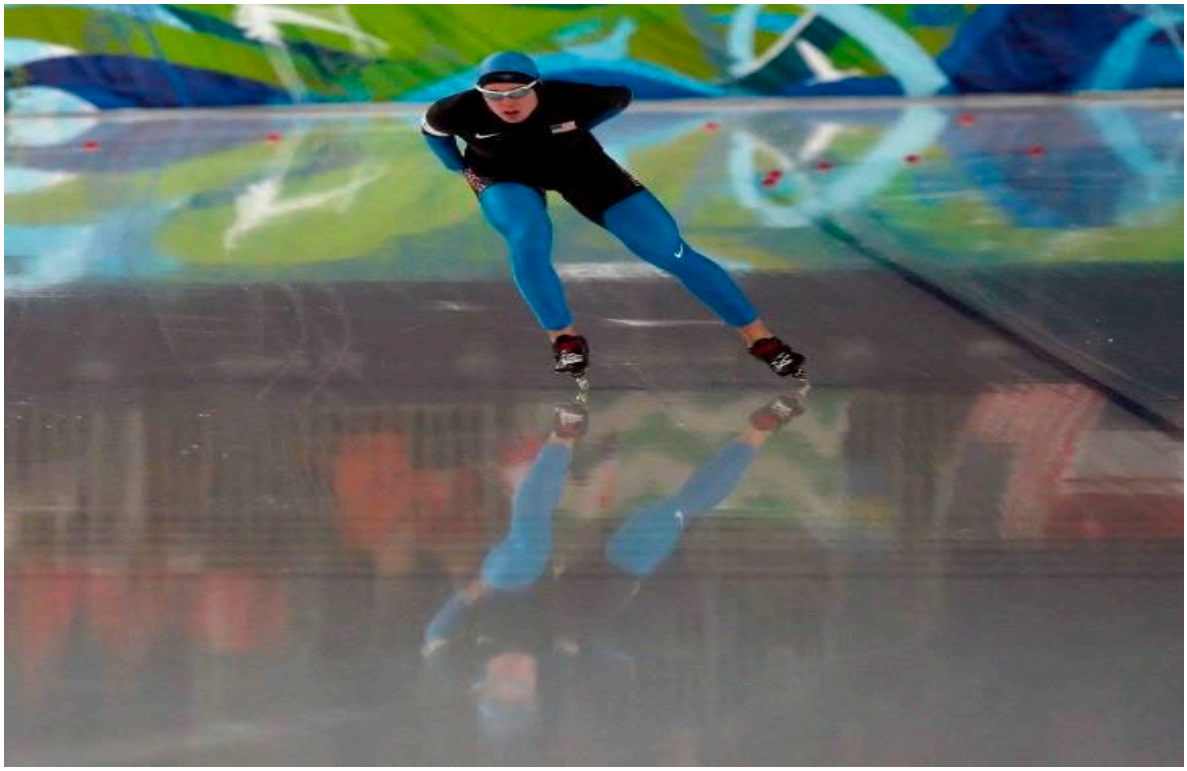
Olympic Data Feed



Speed Skating
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

OWG2026-SSK-1.0, APP
31 October 2024

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1 Introduction

1.1 This document

This document includes the ODF Speed Skating 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 Speed Skating 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
ODF 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 Speed Skating Overview

MESSAGES IN EACH EVENT

- Individual Events (except Mass Start): DT_RESULT for the start list and results with DT_CURRENT sent for each pair.
- Mass Start: DT_RESULT for each race only.
- Team Pursuit: DT_RESULT for each race in the semifinals and finals. One DT_RESULT for the unit in the quarterfinals (the result is taken over all pairs) as well as DT_CURRENT for the unit containing the current pairs.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include:

- For Individual Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE will include the schedule of the unit (Y)
- For Mass Start Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (race) (S in SF and Y in Final) and the semifinal phase (Y).
- For Team Pursuit Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include the quarterfinal (single unit, Y), each unit (race, S) in the semifinals as well as the phase (Y) and only the individual units in the finals phase (Y).

2.2 Applicable Messages

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

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

Message Type	Message Name	Message\n extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	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	
DT_ACTIVITY	Activity Message	

2.3 Messages

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

2.3.1.1 Description

A participant is 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			
		Height			
		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 (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) without leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different in the case of Historical participants (status)
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name

FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	TV Family Name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER ID	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3) ##0	Height in centimetres. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
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 Code	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 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 participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always. 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 Code	Full RSC of the Discipline
IFId	O	S(16)	IF Id for the discipline if it is assigned.

2.3.2.6 Message Sort

The message is sorted by Team @Code.

```
<Team Code="SSKMTEAMPU-CHN01" Organisation="CHN" Name="People's Republic of China" ShortName="China" TVTeamName="China" Gender="M" Current="true" TeamType="ORG" >
  <Discipline Code="SSK--------------------------------" IFId="1234566" />
```

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 events, the DT_ENTRIES message will be sent prior the Games and will be triggered when there is any modification in the event entry or the team composition data after the transfer of control to OVR.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

	Entry (1,N)								
		Code							
		Type							
		Organisation							
		SortOrder							
		EntryStatus							
		Description (0,1)							
			TeamName						
		ExtendedEntry(0,N)							
			Type						
			Code						
			Pos						
			Value						
		Composition(0,1)							
			Athlete(0,N)						
				Code					
				Order					
				EntryStatus					
				Substitute					
				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).
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status (Reserve). Send only if the team is a reserve else do not send.

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)				
Type		**Code**	**Pos**	**Description**
ENTRY		SB	N/A	Element Expected: when available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Season best time
IFRANK		SC@IFRank	N/A	Element Expected: when available.
	Attribute	**M/O**	**Value**	**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
Substitute	O	Y	Send Y if the athlete is a substitute else do not send.

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)				
Type		**Code**	**Pos**	**Description**
ENTRY		PB	N/A	Element Expected: when known in individual distance events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Personal best time.
ENTRY		SB	N/A	Element Expected: when known in individual distance events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Season best time
IFRANK		SC@IFRank Code	N/A	Element Expected: when available
	Attribute	**M/O**	**Value**	**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 any changes [inc. IRMs] (START_LIST)
- In the case of Team Pursuit & Mass Start
  - When the unit starts and after every update (intermediates etc.) (LIVE)
- In the case of individual (except mass start) events and Team Pursuit quarterfinals
  - When the unit starts and during each pair for each update with splits (LIVE)
  - After each pair during the unit (INTERMEDIATE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- If there is any pending decision by IOC, CAS, IF(PROVISIONAL)
- After any change

Note: In the case of Team Pursuit semifinals and finals there can only be one record of each type set per phase (the last best time). If the previous record is surpassed multiple times in a phase then some units may need to be updated and re-sent to reflect this requirement.

Management of Reskate in individual events (not Mass Start) and Team Pursuit quarterfinals:

- In the case of a reskate a new "competitor" is added to the message with the competitor code "RS+competitor ID" for example RS1234567. Code "RS+competitor ID" should be send in the Competitor element.
- The new "pair", if a new pair is needed will use "a" after the order for example if after pair 10 then 10a. (startorder attribute).
- If a Reskate is needed on another pair then letter "a" will be used, for example if Reskate is scheduled on pair 12 then the new "pair" is 12a. If a new re-skate is scheduled after pair 13 the new “pair” is 13a.If a second re-skate is scheduled after pair 13 the new “pair” will be 13b. in individual or a new QF (for example QF5 or QF6…) in Team Pursuit quarterfinals. The StartSortOrder and SortOrder will provide the ordering on the pairs (the re-skate pairs may not necessarily be last)
- After the reskate this competitor is removed, and the original time updated if applicable.

Management of Re-Run in Team Pursuit semifinals and finals:

- In the case of a re-run the unit is set to its initial state and DT_RESULT(START_LIST) without any result is sent.
- Then the unit runs normally again.

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
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	
		UnitNum	
	VenueDescription (0,1)		
		Venue	
		VenueName	
		Location	
		LocationName	
		Attendance	
	Officials (0,1)		
	Official (1,N)		
		Code	
		Function	
		Order	
		Description (1,1)	
			GivenName
			FamilyName
			Gender
			Organisation
	Result (1,N)		
	Rank		
	RankEqual		
	Result		
	Unchecked		
	IRM		
	QualificationMark		
	WLT		
	SortOrder		

	StartOrder			
	StartSortOrder			
	ResultType			
	Diff			
	PhotoFinish			
	ExtendedResults (0,1)			
		ExtendedResult (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Value2	
			Rank	
			RankEqual	
			Diff	
			Extension (0,N)	
				Code
				Pos
				Value
	RecordIndicators (0,1)			
		RecordIndicator (1,N)		
			Order	
			Code	
			RecordType	
			Equalled	
	Competitor (1,1)			
		Code		
		Type		
		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

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	Send the number of competitors on the start list	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always if the 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)		
UI	LEADER	N/A	Element Expected: when known in individual events (not mass start)	
Attribute	**M/O**	**Value**	**Description**	
Value	M	S(20) without leading zeros	Send the ID of the leading competitor.	
UI	BREAK_PAIR	Positive Integer	Pos Description: order of the 'Ice preparation' in the event. Element Expected: when known in individual events (not mass start)	
Attribute	**M/O**	**Value**	**Description**	

	Value	M	Positive Integer	The number of the last pair before the ice preparation's break.
DISPLAY		LAST_COMP	1, 2 (individual, team) Positive Integer (mass)	Pos Description: send a unique number for each competitor Individual events: 1 for inner lane, 2 for outer lane. Team: 1 for crossing straight starting team, 2 for finishing straight starting team. Mass start: 1..N for each participant modified in the message. Element Expected: when available and only when the unit is LIVE, INTERMEDIATE, UNCONFIRMED or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeros	Send the competitor ID of the last competitor(s) to compete and receive result data.

Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LEADER" Value="123456" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="1" Value="4" />
  <ExtendedInfo Type="UI" Code="BREAK_PAIR" Pos="2" Value="8" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" />
    <Extension Code="COMPLETE" Value="9" />
  </ExtendedInfo>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	Value	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes
UnitNum	O	S(15) SC@Final Code	Race number. Send as applicable for Team Pursuit and Mass start In the case of Team Pursuit this is: - SF1 and SF2 in semifinals - FA, FB, FC, FD in finals

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	Value	**Description**
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes
Attendance	O	Positive Integer	Total attendance (do not send if unknown)

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	Positive Integer	Order of officials.

Element: Competition /Officials /Official /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /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. For Individual events and Team Pursuit Quarterfinals and Semifinals units: - Send Rank of the competitor in the event unit For Team Pursuit Final units: - Send Rank of the competitor in the event Not expected while PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected. Not expected while PhotoFinish pending
Result	O	mm:sS.FF mm:sS.FFF #0 SC@ResultMark Code	Result for the competitor. Time is always sent to hundreds of a second unless if tied to the hundredth of a second and thousands of a second is used. In mass start send the points. Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
Unchecked	O	Y	Send "Y" if this result needs to be validated else do not send.
IRM	O	SC@IRM Code	The invalid result mark, if applicable
QualificationMark	O	SC@QualificationMark Code	Send just in the case the competitor has qualified.
WLT	O	SC@WLT Code	The code whether a competitor won or lost the heat. Send only in Team Pursuit Semifinals and Finals units Not expected while PhotoFinish pending
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the 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	S(3)	For individual events and Team Pursuit Quarterfinals: Pair number (1,2,.. in individual, QF1, QF2 … in Team Pursuit QF) in the start list. There will be two competitors with the same number. For Team Pursuit Semifinals and Finals:

			Use 1 for 'Crossing straight' and 2 for 'Finishing straight' Update if re-skate is required in Team Pursuit. - For mass start simply the start order.
StartSortOrder	M	Positive Integer	Unique number for sorting. To sort out competitors from its @StartOrder attribute, however - For individual events: placing first the inner lane skater, and afterwards the outer lane skater - For team events: Order by pair and then the crossing straight starting team, and afterwards the finishing straight starting team - For mass start: Same as StartOrder
ResultType	O	SC@ResultType Code	Type of the @Result attribute.In case of Results Mark use ResultType=Time Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
Diff	O	+mm:sS.FF	Time behind the leader. 0.00 for the leader. Do not send in mass start Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theorical rank before the evaluation. Attributes related to the not confirmed result are not expected. Clarification: When the skater/team just finished then send the following: - For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y - For the skater/team from any previous heat (for Team Pursuit QF and Individual Events except Mass Start)send PHOTO=P but not Unchecked After the photo is evaluated then send PHOTO=E for all involved and no more Unchecked attribute and include Rank, Result, ResultType and Diff as applicable.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: when data is available except for @Pos F while @PhotoFinish is P in Result element for Mass Start and Team Pursuit Semifinals/Finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Cumulative time at the intermediate point in the current race.
	Value2	O	mm:sS.FF	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	Diff	O	+/-mm:sS.FF	Send the time behind the leader in the unit at the split. Negative if faster than leader or + for slower than leader. 0.00 for the leader.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected In individual events except mass start and in Team Pursuit if more than one pair in the unit (Quarterfinals).**			

	Attribute	Value	Description	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+mm:sS.FF	Time behind the leader in the pair. 0.00 for the leader	
PROGRESS		SPRINT	SC@Sprint Code	Pos Description: Sprint point name (S1, S2, S3, F) Element Expected: If sprint points awarded for the competitor (in Mass Start)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	The sprint points awarded at this @Pos
ER		RE_RUN	N/A	Element Expected: if applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y, P, M	Send “Y” if the competitor (for the original competitor) is awarded a reskate. Send “P” for the newly added duplicate competitor in the start list. Send “M” if the result for the competitor is modified as a result of the re-skate else do not send after the re-skate.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected If the athlete has a reskate in the future.**			
	Attribute	**Value**	**Description**	
	Code	PAIR		
	Pos	N/A		
	Value	S(3)	Pair number of the reskate. For example, if the reskate is after pair 10 then send 10a. Remove after reskate is complete.	
ER		WARNING	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Y if the competitor received a referee warning.
ER		TIME	N/A	Element Expected: Send in Mass Start for competitors with same points or without points or for competitors who have earned points at intermediate sprints but did not complete all laps of the race (LAPPED) and in other events if the competitor time is evaluated to 3 decimals to break a tie.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF mm:sS.FFF	Race time. Mass Start: two decimals if total time is different or three decimals if total time with two decimals is the same, all other Events three decimals. Only send if applicable.
ER		LAPS	N/A	Element Expected: Mass start only and only when this competitor has completed at least one lap and does not have an IRM.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Number of laps completed.
ER		SPEED	N/A	Element Expected: When the competitor has completed the unit.

	Attribute	M/O	Value	Description
	Value	M	#0.0	Average speed in km/h

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	**M/O**	**Value**	**Description**
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @Record_Type for reference for the order, not value).
Code	M	CC@RECORD Code	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken.
Equalled	O	Y	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros or SC@CompetitorPlace Code	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit Quarterfinals only)
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1) Competitors extended information.			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team

Element: Competition /Result /Competitor /EventUnitEntry (0,N) For team event information				
Type		**Code**	**Pos**	**Description**
EUE		COLOUR	N/A	Element Expected: when available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Colour Code	Designated team colour, relating to starting position.
EUE		LANE	N/A	Element Expected: Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Lane Code	C – For Crossing Straight F – For Finishing Straight

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

Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	In Mass Start the helmet number.

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

Athletes extended information.

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 include if the data is available
IFId	O	S(16)	International Federation ID

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

Individual athletes entry information.

Type		Code	Pos	Description
EUE		LANE	N/A	Element Expected: Individual (not mass start) events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Lane Code	I – For Inner lane skater O – For outer lane skater
EUE		COLOUR	N/A	Element Expected: Individual (not mass start) events
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Colour Code	Athlete colour relating to starting position
EUE		ARMBAND	Positive Integer	Pos Explanation: Arm Band Number Example: Pos 1 is attached to White Colour etc.. Element Expected: Team Pursuit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Armband Code	Athlete armband colour

Sample (individual, not mass start)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="34.59" Diff="0.00" StartOrder="4" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.59" Value2="9.59" Diff="+0.06" Rank="4"
SortOrder="4" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.59" Value2="25.00" Diff="0.00" Rank="1"
SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039779" Organisation="GER" >
    <Composition>
      <Athlete Code="2039779" Bib="81" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <EventUnitEntry Type="ENTRY" Code="LANE" Value="O" />
        <EventUnitEntry Type="ENTRY" Code="COLOUR" Value="R" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="5" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Diff="+0.05" Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Diff="+0.04" Rank="2" SortOrder="2" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="9.58" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="25.05" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information.

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there can be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

This message is sent:

- At any time a competitor/pair starts. (This/these athlete(s) will be considered current) and there will be a new “next” (unless the current is the last pair) and the previous athlete(s) as “last”.
- Immediately after every addition/change in data during the race.
- Immediately after each competitor completes the race and the data is available. (must be sent so a new leader can receive a negative time relative to current leader).

Each message will only include the athletes currently racing, the ones just finished and the one to follow (“Next”); this is not more than six competitors. Next is to inform end users who is next.

Management of Reskate: See explanation in the Trigger and Frequency section of the DT_RESULT message of this document.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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

	Sport					
	Codes					
	ExtendedInfos (0,1)					
		ExtendedInfo (1,N)				
			Type			
			Code			
			Pos			
			Value			
	Result (0,N)					
		Rank				
		RankEqual				
		Result				
		IRM				
		SortOrder				
		StartOrder				
		StartSortOrder				
		ResultType				
		Diff				
		PhotoFinish				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		
				Pos		
				Value		
				Value2		
				Rank		
				RankEqual		
				Diff		
				Extension (0,N)		
					Code	
					Pos	
					Value	
		Competitor (1,N)				
			Code			
			Type			
			Organisation			
			Composition (0,1)			
				Athlete (0,N)		
					Code	
					Order	
					Bib	

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	HEATS	N/A	Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Send the number of pairs (or partial pairs in the event) The number does not change in the case of re-skate as the total pairs at the end is unchanged.
DISPLAY	LAST_COMP	1, 2 (individual, team) Positive Integer (mass)	Pos Description: send a unique number for each competitor Individual events: 1 for inner lane, 2 for outer lane. Team: 1 for crossing straight starting team, 2 for finishing straight starting team. Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeros	Send the competitor ID of the last competitor(s) to compete and receive result data.
DISPLAY	CURRENT	N/A	Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(3)	Send the pair number (StartOrder) of the current pair.
DISPLAY	NEXT	N/A	Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	S(3)	Send the pair number (StartOrder) of the next pair to start.
DISPLAY	STARTED	N/A	Element Expected: Send only once for each pair (assuming no false start)
Attribute	**M/O**	**Value**	**Description**
Value	M	S(3)	Send the pair number (StartOrder) of the pair most recently started.
DISPLAY	LAST_INTERMEDIATE	S(20) without leading zeros	Pos Description: competitor ID Element Expected: after each competitor passes an intermediate point. Only for individual events (not mass start) and Pursuit QF.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(3)	Last intermediate point reached by the competitor (0,1,2,3,..F).

				For the DNF competitor, the last point is considered the split where the competitor fell/stopped.

Sample (Individual)

```
<ExtendedInfos>
 <ExtendedInfo Type="DISPLAY" Code="HEATS" Value="6"/>
 <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="8630596"/>
 <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="8630702"/>
 <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="6a"/>
 <ExtendedInfo Type="DISPLAY" Code="LAST_INTERMEDIATE" Pos="RS8630712" Value="24"/>
 <ExtendedInfo Type="DISPLAY" Code="LAST_INTERMEDIATE" Pos="RS8630554" Value="24"/>
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected while PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected. Not expected while PhotoFinish pending
Result	O	mm:sS.FF mm:sS.FFF (in case of ties)	Time for the competitor. Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
IRM	O	SC@IRM Code	The invalid result mark, if applicable
SortOrder	M	Positive Integer	Order by StartSortOrder for the competitors in the file (1, 2, 3..).
StartOrder	O	S(3)	Pair number in the start list. There will be two competitors with the same number.
StartSortOrder	M	Positive Integer	Unique number for sorting. To sort out competitors from its @StartOrder attribute however placing first the inner lane skater, and afterwards the outer lane skater. For team pursuit it should be crossing straight followed by finishing straight.
ResultType	O	SC@ResultType Code	Type of the @Result attribute. Not expected while PhotoFinish pending Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
Diff	O	+/-mm:sS.FF	Time behind the leader. 0.00 for the leader. Can be negative if faster than current leader or + if slower than the leader pending Not expected while PhotoFinish pending for Mass Start and Team Pursuit Semifinals/Finals
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors inolved will be sorted according to the theorical rank before the evaluation. Attributes related to the not confirmed result are not expected. Clarification: When the skater/team just finished then send the following: - For the skater(s)/team(s) from current heat send PHOTO=P and Unchecked=Y and no Rank - For the skater/team from any previous heat (for Team Pursuit QF and Individual Events except Mass Start)send PHOTO=P but not Unchecked and no Rank After the photo is evaluated then send PHOTO=E for all involved and no more Unchecked attribute and include Rank, RankEqual, Result, ResultType and Diff as applicable

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2…F). Element Expected: when data is available except for @Pos F while @PhotoFinish is P in Result element for Mass Start and Team Pursuit Semifinals/Finals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Cumulative time at the intermediate point in the current race (not over multiple races).
	Value2	O	m:sS.FF	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	Diff	O	+/-mm:sS.FF	Time behind/ahead the leader in the unit at the split. Negative if faster than the leader or + if slower than the leader. 0.00 for the leader
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected In individual events except mass start plus team pursuit quarterfinals.**			
	Attribute	**Value**	**Description**	
	Code	PAIR_DIFF		
	Pos	N/A		
	Value	+mm:sS.FF	Time behind the leader in the pair. 0.00 for leader	
ER		RE_RUN	N/A	Element Expected: If applicable. as soon as known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send "Y" if the competitor received a reskate.
ER		WARNING	N/A	Element Expected: if applicable, as soon as known.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send "Y" if the competitor received a referee warning.
ER		TIME	N/A	Element Expected: Send if the competitor time is evaluated to 3 decimals to split tie
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FFF	Race time

Element: Competition /Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor's ID or TBD in case that the competitor is unknown. Send "RS+competitor ID" for those competitors with a reskate. (individual and Team Pursuit quarterfinals)
Type	M	A, T	A for athlete; T for 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) without leading zeros	Athletes ID
Order	M	Positive Integer	1 if Competitor @Type=”A”.
Bib	O	S(5)	Bib number

Sample (Individual)

```
<Result SortOrder="2" Rank="2" ResultType="TIME" Result="34.63" Diff="+0.04" StartOrder="6" StartSortOrder="8">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="9.58" Value2="9.58" Diff="+0.05" Rank="3"
SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="34.63" Value2="25.05" Diff="+0.04" Rank="2"
SortOrder="2" />
  </ExtendedResults>
  <Competitor Type="A" Code="2039710" Organisation="NED" >
    <Composition>
      <Athlete Code="2039710" Bib="63" Order="1" />
    </Composition>
  </Competitor>
</Result>
```

2.3.5.6 Message Sort

Sort by Result @SortOrder.

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.

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	Positive Integer	Picture number If there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH	Document Subtype
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected status is: OFFICIAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					

	ImageType							
	Result (0,N)							
		Result						
		Rank						
		StartOrder						
		SortOrder						
		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	Used as differentiator if there are multiple images in the message.
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, pgn	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	mm:sS.FF mm:sS.FFF (in case of ties) #0 (mass start) SC@ResultMark Code	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor at the end of the unit except in events where competitors compete in pairs
StartOrder	O	S(3)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) without leading zeros	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	O	A, T	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	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	O	S(20) without leading zeros	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	1	Value is 1
Bib	O	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 (Team Pursuit)

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

2.3.6.6 Message Sort

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

2.3.7 Records

2.3.7.1 Description

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

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@DISCIPLINE Code	Discipline RSC
DocumentSubcode	CC@RECORD Id	If the message is sent because of a record being modified (broken, equaled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	FULL if all records included. PARTIAL if only one record code is included.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

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

Note: It is sent by central systems before the competition with the historical records and by OVR for any updates to the initial data prior competition and after competition starts with each new record set or equaled.

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
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					

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

	Description (0,1)
	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)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

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

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

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

Element: Competition /Record /RecordType /RecordData (0,N) RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	**M/O**	**Value**	**Description**
Order	M	Positive Integer	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC@ResultType Code	“TIME", indicating that the result type for the record is a time.
Result	M	mm:sS.FF	Send always unless the record is not established. (though can be sent if a standard applies) The performance of the competitor for the record.
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC@COUNTRY Id	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	HH:MM	Time the record was set. Send always (Mandatory) in the case of Historical="N".
TimeStamp	O	DateTime	Date and Time the record was set including timezone. Send always (Mandatory) in the case of Historical="N".
Equalled	O	Y	Y if the existing record is equaled.
Unconfirmed	O	Y	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	Y, N	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	Y	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
Reinstated	O	Y	"Y" if this record is re-instated/re-established as the current record in this message (following an invalidation or similar).

Element: Competition /Record /RecordType /RecordData /Extension (0,N)			
Type	**Code**	**Pos**	**Description**
ER	INTERMEDIATE	S(2)	Pos Description:

				Sequential number from 1, 2...F for each intermediate point in the record, to indicate its number (DT_CONFIG). It can be one or more (depending on the distance of the event unit). Element Expected: When available for each intermediate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF	Split time in the record
ER		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from the start to 1 and F is the last intermediate to the finish. Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:sS.FF	Time for the section ending at the intermediate point @Pos.

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

Competitor to whom the record is assigned.

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	Team IF number, send if available.

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION	Athletes' organisation

		Id	
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample (Records)

```
<Record Code="SSKM1000M-------------------------">
  <RecordType Order="1" Code="WR" Shared="N">
    <RecordData Order="1" ResultType="TIME" Result="1:07.18" Country="USA" Place="Salt Lake City, UT" Date="2002-02-16"
Competition="Olympic Games" Historical="Y" Current="Y" >
      <Extension Type="ER" Pos="1" Code="INTERMEDIATE" Value="16.33"/>
      <Extension Type="ER" Pos="2" Code="INTERMEDIATE" Value="41.00"/>
      <Extension Type="ER" Pos="F" Code="INTERMEDIATE" Value="1:07.18"/>
      <Extension Type="ER" Pos="1" Code="SECTION" Value="16.33"/>
      <Extension Type="ER" Pos="2" Code="SECTION" Value="24.67"/>
      <Extension Type="ER" Pos="F" Code="SECTION" Value="26.18"/>
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" BirthDate="1983-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
```

2.3.7.6 Message Sort

The following order applies:

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

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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

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

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

The message is expected at the end of each unit during finals along with each change.
Send as “PROVISIONAL” if there is pending decision by IOC, CAS, IF.

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				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			
			Type			
			Organisation			
			Description (0,1)			
				TeamName		
			Composition (1,1)			
				Athlete (0,N)		
					Code	
					Order	
					Bib	
					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 (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /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. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	Y	Send Y if the rank is equaled, else do not send.
ResultType	O	SC@ResultType Code	Result type, for the corresponding event, mandatory if Result or IRM is included. (TIME/POINTS not included for mass start or team pursuit)
Result	O	mm:sS.FF mm:sS.FFF (in case of ties) SC@ResultMark Code	Time of the athlete in individual. Not included in mass start or team pursuit.
IRM	O	SC@IRM Code	The invalid result mark, if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros SC@CompetitorPlace Code	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) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Bib	O	S(5)	Bib number in individual events not applicable in mass start In Team Pursuit it is the arm band number.

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

Sample (Individual)

```
<Result Rank="3" SortOrder="3" ResultType="TIME" Result="69.46">
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Mass Start)

```
<Result Rank="3" SortOrder="3" >
  <Competitor Type="A" Code="2039711" Organisation="GER" >
    <Composition>
      <Athlete Code="2039711" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </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 parameters.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code CC@PHASE Code	Event RSC for individual (not mass start) events Phase RSC for mass start and team pursuit events
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 and in case of any change. Generally the configuration must be provided before the start list of the event unit. If a DT_CONFIG message is sent after a DT_RESULT then a new 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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	

	ExtendedConfigItem (0,N)	
		Code
		Pos
		Value

2.3.9.5 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@EVENT Code CC@PHASE Code	Event RSC (individual not mass start) Phase RSC (mass start and team pursuit)

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		INTERMEDIATE	S(2)	Pos Description: send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Do not consider start. Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Split Code or ####0	In pursuit and mass start send the intermediate name ("Split 9" for Pursuit or “Lap 9” for Mass Start etc.). In other events send the distance from the start in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mass Start events only			
	Attribute	**Value**	**Description**	
	Code	SPRINT		
	Pos	N/A		
	Value	SC@Sprint Code	Send the sprint name if there is a sprint at this intermediate: S1, S2, S3, F	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Mass Start events only			
	Attribute	**Value**	**Description**	
	Code	BELL		
	Pos	N/A		
	Value	Y	Send Y as an Indicator that an intermediate is the Intermediate before a sprint. Else do not send.	
EC		INTERMEDIATES_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Positive Integer	Send the total number of intermediate points where the time or points are recorded, including F.
EC		LAPS	N/A	Element Expected: in mass start
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the total number of laps
EC		SPRINTS	N/A	Element Expected: in mass start
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the total number of sprints
QUALIFICATION		FROM_RANK	CC@PHASE Code Or CC@EVENT_UNIT Code	Pos Description: Send according to the round to progress. CC@PHASE for Mass Start Finals and Team Pursuit Semifinals CC@EVENT_UNIT for Team Pusrsuit Finals C and D Element Expected: When applicable only for Mass SF and Pursuit QF
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	CC@PHASE Code Or CC@EVENT_UNIT Code	Element Expected: Send according to the round to progress. CC@PHASE for Mass Start Finals and Team Pursuit Semifinals CC@EVENT_UNIT for Team Pusrsuit Finals C and D Element Expected: When applicable only for Mass SF and Pursuit QF
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: when applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@QualRule Code	Send the code for the qualification rule.

Sample (1500m)

```
<Configs>
  <Config Unit="SSKM1500M------------------------">
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="300" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="700" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1100" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
  </Config>
```

Sample (Pursuit)

```
<Configs>
  <Config Unit="SSKMTEAMPU----------SFNL--------">
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="12" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="Split 9" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="Split 10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="Split 11" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 12" />
  </Config>
</Configs>
```

Sample (Mass Start)

```
<Configs>
  <Config Unit="SSKMMS----------FNL---------">
    <ExtendedConfig Type="EC" Code="LAPS" Value="16" />
    <ExtendedConfig Type="EC" Code="SPRINTS" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="16" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Split 1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Split 2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Split 3" >
      <ExtendedConfigItem Code="SPRINT" Value="S1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Split 4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="Split 5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="Split 6" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="Split 7" >
      <ExtendedConfigItem Code="SPRINT" Value="S2" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="Split 8" />
    ...
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="Split 16" >
      <ExtendedConfigItem Code="SPRINT" Value="S4" />
    </ExtendedConfig>
  </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: before the start of the session and then periodically (greater than 15 minute interval) during 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	
			Condition (0,3)	
				Code
				Value
			Pressure (0,N)	

		Unit
		Value
	Temperature (0,N)	
		Code
		Unit
		Value

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	GEN for general only
Humidity	O	##0	Humidity in %

Element: Competition /Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	ICE	Weather condition type
Value	M	CC@Weather_COND_SNOW Id	CC@WEATHER_COND_SNOW for ICE

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

Element: Competition /Weather /Conditions /Temperature (0,N) Send with different @Code in the case of winter conditions as needed.			
Attribute	**M/O**	Value	**Description**
Code	M	AIR, ICE	Temperature type
Unit	M	SCGEN@TempratureUnit Code	Metric system unit for temperature
Value	M	[-]#0.0	Temperature of the @Code.

Sample (General)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="31" >
    <Condition Code="ICE" Value="nor" />
    <Pressure Unit="hPa" Value="1005" />
    <Temperature Code="AIR" Unit="C" Value="15.3" />
    <Temperature Code="ICE" Unit="C" Value="-5.8" />
  </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						
Periodically as soon as ODF operations start	DT_SCHEDULE		x		o		o
	DT_PARTIC		x				
	DT_ENTRIES			x			
	DT_RECORD (Full)		x				
	DT_PDF C08 Schedule (by VRM)		x				
	DT_PDF C35 Competition Officials (by VRM)		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download, if any change (by OVR)	DT_PDF C08 Schedule (by OVR)		x				
After changes of athlete data	DT_PARTIC_UPDATE		x				
After changes of team data	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			x			
4 days before 1st draw	DT_PDF C30 - Number of Entries by NOC		x				
4 days before 1st draw	DT_PDF C32A - Entry List by NOC		x				
24 hours before draw	DT_PDF C32C - Entry List by Event			x			
After the Draw - Individuals	DT_PDF C51A - Start List						x
After the Draw - MS and TP	DT_PDF C51X - Start List				x		
Only Team Pursuit	DT_PDF C74E - Event Summary			x			
For each individual event and for each phase in TP and MS	DT_CONFIG			x	x		
	DT_RESULT	START_LIST					x

3.3 During Competition - Individual

Trigger	Message	Status	D	E	P	S	U
Some minutes before competition starts	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_CURRENT						x
	DT_RESULT	LIVE					x
Split Time - Pair	DT_CURRENT						x
	DT_RESULT	LIVE					x
When last pair finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
Finish - Pair (unofficial times, Unchecked=Y)	DT_CURRENT						x

After every pair (with results) except the last (both skaters finished)	DT_RESULT	INTERMEDIATE					x
After last pair (with results)	DT_RESULT	UNCONFIRMED					x
Finish - Pair (photofinish times)	DT_CURRENT						x
After last pair with times	DT_RESULT	UNOFFICIAL					x
If new record	DT_RECORD (PARTIAL with DocumentSubcode)		x				

3.4 After Competition - Individual

Trigger	Message	Status	D	E	P	S	U
Results confirmed	DT_RESULT	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C73A - Results	OFFICIAL					x
	DT_PDF C77A - Distance Analysis						x
Not for Individuals: 500m, 1000m	DT_PDF C77C - Distance Analysis - Graphical						x
If New Record	DT_PDF C81A - Records Broken/Equalled			x			
If New Record	DT_PDF C81C - Records Summary		x				
After competition	DT_PDF C82A - Ice & Climatic Conditions			x			
	DT_PDF C92A - Medallists			x			
	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

3.5 During Competition - Team Pursuit

Trigger	Message	Status	D	E	P	S	U
3 starting members announced	DT_SCHEDULE_UPDATE	SCHEDULED	x		o		o
	DT_RESULT	START_LIST					x
	DT_PDF C51E - Start List	START_LIST			x		
Before Start QFNLs/Each Semifinal/Each Final	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_CURRENT (Only QFNL)						x
	DT_RESULT	LIVE					x
Split Time - Heat	DT_CURRENT (Only QFNL)						x
	DT_RESULT	LIVE					x
Finished unit	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
Finish - Heat (unofficial times, Unchecked=Y)	DT_CURRENT						x
After each Quarterfinal Heat except last (both teams finished)	DT_RESULT	INTERMEDIATE					x
After last quarterfinal Heat and each semifinal and final (both teams finished)	DT_RESULT	UNCONFIRMED					x

Finish - Heat	DT_CURRENT						x
Finish - Heat (Photofinish times) in quarterfinal except last	DT_RESULT	INTERMEDIATE					x
After unit and with photofinish times	DT_RESULT	UNOFFICIAL					x
If new record	DT_RECORD (PARTIAL with DocumentSubcode)		x				

3.6 After Competition - Team Pursuit

Trigger	Message	Status	D	E	P	S	U
After Quarterfinals and each semifinal and final	DT_RESULT	OFFICIAL					x
After each Final	DT_RANKING			x			
After each phase	DT_PDF C73X - Results	OFFICIAL			x		
After each phase	DT_PDF C74E - Event Summary			x			
After each QFNL and SFNL	DT_PDF C51E - Start List				x		
After each phase	DT_PDF C77E - Distance Analysis				x		
After each phase	DT_PDF C77G - Distance Analysis - Graphical				x		
After each phase if new record	DT_PDF C81E - Records Broken & Equalled				x		
After each phase	DT_PDF C82E - Ice & Climatic Conditions				x		
When Results are confirmed	DT_RESULT	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C73X - Results	OFFICIAL			x		
	DT_PDF C74E - Event Summary			x			
	DT_PDF C77E - Distance Analysis				x		
	DT_PDF C77G - Distance Analysis - Graphical				x		
If New Record	DT_PDF C81E Records Broken/Equalled				x		
If New Record	DT_PDF C81C Records Summary			x			
	DT_PDF C82E Ice & Climatic Conditions				x		
	DT_PDF C92B Medallists			x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

3.7 During Competition - Mass Start

Trigger	Message	Status	D	E	P	S	U
Some minutes before Start each Semifinal and Final	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
	DT_RESULT	LIVE					x
Split Time / Sprint points - Semifinals/Final	DT_RESULT	LIVE					x

Each Semifinal Finished	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
Each Semifinal results confirmed	DT_RESULT	OFFICIAL					x
Both semifinals results confirmed	DT_RESULT	START_LIST					x
	DT_RANKING	PARTIAL		x			
	DT_PDF C73B - Results	OFFICIAL					x
	DT_PDF C77B - Distance Analysis						x
	DT_PDF C51B - Start List	START_LIST					x

3.8 After Competition - Mass Start

Trigger	Message	Status	D	E	P	S	U
Final results confirmed	DT_RESULT	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C73B - Results	OFFICIAL					x
	DT_PDF C74B - Event Classification			x			
	DT_PDF C77B - Distance Analysis						x
	DT_PDF C82A - Ice & Climatic Conditions			x			
	DT_PDF C92A - Medallists			x			
	DT_PDF C93 - Medallists by Event		x				
	DT_PDF C95 - Medal Standings		x				

3.9 Exceptional Situations

Trigger	Message	Status	D	E	P	S	U
If Withdrawal before the comp./Re-arrange 20 m. before	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			x			
	DT_SCHEDULE_UPDATE (Team pursuit only)		x				o
	DT_RESULT	START_LIST					X
	DT_PDF C51X - Start List	START_LIST			x		x
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				
If Ties and Photo-Finish	DT_CURRENT						x
	DT_RESULT	UNCONFIRMED			x		x
	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_CURRENT						x
	DT_RESULT	UNOFFICIAL			x		x
	DT_RESULT	OFFICIAL			x		x
	DT_IMAGE						x

	DT_PHOTOFINISH_LK						x
If DQB after event and up to the Day after the Clossing Cer.	DT_RESULT	OFFICIAL			x		x
	DT_RANKING	OFFICIAL		x			
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
Send also the rest of the reports affected	DT_PDF - C73X - Results	OFFICIAL			x		x
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				
If Change of Schedule (Postponed, Re-scheduled..)	DT_SCHEDULE_UPDATE		x		o		o
After rescheduled, cancelled (but not yet once Postponed or Delayed)	DT_PDF - C08 - Competition Schedule		x				
	DT_PDF C67 - Official Communication		x				
	DT_COMMUNICATION		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	1 Nov 2023	First Version
V0.2	8 Nov 2023	After ODF review meeting
V0.3	27 Nov 2023	Applying global changes and editorial updates
V0.4	8 February 2024	Corrections and cross sport alignments
V0.5	19 April 2024	Corrections and cross sport alignments
V0.6	29 July 2024	Corrections and cross sport alignments
V0.7	29 September 2024	Updates after PT1
V1.0	31 October 2024	Approved version

File Reference: OWG2026-SSK-1.0, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First Version
V0.2	SFR	DT_ENTRIES and DT_ENRIES_TEAMS introduced. PROVISIONAL Results Status introduced across the applicable messages. DT_BRACKETS message removed. ModificationIndicator removed across all 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: Competition /Entry /ExtendedEntry /IFRANK introduced Competition /Entry /Bib removed DT_ENTRIES_TEAM: Competition/TeamEntry /Bib and Substitute removed Competition /TeamEntry /ExtendedEntry/SUBSTITUTE added. Competition /TeamEntry /ExtendedEntry/IFRANK added DT_RESULT: Trigger and Frequency: Management of Reskate and Message structure updated Competition/Result/Result: ResultMark added as possible value. Competition /Result /ExtendedResults /ExtendedResult /ER/WARNING added Competition /Result /Competitor /Composition /Athlete/Bib: Description updated Competition /Result /Competitor /Composition /Athlete /EventUnitEntry/EUE/ARMBAND: Pos updated. DT_CURRENT: Trigger and Frequency: Management of Reskate updated Competition /Result /ExtendedResults /ExtendedResult/ER/WARNING added DT_RECORD: Description about Not Established records removed. Trigger and Frequency: Note is pending to be confirmed once ORIS includes clarification information on the Records source in Appendix D. DT_RANKING: Competition /Result /ExtendedResults /ExtendedResult: Removed. DT_CONFIG: Competition /Configs /Config /ExtendedConfig/EC/INTERMEDIATE/BELL added Competition /Configs /Config /ExtendedConfig/QUALIFICATION/ FROM_RANK and TO_RANK added.
V0.3	SFR	Editorial changes: Remove highlights DT_PARTIC_TEAMS: Message description updated to clarify the approach for Historical teams and team members. DT_TEAM_ENTRIES: Updated to the last agreed structure.(Global change) Competition /TeamEntry /ExtendedEntry/SUBSTITUTE removed
V0.4	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC: Competition/Participant/MainFunctionId marked as Optional.

		DT_ENTRIES: Message Structure:ExtendedEntry changed to (0,N). Message Values: Competition/Entry/GivenName marked as Optional. DT_ENTRIES_TEAMS: Message structure: Competition /TeamEntry /ExtededEntry marked as (0,N). Message Values: Competition /TeamEntry /Composition /Athlete /GivenName marked as Optional. DT_CURRENT: Message structure: Competition /Result /ExtendedResults /ExtendedResult /Extension added to match Message Values content.
V0.5	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_CURRENT: Competition /ExtendedInfos /ExtendedInfo /DISPLAY : PAIRS Code has been renamed to HEATS
V0.6	SFR	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /Result PhotoFinish attribute added Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted DT_CURRENT: Competition /ExtendedInfos /ExtendedInfo /DISPLAY/ LAST_COMP added. Competition /ExtendedInfos /ExtendedInfo /DISPLAY: Code LAST_COMP renamed to LAST_INTERMEDIATE Competition /Result PhotoFinish attribute added Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted DT_IMAGE: Revision attribute Value updated to accept zero. Competition /Image /Result ResultType and IRM added DT_RECORD: Competition /Record /RecordType /RecordData @Time value changed to HH:MM DT_AUDIO, DT_ACHIEVEMENT, DT_ACTIVITY: Added in Applicable Messages
V0.7	SFA	Editorial updates DT_ENTRIES: Competition /Entry /ExtendedEntry /IFRANK Value format updated Competition /Entry /Composition /Athlete /ExtendedEntry Value format updated DT_RESULT: Competition /ExtendedInfos /ExtendedInfo /DISPLAY /LAST_COMP Pos value updated Competition /Result /Rank Description updated Competition /Result /WLT attribute added DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult /ER /TIME Value format updated DT_RECORD: Competition /Record /RecordType /NotEstablishedLabel Value format updated Competition /Record /RecordType /RecordData Attributes TimeStamp, Reinstated added
V1.0	APP	Editorial updates