	OFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
Results are approved	DT_RANKING	OFFICIAL		x			
After Final	DT_BRACKETS	OFFICIAL		x			
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C74x	OFFICIAL		x			
Mixed Relay only	DT_PDF C77X Race Analysis	OFFICIAL					x
	DT_PDF C73X Results (individual sprint, after FNL- only)	OFFICIAL			x		
	DT_PDF C73X Results	OFFICIAL			x		
Sprint	DT_PDF C75	OFFICIAL		x			
	DT_PDF C77X	OFFICIAL		x			
Before Victory/Venue Ceremony, when results are unofficial	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony, when results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL	x				
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V0.1	9 June 2023	First version
V0.2	6 October 2023	Updated as per ORIS V.1.1
V0.3	20 October 2023	Updated after the ODF review meeting
V0.4	28 November 2023	Consolidation after ODF Milano Cortina 2026 Review meetings
V0.5	07 February 2024	Minor updates
V0.6	18 April 2024	Corrections and cross sport alignments
V0.7	5 August 2024	Corrections and cross sport alignments and updates as per CHG0031644
V0.8	27 September 2024	Updates after PT2
V1.0	16 October 2024	Cross sport corrections CHG0032198
V1.1	11 April 2025	CHG0034604, CHG0034175, CHG0033145, corrections

File Reference: OWG2026-SMT-1.1, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	Updated as per the competition format described in ORIS version 1.1
V0.3	SFR	<p>DT_ENTRIES and DT_ENRIES_TEAMS introduced. PROVISIONAL Results Status introduced across the applicable messages DT_PARTIC/DT_PARTIC_TEAMS: Description of the messages adjusted. DocumentSubtype values updated to include SYNC. PSCB name variations included. Structure of the messages updated removing event entry specific data. DT_ENTRIES_TEAM: Competition/TeamEntry :Bib was removed DT_RESULT: Message structure updated correctly. Time formats reviewed across document. Competition /Result /ExtendedResults /ExtendedResult /SANCTION introduced including IRM.attribute Competition /Result /ExtendedResults /ExtendedResult /POT_DSQ and IRM_RULE and IRM_RULE_TEXT and TIME_PENALTY removed. Competition /Result /Competitor /EventUnitEntry /EUE Element: RANKING_PTS removed. DT_CURRENT: Text for the trigger after the last heat in the phase updated. DT_IMAGE: DocumentSubtype updated to include COURSEMAP DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace /ECP /PHOTO: Description updated. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit: Value and WLT attributes introduced. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete Element: Order removed. DT_RANKING: Message structure updated correctly DT_CONFIG: Message structure updated correctly. Element descriptions updated. Competition /Configs /Config /ExtendedConfig /Qualification /FROM_RANK and /TO_RANK Pos values updated. DT_WEATHER: Competition /Weather /Conditions /Wind: Attribute Type introduced. Message timeline section updated.</p> <p>Pending Items: DT_PARTIC/DT_PARTIC_TEAMS: Competition /Participant /Discipline and Competition /Team /Discipline /Code: Pending to be discussed as Pending to be discussed as a Global Cross Sport change if Reference to the discipline in Code should be removed.</p>



		<p>DT_RESULT: Competition /ExtendedInfos /ExtendedInfo/INT_x: Pending to be confirmed if should remain in the definition.</p> <p>Competition /Result /ExtendedResults /ExtendedResult : Pending to be discussed as a Global ccross sport if Team extended results shall be included in the Composition/Athlete level.</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS/ INTERMEDIATE: Pending to be agreed if Intermediates should be split to athletes in the Team competition.</p> <p>DT_RANKING:Competition /Result /ExtendedResults / (ExtendedResult /ER /LAST_PHASE: To confirm if the current definition is sufficient to support the OSRP Ranking display requirements.</p>
VO.4	SFR	<p>DT_ENTRIES and DT_ENTRIES_TEAMS updated with latest general definition.</p> <p>Previous pending items:</p> <p>DT_PARTIC/DT_PARTIC_TEAMS:</p> <p>Competition /Participant /Discipline and Competition /Team /Discipline /Code shall remain.</p> <p>DT_RESULT: No changes from Beijing 2022</p> <p>DT_Ranking: Competition /Result /ExtendedResults / (ExtendedResult /ER /LAST_PHASE: removed</p> <p>Editorial updates</p>
VO.5	SFR	<p>For all messages for the element Competition the attributes Gen, Sport, Codes are set to M</p> <p>DT_PARTIC MainFunctionId attribute set to O.</p> <p>DT_ENTRIES ExtendedEntry cardinality changed from 0,1 to 0,N. GivenName attribute set to O.</p> <p>DT_ENTRIES_TEAMS GivenName attribute set to O.</p> <p>DT_RESULT: Message Structure and Message Values:</p> <p>Competition /Result /ExtendedResults /ExtendedResult/Extension removed. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension removed.</p> <p>Message Values: Competition /ExtendedInfos /ExtendedInfo /Extension /Passed: Description (applicable to all events) and Value description (exclude IRMs) updated.</p>
VO.6	SFR	<p>Editing updates and new values patterns applied.</p> <p>Sport attribute in element Competition has been changed to S(35)</p> <p>TVFamilyName changed to S(18)</p> <p>DT_ENTRIES_TEAMS: Competition/TeamEntry/Composition/Athlete/Order: removed duplicated attribute.</p> <p>DT_RESULT:</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult for code PROGRESS</p> <ul style="list-style-type: none"> • type INTERMEDIATE Value2 has been deleted. • type SECTION added. • type LEG_SPLIT renamed in LEG, attributes Pty and Unchecked added. • type UNCHECKED deleted
VO.7	SFR	<p>SubEventName attribute: Changed reference to the ShortDescription in Common Codes.</p> <p>DT_ENTRIES: New structure applied</p> <p>DT_ENTRIES_TEAMS: Deleted</p> <p>DT_RESULT:</p> <p>Header Values: ResultStatus INTERMEDIATE deleted</p> <p>Trigger and Frequency updated (CHG0031644)</p> <p>Competition /Result : Attributes Result, Diff and Pty value format updated (CHG0031644)</p> <p>Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Attributes Result, Diff and Pty value format updated (CHG0031644)</p> <p>Competition /Result /ExtendedResults /ExtendedResult /ER /JURY_DECISION Attributes Pty value format updated (CHG0031644)</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/PROGRESS /INTERMEDIATE Attributes Value, Diff value format updated (CHG0031644)</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/PROGRESS /SECTION Attributes Value Diff value format updated (CHG0031644)</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/PROGRESS /LEG Attribute Pty Removed (CHG0031644)</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ER /JURY_DECISION Attribute Pty value format updated (CHG0031644)</p> <p>Competition /ExtendedInfos /ExtendedInfo /Extension added IN_RACE</p> <p>Competition/Result added PhotoFinish</p> <p>Competition/Result/ExtendedResults/ExtendedResult PHOTO deleted</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult IRM deleted</p> <p>DT_CURRENT:</p> <p>Competition /ExtendedInfos /ExtendedInfo/UI/LL_TIME_TO_BEAT Attribute Value format updated. (CHG0031644)</p> <p>Competition /Result Attribute Result value updated (CHG0031644)</p> <p>DT_IMAGE: Competition /Image /Result Attribute Result Value format updated (CHG0031644)</p> <p>DT_BRACKET:</p> <p>Trigger and Frequency updated (CHG0031644)</p>



		<p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace Attributes Value, Diff value format updated (CHG0031644)</p> <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace</p> <ul style="list-style-type: none"> • correct a typo in the structure, ResultsType renamed ResultType. • PhotoFinish and StartOrder added <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit: WLT deleted</p> <p>DT_IMAGE Competition /Image /Result ResultType and IRM added</p> <p>DT_RANKING Competition /Result @Result SC@ResultMark added as possible value</p> <p>Competition /Result Attributes Value, Diff value format updated (CHG0031644)</p> <p>DT_CONFIG: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem EXCHANGE deleted</p> <p>Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem SECTION added.</p> <p>DT_AUDIO, DT_ACHIEVEMENT added in applicable messages</p>
V0.8	SFA	<p>DT_PARTIC_TEAMS: Trigger updated</p> <p>DT_ENTRIES:</p> <p>Competition /Entry /ExtendedEntry added</p> <p>Competition /Entry /Composition /Athlete /ExtendedEntry Value format updated</p> <p>DT_RESULT: Clarifications added</p> <p>DT_CURRENT: Trigger and Frequency updated</p> <p>DT_BRACKETS:</p> <p>Competition /Bracket /BracketItems /BracketItem TimeStamp added</p> <p>Competition /Bracket /BracketItems /BracketItem /Result Value format updated</p> <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PhotoFinish value format updated and clarifications added.</p> <p>DT_RANKING: Clarifications added.</p>
V1.0	APP	<p>DT_BRACKETS:</p> <p>Trigger and Frequency updated.</p> <p>Competition /Bracket /BracketItems /BracketItem Result attribute value updated</p> <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace Result and Diff attributes value format updated</p> <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit Unit attribute changed to Optional and clarifications provided in description.</p>
V1.1	APP	<p>Reference to CC@PERSON_GENDER adjusted.</p> <p>DT_BRACKETS:</p> <p>Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces removed</p> <p>Message Sort: Clarifications added on sorting Bracket and BracketItems consistently.</p> <p>DT_PARTIC: Competition /Participant Attribute BirthDate description updated</p> <p>DT_RESULT:</p> <p>Competition /Result /ExtendedInfos /ExtendedInfo DISPLAY updated to INT_* for consistency</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Tye=PROGRESS and Code=INTERMEDIATE added SC@ResultMark to valid value and new attribuytes IRM and Unchecked added. (CHG0033145) and OSRP requirements (DDM_13)</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Tye=PROGRESS and Code=LEG Removal of attributes IRM and Unchecked. (CHG0033145) and to meet OSRP requirements. (DDM-13)</p> <p>DT_WEATHER: Competition /Weather /Conditions /Temperature /Value updated format. (CHG0034175)</p> <p>Competition /Weather /Conditions /Wind /Value valid values and Unit description updated (CHG0034175)</p> <p>DT_RESULT: Competition /Result /ExtendedResults /ExtendedResult /Extension and Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension added new Extension @Code="INT_PTY" (CHG0034604)</p>