Olympic Data Feed

Short Track Speed Skating
ODF Data Dictionary
Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Short Track 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 Short Track 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 Broaters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Short Track Speed Skating Overview

There all events there will be a DT_RESULT for each unit (race) and a DT_PHASE_RESULT message for each phase.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include each unit (race) (Y in finals, S in prelims) and each phase (S in finals, Y in prelims).

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	X
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_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_BIO_TEA	Team Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	

2.3 Messages

2.3.1 Competition schedule / Competition schedule update

2.3.1.1 Description

The Competition Schedule is a bulk message provided for one discipline.
The arrival of the competition schedule message resets all the previous schedule information for one discipline.
Competition schedule update is an update message. It is not a complete schedule information message, but includes only the schedule data being modified.
The arrival of this message updates the previous schedule information for one event unit(s)/phas(s) or sessions(s) but does not notify any other change for the rest of the event units/phases/sessions except for those contained in the message.
The key of the information updated is Unit @Code. Therefore, any new schedule unit or updated unit will be identified by all these attributes.
It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.
The status for each competition unit is updated by OVR using schedule update message. The non – competition/activity schedule items timetable is included in a different message.
When message is sent from Schedule Management application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

Early stages of Competition Schedule:
The Competition Schedule starts being defined in a high level (Schedule by Day) years before the Games and it continues being refined until the sessions and the details of competition units are fully defined.
In these initial stages of the competition schedule (Schedule by Day), the information included may be in the level of sessions, discipline events or phases giving a high-level view of the schedule in each venue by day.
For these initial stages of the competition schedule (Schedule by Day) phase units from the PHASE set of common codes as well as the events from the EVENT set of common codes may be included in the DT_SCHEDULE message, despite any schedule flag defined in the common codes.

Detailed Competition Schedule:
Once the detailed competition schedule is defined and available for sharing, the message contains the complete and detailed schedule information for all event units/phases RSCs related to a competition.
At this stage, all units in EVENT_UNIT/PHASE codes which have the 'schedule' flag set to 'Y' or 'S' (refer for details to Common Codes Definition) are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

The StartList component of the message is only included in the case that the Unit Type is HATH, HCOUP or HTEAM and at least one of the competitors are known.
The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.
For reference the applicable unit types (from common codes) are:
HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.
In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).
To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

Start Time	Display	Unit	HideStartDate	Location	Order in message
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:
  - By day (or filter by day)
  - By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
  - By Time (regardless if HideStartDate="Y")
  - By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"

If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

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_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. 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 competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR.

DT_SCHEDULE with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Session (0,N)		
		SessionCode	
		StartDate	
		HideStartDate	
		EndDate	
		HideEndDate	
		Leadin	
		Venue	
		VenueName	
		SessionStatus	
		SessionType	
		Medal	
		FOP	
		SessionName (1,N)	
			Language
			Value

	Unit (0,N)		
		Code	
		PhaseType	
		UnitNum	
		HideUnitNum	
		ScheduleStatus	
		StartDate	
		HideStartDate	
		EndDate	
		HideEndDate	
		ActualStartDate	
		ActualEndDate	
		Order	
		Medal	
		Venue	
		Location	
		MediaAccess	
		SessionCode	
		StartText (0,N)	
			Language
			Value
		ItemName (1,N)	
			Language
			Value
		VenueDescription (0,1)	
			VenueName
			LocationName

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

Element: Competition /Session (0,N)			
Attribute	**M/O**	**Value**	**Description**
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime	Start date.

		Or Date	Example: 2026-02-26T10:00:00+01:00 StartDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime Or Date	End date. Example: 2026-02-26T10:00:00+01:00 EndDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2026-02-26
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
Leadin	O	m:sS	Amount of time from session start to first scheduled unit.
Venue	M	CC@VENUE Id	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SHEDULESTATUS Id	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	Positive Integer	Send the number of gold medals planned to be determined in this session. [this is a calculation based on the units assigned to the session].
FOP	O	Positive Integer	The number of fields of play planned to be used in this session. This data is only included in the message in the pre-Games period before the schedule is known. Do not include in data to or from OVR during the Games period.

Element: Competition /Session /SessionName (1,N)			
Attribute	**M/O**	**Value**	**Description**
Language	M	CC@LANGUAGE Id	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (Session)

```
<Session Code="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
    <SessionName Language="ENG" Value="Athletics Session 1" />
</Session>
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >
    <SessionName Language="ENG" Value="Athletics Session 2" />
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@EVENT_UNIT Code CC@PHASE Code CC@EVENT Code	Full RSC for the event unit or the phase, as applicable. Event RSC to be used only in the early stages of the competition schedule definition and should not be included once phase/event unit schedule information is available.
PhaseType	M O	CC@PHASE_TYPE Id	Phase type for the unit. Mandatory when unit is phase or event unit, otherwise do not send.
UnitNum	O	Positive Integer	Match / Game / Bout / Race Number or similar
HideUnitNum	O	Y	Y only if the UnitNum should not be displayed (example the Gold medal unit schedule details are not confirmed yet and shall not be displayed)
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
StartDate	O	DateTime	Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED. This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status) Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times. Example: 2026-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideStartDate	O	Y	Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	O	DateTime	This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate) This attribute is not required when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED. Example: 2026-02-26T10:00:00+01:00 Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.
HideEndDate	O	Y	Send 'Y' if EndDate scheduled end time is not to be displayed. Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.

ActualStartDate	O	DateTime	This attribute is expected once the event unit has started. Example: 2026-02-26T10:03:22+01:00
ActualEndDate	O	DateTime	This attribute is expected once the event unit has finished. Example: 2026-02-26T12:43:51+01:00
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations: 1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline. 2. If some units start at the same time and a particular order of the units is expected. It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.
Medal	O	SCGEN@UnitMedalType Code	Medal indicator. Do not send if not a medal event unit
Venue	O	CC@VENUE Id	Venue where the unit takes place Mandatory unless UNSCHEDULED.
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED.
MediaAccess	O	OPE, CLO	Only applicable for non-competition. If unit is open to media send "OPE", if the unit is closed then send "CLO".
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.

Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	SC@StartText Code	Text to be displayed in the case that StartDate is not to be displayed.

Element: Competition /Unit /ItemName (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Id	Code Language of the @Value
Value	M	CC@LANGUAGE CC@EVENT_UNIT ShortDescription	Item Name / Unit Description. For competition units show the short unit description from common codes which matches the RSC. As in all messages with a description. Only the ENG description is expected. For non-competition schedules (where the item description is not in common codes) then add the description.

Element: Competition /Unit /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

2.3.1.6 Message Sort

Sort by Session @SessionCode.

The message is sorted by Unit@StartDate then by Unit@Order then Unit@Code.
In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end in Unit@Code order.

2.3.2 List of participants by discipline / List of participants by discipline update

2.3.2.1 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.

2.3.2.2 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 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.

2.3.2.3 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.

2.3.2.4 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				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			

	MainFunctionId	
	OlympicSolidarity	
	Discipline (1,1)	
		Code
		IFId

2.3.2.5 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

Sample (General)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different for historical participants (Status)
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, use the specific value of the Participant Status.
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(25)	TV Family Name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program 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 disciplines.

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

2.3.2.6 Message Sort

The message is sorted by Participant @Code

2.3.3 List of teams / List of teams update

2.3.3.1 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.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participants teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
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		

2.3.3.5 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 /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Team's ID. When the Team is an historical one, then this ID starts with "T".
Status	M	CC@PARTICIPANT_STATUSId	Team's entry status. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.

PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type. Expected element: ORG This is how the name is constructed to allow clients to build in other languages.

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

2.3.3.6 Message Sort

The message is sorted by Team @Code.

2.3.4 List of Entries by Event

2.3.4.1 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.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT 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.

2.3.4.3 Trigger and Frequency

The DT_ENTRIES message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which the entries information is updated in the venue and the bulk message is triggered by the OVR.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

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

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

Element: Competition /TeamEntry /ExtendedEntry (0,N)				
Type		**Code**	**Pos**	**Description**
IFRANK		SC@IFRank	N/A Or CC@EVENT Code	Pos Description: Do not send when the SC@IFRank corresponds to the same event as the RSC in the message header. Otherwise send the full RSC of the event that SC@IFRank refers. Element Expected: when available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Rank of the team 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
Bib	O	S(5)	Helmet number. Send if available

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

2.3.4.6 Message Sort

Sort by Entry @SortOrder

2.3.5 Event Unit Start List and Results

2.3.5.1 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.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_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 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.

2.3.5.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the unit starts and after every update (lap) (LIVE)
- After the race is finished
- UNCONFIRMED: Until the last photofinish time is available
- UNOFFICIAL: After the last photofinish time is available but results are not approved
- OFFICIAL: Results are approved
- PROVISIONAL: if applicable (IOC/CAS-IF Decision Pending)

- After any change
- After the advanced list of athletes' changes.

Note: 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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
			UnitNum				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				

			LocationName	
			Attendance	
	Officials (0,1)			
		Official (1,N)		
			Code	
			Function	
			Order	
			Description (1,1)	
				GivenName
				FamilyName
				Gender
				Organisation
				IFId
	Result (1,N)			
		Rank		
		RankEqual		
		Result		
		IRM		
		QualificationMark		
		SortOrder		
		StartOrder		
		StartSortOrder		
		ResultType		
		Diff		
		PhotoFinish		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Value2
				Rank
				RankEqual
				SortOrder
				Diff
				IRM
		RecordIndicators (0,1)		
			RecordIndicator (1,N)	
				Order
				Code
				RecordType

| | | |

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		LEADER	S(2)	Pos Description: Send the identifier of the intermediate point (1, 2, …F. Element Expected: When available for each intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeros	Send the ID of the leading competitor at each intermediate.
DISPLAY		LAST_INTERMEDIATE	N/A	Element Expected: When LIVE after the first intermediate.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send the intermediate number most recently passed by the leader (1, 2...F)
DISPLAY		LEADER_SPEED	N/A	Element Expected: When available for each intermediate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0.00	Leader speed in the last completed lap in km/h.
DISPLAY		LAPS_TO_GO	N/A	Element Expected: When available for each intermediate
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Remaining laps. Value updated once the leader completes a lap.
UI		VIDEO_REVIEW	Positive Integer	Pos Description:Counter starting from 1 for each Video Review in this unit. Element Expected: for each video review for this unit: When Video Review occurs and when its Cleared. Only during LIVE, Unconfirmed
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@VideoReview	Use the applicable Code

Sample (General)

```
<ExtendedInfos>
<UnitDateTime StartDate="2022-02-16T21:26:25+08:00"/>
<ExtendedInfo Type="UI" Code="LEADER" Pos="1" Value="1036478"/>
<ExtendedInfo Type="UI" Code="LEADER" Pos="2" Value="1036480"/>…
<ExtendedInfo Type="UI" Code="LEADER" Pos="F" Value="1036478"/>
<ExtendedInfo Type="DISPLAY" Code="LAST_INTERMEDIATE" Value="F"/>
<ExtendedInfo Type="DISPLAY" Code="LEADER_SPEED" Value="39.50"/>
<ExtendedInfo Type="DISPLAY" Code="LAPS_TO_GO" Value="0"/>
<ExtendedInfo Type="DISPLAY" Code="VIDEO_REVIEW" Pos="1" Value="GREEN"/>
<ExtendedInfo Type="DISPLAY" Code="VIDEO_REVIEW" Pos="2" Value="YELLOW"/>
...
```

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
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes
UnitNum	O	S(15)	Race number

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) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. It can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of officials.

Element: Competition /Officials /Official /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSONGENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected while PhotoFinish pending
RankEqual	O	Y	Y if a rank has been equaled Not expected while PhotoFinish pending
Result	O	mm:sS.FF mm:sS.FFF	Result for the event unit if @ResultType is TIME May not be sent in the case of a referee decision to suppress time. The time is first sent with two decimals (transponder time) and later with three decimals from the photo. Not expected while PhotoFinish pending
IRM	O	SC@IRM	IRM for the event unit in case @ResultType is IRM

		Code	
QualificationMark	O	SC@QualificationMark Code	Send just in the case the competitor has qualified.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Positive Integer	The start order of the unit.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	+mm:sS.FF +mm:sS.FFF	Time behind the leader in the unit. 0.00/0.000 for leader. The time is first sent with two decimals (transponder time) and later with three decimals from the photo. Not expected while PhotoFinish pending
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish in case of tie when using trasponder times: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors inolved will be sorted according to the theorical rank before the evaluation. Attributes related to the not confirmed result are not expected.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: As each competitor passes the intermediate point, except for @Pos F while @PhotoFinish is P in Result element Not included if the competitor has an IRM or removed if an IRM received later.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	mm:sS.FF mm:sS.FFF	Time from the start of the race up to this split point. It is a cumulative time. Do not send minutes if zeros. Three decimals is only applicable for the last intermediate (F) The final time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Value2	O	sS.FF sS.FFF	Send the split time (from the previous intermediate point to current one). Not cumulative time. Three decimals are only applicable for the last split (F). The final split time is first sent with two decimals (transponder time) and later with three decimals from the photo.
	Rank	O	Positive Integer	Rank of the competitor for this specific ExtendedResult.
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equaled else not sent.

	SortOrder	M	Positive Integer	Index based on those who have passed the intermediate point. For tied athletes, follow sport rules.
	Diff	O	+mm:sS.FF +mm:sS.FFF	Send the time behind the leader at the corresponding intermediate point. 0.00/0.000 for leader. Three decimals is only applicable for the last split (F) The final diff is first sent with two decimals (transponder time) and later with three decimals from the photo.
PROGRESS		REMAINING	N/A	Element Expected: always when LIVE. Do not include if IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	#0	Number of laps remaining for this athlete
ER		JURY_DECISION	Positive Integer	Pos Description: counter starting from 1 for each infringement for this competitor in this unit. Element Expected: For each infringement for this competitor when infringement is decided (Unofficial)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@Infringement Code	Code of infringement
	Value2	M	SC@Infringement ENG Description	Text description of the infringement in ENG
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement

Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:24.787" Diff="0.000" QualificationMark="Q" StartOrder="3" StartSortOrder="3" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.49" Value2="12.49" Diff="0.00" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="21.93" Value2="9.44" Diff="0.00" Rank="1" SortOrder="1" />
…
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:24.787" Value="9.167" Diff="0.000" Rank="1" SortOrder="1" />
  </ExtendedResults>
  <Competitor Type="A" Code="2012264" Organisation="GER">>
    <Composition>
      <Athlete Code="2012264" Order="1" Bib="203" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
…
```

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	**M/O**	**Value**	**Description**
Order	M	Positive Integer	This will usually always be 1 unless there is both a WR and OR in which case WR=1 and OR=2.
Code	M	CC@RECORD Id	Code which describes the record broken by the result value.
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken (e.g. "WR" or "OR").
Equalled	O	Y	Send "Y" in the case that the record has been equaled else do not send.

Element: Competition /Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	T for team, A for athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Helmet number. Should always be available

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	**Code**	**Pos**	**Description**
EUE	YC	N/A	Element Expected: When the athlete has already received a yellow card in one of the previous events, he/she has already competed.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Yellow card received in one of the previous events indicators. "Y" if exists otherwise do not send

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.			
Type	**Code**	**Pos**	**Description**
PHASE	SC@ResultPhase	N/A	Element Expected: when available

		Code		
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y, N	Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.

2.3.5.6 Message Sort

Sort by Result @SortOrder

2.3.6 Phase Results

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE 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.

2.3.6.3 Trigger and Frequency

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

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

| | | |

	Order	
	Bib	
	Description (1,1)	
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId

2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	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 /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC@EVENT_UNIT Code	Full RSC of the most recent unit information included in the message

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

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the corresponding unit within the phase. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	Identifies if a rank has been equaled. Send Y if applicable
ResultType	M O	SC@ResultType Code	Type of the @Result attribute
Result	O	mm:sS.FFF	Result for the phase
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the phase, if they were to be presented. In principle the sort of unit followed by rank (for the units completed) or by SortOrder of the DT_RESULT (Result element) (for the units not completed or for the ResultStatus=START_LIST). To be clear, it is unit followed by rank in the unit or SortOrder as defined in the DT_RESULT (Result element).

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		UNIT_STARTORDER	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the starting order for the competitor in the unit (of the phase)
ER		UNIT_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send the heat number/letter
ER		RACE_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the race number.

Sample (General)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:21.483" QualificationMark="QA">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="1" />
    <ExtendedResult Type="ER" Code="UNIT_STARTORDER" Value="3" />
    <ExtendedResult Type="ER" Code="RACE_NUM" Value="12" />
  </ExtendedResults>
  <Competitor Type=... >
    <Composition>
```

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 with WR being the highest.
Code	M	CC@RECORD	Code which describes the record broken by the result value.

		Id	
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken (e.g. "OR"). If more than one, then send the highest level
Equalled	O	Y	Send "Y" in the case that the record has been equaled else do not send.

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

Element: Competition /Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Send in the case that the competitor is a team.
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or a single 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".
Bib	O	S(5)	Athlete's helmet number

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

2.3.6.6 Message Sort

Sort by Result @SortOrder. SortOrder is determined by grouping <Result> elements by Event Unit - Heat - and then by Rank within the Heat.

2.3.7 Image

2.3.7.1 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.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_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.

2.3.7.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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

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

Element: Competition /Image /Result (0,N)

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.FFF	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

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

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete's ID.
Order	M	1	Value is 1
Bib	M	S(5)	Bib

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)

```
<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>
```

2.3.7.6 Message Sort

Sort by Competition /Image /Result /SortOrder within image.

2.3.8 Records

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

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

Send updates as soon as the result is OFFICIAL, since this is the moment that records are confirmed.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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

| | | |

	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

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". Send “Not established” if applicable.

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.FFF	Send always unless the record is not established (can be sent for not established if there is a standard). 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	Always send for new records and if known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and if known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and if known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	TimeHH: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 /Competitor (0,1)

Competitor to whom the record is assigned.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading 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) with no 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 Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample (Records)

```
<Record Code="STKM500M--------------------------">
  <RecordType Order="1" RecordType="WR" Shared="N">
    <RecordData Order="1" ResultType="TIME" Result="40.770" Country="CAN" Place="Vancouver, BC" Date="2010-02-26"
Competition="Olympic Games" Historical="Y" Current="Y" >
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
  <RecordType Order="2" RecordType="OR" Shared="N">
    <RecordData ...
```

2.3.8.6 Message Sort

The following order applies:

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

2.3.9 Event Final Ranking

2.3.9.1 Description

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

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

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).

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that ranking is not subject to change or some ranking in that unit are not subject to change.
Send with status PROVISIONAL If applicable (IOC/CAS/IF decision pending)
Trigger also after any change.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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

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

2.3.9.5 Message Values

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

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event. 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 equalled, else do not send.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	mm:sS.FFF	Best time for the competitor regardless of phase. May be empty in the case of a referee decision to suppress time. Note that rank is not determined by best time.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading 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

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

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 /Result /Competitor /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. 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)	Athlete Bib

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

Sample (Individual)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="2:14.480">
  <Competitor Type="A" Code="2012272" Organisation="GER" >
    <Composition>
      <Athlete Code="2012272" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
<Result SortOrder="36">
    <Competitor Type="A" Code="2000137" Organisation="SWE" >
    <Composition>
      <Athlete Code="2000137" Order="1" >
        <Description GivenName="James" FamilyName="Smith" Gender="M" Organisation="SWE" BirthDate="1994-12-14" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>...
```

Sample (Team)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="6:42.100">
  <Competitor Type="T" Code="STKMTeam4---RUS01" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000940" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="RUS" BirthDate="1994-12-15" />
      </Athlete>
      <Athlete Code="2000943" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-12-14" />
      </Athlete>
      <Athlete Code="2000946" Order="3" >
        ...
      </Athlete>
      <Athlete Code="2000964" Order="4" >
        ...
      </Athlete>
      <Athlete Code="2000967" Order="5" >
...
```

2.3.9.6 Message Sort

Sort by Result @SortOrder

2.3.10Configuration

2.3.10.1 Description

The Configuration is a message containing general configuration.

2.3.10.2 Header Values

The following table describes the message header attributes.

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

2.3.10.3 Trigger and Frequency

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

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

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

2.3.10.4 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			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	
				Type

	Code
	Pos
	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 /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC@PHASE Code CC@EVENT Code	Full RSC (34) at phase level. Full RSC (34) at event level.

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 at CC@EVENT level
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer #0	Send the number of laps remaining at this point.
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always at CC@EVENT level
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the total number of intermediate points where the time is recorded including F.
QUALIFICATION		FROM_RANK	CC@PHASE Code Or CC@EVENT_UNIT Code	Pos Description: Send according to the round to progress. Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	CC@PHASE Code Or CC@EVENT_UNIT Code	Pos Description: Send according to the round to progress. Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify

QUALIFICATION		QUAL_BT	N/A	Element Expected: When some competitors qualify by time. Applicable to CC@PHASE level
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the number of athletes who will qualify by time.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable pre-finals Applicable to CC@PHASE level
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@QualRule Code	Send the code for the qualification rule.

Sample (General)

```
<Configs>
  <Config Unit="STKM1500M-------------------------">
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="13" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="12" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="11" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="10" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="9" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="6" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="9" Value="5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="10" Value="4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="11" Value="3" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="12" Value="2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="13" Value="1" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="0" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="14" />
  </Config>
  <Config Unit="STKM1500M-------------SFNL--------">
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="ITOP2ANDB" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="STKM1500M-------------FNL-A00100--" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="STKM1500M-------------FNL-A00100--" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="STKM1500M-------------FNL-B00100--" Value="3" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="STKM1500M-------------FNL-B00100--" Value="4" />
  </Config>
```

2.3.10.6 Message Sort

There is no general message sorting rule.

2.3.11Weather conditions

2.3.11.1 Description

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC @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.

2.3.11.3 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.

2.3.11.4 Message Structure

The following table defines the structure of the message.

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

2.3.11.5 Message Values

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

Element: Competition /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 (that corresponds to the Field of Play)
Humidity	O	##0	Humidity in %

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	ICE	Weather condition type
Value	M	CC@WEATHER_COND_SNOW Id	Use 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 in hPa

Element: Competition /Weather /Conditions /Temperature (0,N) If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR, ICE	Temperature type
Unit	M	SCGEN@TempratureUnit Code	Temperature unit
Value	M	[-]##0.0	Temperature value

Sample (Weather)

```
<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>
```

2.3.11.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

The information below is pending to be reviewed and will be finalized in subsequent versions.

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		x	o	o		o
Periodically as soon as ODF operations start	DT_SCHEDULE		x		o		o
	DT_PARTIC		x				
	DT_PARTIC_TEAMS (without athletes)		x				
	DT_RECORD		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x				
After the Draw/Team Captain's Meeting	DT_PARTIC_TEAM_UPDATE		x		o		o
	DT_ENTRIES			x			
	DT_ENTRIES_TEAMS			x			
	DT_PDF C32A (Gender RSC level)						
	DT_PDF C32EX Entry Lists			x			
	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		

3.3 During competition

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

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o

After the first photo-finish time is available	DT_RESULT	UNCONFIRMED					x
Results are approved	DT_RESULT	UNOFFICIAL					x
Results are approved	DT_RESULT	OFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
When there is a record update and the result is OFFICIAL	DT_RECORD (PARTIAL with DocumentSubcode)		x				
After each unit in the phase	DT_PHASE_RESULT	INTERMEDIATE			x		
After the last unit in the phase	DT_PHASE_RESULT	OFFICIAL			x		
	DT_PDF C73X Results	OFFICIAL			x		
When seeding for next round is confirmed	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		
Before Victory/Venue Ceremony even if Results are not Official.	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony and the results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_PDF C92X Medallists	OFFICIAL		x			
	DT_RANKING	OFFICIAL		x			
	DT_PDF C74X Event Classification	OFFICIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_PDF C93 Medallists by Event		x				
	DT_MEDALS		x				
	DT_PDF C95 Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	5 May 2023	First version Draft
V0.2	25 May 2023	Version updated applying comments received during the ODF Review meeting
V0.3	20 November 2023	Version updated as consolidation at the end of ODF Review meetings Milano Cortina 2026
V0.4	8 February 2024	Corrections and cross sport alignments
V0.5	29 April 2024	Corrections and cross sport alignments
V0.6	29 July 2024	Corrections and cross sport alignments, version after PT1
V1.0	3 October 2023	Corrections and cross sport alignments

File Reference: OWG2026-STK-1.0, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	ALL: Reference to Common Codes and Sport Codes has been overall changed, indicating the correct Codesets and the applicable data elements. ALL: Reference to Preferred Given and Preferred Family Names updated. DT_SCHEDULE: Add Competition /Session /FOP Definition updated to match SOG-2024-GEN-V3.4 DT_Schedule: Add Competition /Session /MEDAL DT_Schedule: Pending to be confirmed Competition /Session /SessionCode Type DT_RESULT: Add RESULTSSTATUS PROVISIONAL and trigger DT_RESULT: Add trigger “After the advanced list of athletes change” DT_RESULT: Add Competition /ExtendedInfos /ExtendedInfo /VIDEO_REVIEW and sample DT_RESULT: Pending to be confirmed Competition /ExtendedInfos /ExtendedInfo /LEADER_SPEED is shall be removed DT_RESULT: Change Competition /ExtendedInfos /ExtendedInfo /INFRINGEMENT/Value2 Value DT_RESULT: Change Competition /ExtendedInfos /ExtendedInfo /INFRINGEMENT/Pty Values DT_PHASE_RESULT: Add RESULTSSTATUS PROVISIONAL and trigger. DT_RECORD: Remove Special Situation- Not Established Records DT_EVENT_RANKING: Add RESULTSSTATUS PROVISIONAL and trigger. DT_EVENT_RANKING: Update Competition /Result /ExtendedResults /ExtendedResult/UNIT_LAST DT_CONFIG: Update Competition /Configs /Config/Unit New Value and Description DT_CONFIG: Update Competition /Configs /Config/ExtendedConfig/ EC Decsriptions for INTERMEDIATE, INTERMEDIATES_NUM DT_CONFIG: Update Competition /Configs /Config/ExtendedConfig/ QUALIFICATION Descriptions for FROM_RANK, TO_RANK, QUAL_BT, QUAL_RULE Message Timeline: Added a note that this is pending to be finalized in subsequent versions.
V0.3	SFR	DT_ENTRIES and DT_ENTRIES_TEAMS added. DT_PARTIC and DT_PARTIC_TEAMS updated with general definition. DT_RESULT: LEADER_SPEED confirmed, Competition/ExtendedInfos/ExtendedInfo/INFRINGEMENT changed to Competition/ExtendedInfos/ExtendedInfo/JURY_DECISION to be consistent across sports. Competition/ExtendedInfos/ExtendedInfo/PHOTO attribute changed to E in case of photofinish evaluated to be consistent across sports. DT_RANKING removed extended results. Editorial updates
V0.4	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC: Message Structure: Removed obsolete DisciplineEntry extension. Message Values: 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 /ExtendedEntry. Marked as (0,N) DT_RESULT: Message Structure: Competition /Result /ExtendedResult Pty attribute removed, IRM attribute 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_SCHEDULE: SYNC message clarification added.
V0.6	SFA	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /ExtendedInfos /ExtendedInfo Code LAPS_TO_GO: Value updated Competition /ExtendedInfos /SportDescription: Values of the attributes updated. Competition /Result PhotoFinish attribute added Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted Competition /Result /ExtendedResults /ExtendedResult/ PROGRESS /INTERMEDIATE Description updated. Competition /Result /ExtendedResults /ExtendedResult/ PROGRESS /REMAINING Description and Value attribute updated. DT_PHASE_RESULT: Header Values: ResultStatus START_LIST added. Trigger and Freqency: updated DT_IMAGE: 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
V1.0	APP	DT_Schedule: Message description updated. Competition /Session attributes HideStartDate and HideEndDate added Competition /Session attribute StartDate and EndDate values and descriptions updated Competition /Unit attributes HideUnitNum added, MediaAccess removed Competition /Unit attribute Unit values and description updated, StartDate and EndDate descriptions updated Competition /Unit /ItemName Value corrected and description updated DT_PARTIC_TEAMS: Competition /Team /Code description updated DT_RECORD Competition /Record /RecordType /RecordData Attribute Time format updated, attributes TimeStamp and Reinstated added DT_PHASE_RESULT: Competition /Result /ResultType attribute made Optional. Competition /Result /SortOrder clarifications in the description added.