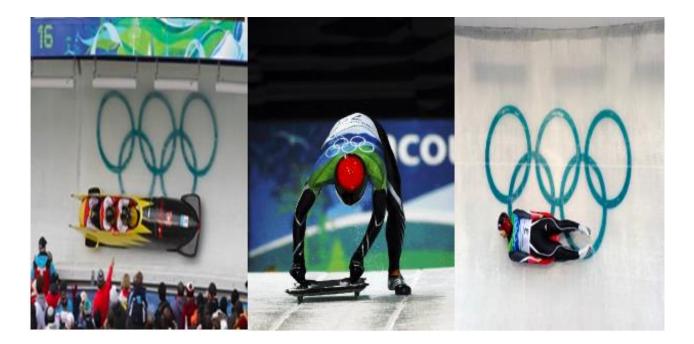# Olympic Data Feed

Bobsleigh Skeleton Luge
ODF Data Dictionary
Technology and Information Department
© International Olympic Committee

OWG2026-BOBLUGSKN-1.3, APP
09 May 2025

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Technology and Information Department

1 Introduction

1.1 This document

This document includes the ODF Bobsleigh, Luge, Skeleton 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 Bobsleigh, Luge, Skeleton Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2   Messages

2.1   *Bobsleigh, Skeleton, Luge Overview*

MESSAGES IN EACH EVENTS
All events except Luge Relay and Skeleton Mixed Team: DT_RESULT is sent for the start list and results with DT_CURRENT sent for each sled and DT_CUMULATIVE_RESULT for the overall standings.

Luge Relay and Skeleton Mixed Team: DT_RESULT is sent for the single race and DT_CURRENT for each sled.

All training: DT_RESULT for each training run and DT_CURRENT for each sled.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include only each individual run/heat.

DT_IMAGE shall be used to distribute the course map information, when available.

2.2   *Applicable Messages*

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of individual entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
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_ACHIEVEMENT	Achievements	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	

2.3 Messages

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

2.3.1.1 Description

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

Although the athlete or official may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the personal information of the participant and along with discipline related information.

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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

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

2.3.1.3   Trigger and Frequency

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

2.3.1.4   Message Structure

The following table defines the structure of the message.

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

	CountryofResidence	
	Nationality	
	MainFunctionId	
	OlympicSolidarity	
	Discipline (1,1)	
		Code
		IFId

2.3.1.5 Message Values

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

Sample (Versions)

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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Participant's ID/Registration Number It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, 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(18)	TV Family Name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of Birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Competition /Participant /Discipline (1,1)			
All participating athletes or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each discipline.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC@DISCIPLINE Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

2.3.1.6   Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

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

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

Applicable TeamTypes and Team name formats to be used when a team name has to be displayed in a single field:

Discipline	Event	TeamType	Team name format
LUG	Team Relay	ORG	NOC Name
LUG	Doubles (including doubles in Team Relay event)	CPLP	Pilot name/crew member name
BOB	2-man, 2-woman	CPLP	Pilot name/crew member name
BOB	2-man, 2-woman, 4-man	CUSTOM	Pilot name
SKN	Mixed Team	CPLW	Female athlete FAMILYNAME Givenname / Male athlete FAMILYNAME Givenname.

2.3.2.2 Header Values

The following table describes the message header attributes.

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

Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the name(s) or discipline entry data for any team after the transfer of control to OVR.

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

2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. To delete a team, a specific value of the Status attribute is used.
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	CGEN@TeamType Code	Team type (see for details the message description section)

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)	International Federation ID

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 List of Entries by Event

2.3.3.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.3.2 Header Values

The following table describes the message header attributes.

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

2.3.3.3 Trigger and Frequency

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

For LUG Team Relay and SKN Mixed Team the teams' entries are managed by the OVR therefore the DT_ENTRIES for these events will be distributed once OVR becomes the owner of the data and based on the corresponding Teams' Captain Meeting outcomes.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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

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

		Athlete (1,N)	
		Code	
		Order	
		EntryStatus	
		Substitute	
		Description (1,1)	
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
		ExtendedEntry(0,N)	
			Type
			Code
			Pos
			Value

2.3.3.5 Message Values

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

Element: Competition /Entry (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status

Element: Competition /Entry /Description (0,1)			
Used in Team events only			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Team Name

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) for teams (if Competitor @Type="T").
Substitute	O	Y	"Y" if the entered participant is a substitute
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable

Element: Competition /Entry /Composition /Athlete /Description (1,1)

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

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

Type	Code	Pos	Description
CREW	LEG	N/A	Element Expected: in LUG Mixed Relay and SKN Team event individuals only, as soon as available

	Attribute	M/O	Value	Description
	Value	M	SC@LegType Code	Leg Code for the athlete in the team

Type	Code	Pos	Description
CREW	POSITION	N/A	Element Expected: in BOB & LUG doubles only as soon as available

	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	Position Code for the athlete

Type	Code	Pos	Description
IFPOINTS	SC@IFPoints	CC@EVENT Code N/A	Pos description: not expected if SC@IFPoints refers to the same event as the RSC in the message header. Element Expected: when available.

	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Points of the athlete for the specific event

Type	Code	Pos	Description
IFRANK	SC@IFRank	CC@EVENT Code N/A	Pos Description: not expected if SC@IFRank refers to the same event as the RSC in the message header. Element Expected: when available.

	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Rank of the athlete for the specific event

Element: Competition /Entry /Composition /Team (0,N)

(ONLY applies in Luge Mixed Relay)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Sub-Team's ID
Order	M	Positive Integer	Order within the competitor.
EntryStatus	O	SC@AthleteStatus Code	Team's Event participation status-If applicable
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /Description (0,1)

(ONLY applies in Luge Mixed Relay)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

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

(ONLY applies in Luge Mixed Relay)

Attribute	M/O	Value	Description
CREW		LEG	N/A	Element Expected: in LUG Relay for doubles only as soon as available
Attribute	**M/O**	**Value**	**Description**
Value	M	SC@LegType Code	Leg Code for the athlete in the team

Element: Competition /Entry /Composition /Team /Composition /Athlete (1,N)

(ONLY applies in Luge Mixed Relay)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	S(25)	Order within the pair
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /Composition /Athlete /Description (1,1)

(ONLY applies in Luge Mixed Relay)

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

Type	Code	Pos	Description
CREW	POSITION	N/A	Element Expected: as soon as it is known.

	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	Position Code for the athlete

2.3.3.6 Message Sort

The message is sorted by Entry @ SortOrder

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

The Event Unit Start List and Results is a full message containing both the start list and results information of the competitors in one (individual or team) event unit. All applicable elements and attributes are always sent.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Full RSC of the unit (run), one message per run.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED PROVISONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent:
- As soon as the start list is available and after any changes [inc. IRMs] (START_LIST)
- When the competition starts and after every split in the current sled/bob (LIVE)
- After every sled/bob has completed the run (LIVE)
- After the race is finished (UNOFFICIAL / OFFICIAL) as applicable.
- Send as PROTESTED if the result is protested according to the sport rules
- Send as PROVISIONAL if there is an IOC, CAS, IF pending decision.
- After any change

2.3.4.4 Message Structure

The following table defines the structure of the message.

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

	Codes			
	ExtendedInfos (0,1)			
		UnitDateTime (0,1)		
			StartDate	
		ExtendedInfo (0,N)		
			Type	
			Code	
			Pos	
			Value	
			Extension (0, N)	
				Code
				Pos
				Value
		SportDescription (0,1)		
			DisciplineName	
			EventName	
			Gender	
			SubEventName	
			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		
		SortOrder		
		StartOrder		

StartSortOrder				
ResultType				
Diff				
Pty				
ExtendedResults (0,1)				
	ExtendedResult (1,N)			
		Type		
		Code		
		Pos		
		Value		
		Value2		
		Rank		
		RankEqual		
		SortOrder		
		Diff		
		Move		
	RecordIndicators (0,1)			
		RecordIndicator (1,N)		
			Order	
			Code	
			RecordType	
			Equalled	
	Competitor (1,1)			
		Code		
		Type		
		Bib		
		Organisation		
		Description (0,1)		
			TeamName	
		Composition (0,1)		
			Athlete (0,N)	
				Code
				Order
				Bib
				Description (1,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				EventUnitEntry (0, N)
					Type

		Code		
		Pos		
		Value		
	ExtendedResults (0,1)			
		ExtendedResult (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Value2	
			Rank	
			RankEqual	
			SortOrder	
			Diff	
			Pty	
			Move	
	Team (0,N)			
		Code		
		Order		
		Bib		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Value2
				Rank
				RankEqual
				SortOrder
				Diff
				Move
		Composition (0,1)		
			Athlete (1,N)	
				Code
				Order
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId

	EventUnitEntry (0,N)	
		Type
		Code
		Pos
		Value

2.3.4.5   Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	STARTERS	N/A	Element Expected: always
Attribute	**M/O**	**Value**	**Description**
Value	M	Positive Integer	Sent the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after status START_LIST and at least one competitor has completed the unit without IRM**			
Attribute	**Value**	**Description**	
Code	COMPLETE		
Pos	N/A		
Value	Positive Integer	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	LAST_COMP	N/A	Element Expected: when available and only when the unit is LIVE or UNOFFICIAL
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) with no leading zeros	Send the competitor ID of the last competitor to compete and receive a result.
DISPLAY	LAST_SLED	N/A	Element Expected: when available and only when the unit is LIVE or UNOFFICIAL (Team Relay and Skeleton Team only)
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) with no leading zeros	Send the competitor ID of the last competitor to compete and receive a result.
BEST	SPEED	Positive Integer	Pos Description: speed trap point where the best speed was achieved as defined in DT_CONFIG. Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Best speed in the current run in km/h
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When data is available**			

	Attribute	Value	Description
	Code	COMP	
	Pos	N/A	
	Value	S(20) with no leading zeros	Send the competitor ID of the sled who achieved the best speed in the current run.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When data is available**			
	Attribute	Value	Description
	Code	MPH	
	Pos	N/A	
	Value	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in mph

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
  <ExtendedInfo Type="BEST" Code="SPEED" Pos="1" Value="122.71" >
    <Extension Code="MPH" Value="77.11" />
    <Extension Code="COMP" Value="2111355" />
  </ExtendedInfo>
</ExtendedInfos>
```

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 Description	EventUnit ENG Short Description (not code) from Common Codes
UnitNum	O	Positive Integer	Heat 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 (example: referee, etc.). 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@PERSON_GENDER 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 cumulative).
RankEqual	O	Y	Identifies if a rank has been equalled, send Y if applicable else not sent
Result	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Result for the event unit.
IRM	O	SC@IRM Code	IRM for the event unit Send only in the case @ResultType is IRM
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.
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	+sS.FF (BOB, SKN) +sS.FFF (LUG)	Time behind leader in the unit in case @ResultType is TIME (only for those with a result). 0.00/0.000 for the leader.
Pty	O	sS.FF (SKN)	Cumulative penalty time awarded to all team members of the Skeleton Mixed Team

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected when data is available except luge teams and Skeleton Mixed team
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs).
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send Y if rank is equaled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor at the intermediate point.
	Diff	O	+sS.FF (BOB & SKN) +sS.FFF (LUG)	TIme behind the leader at the corresponding intermediate point for the current run. 0.00 /0.000 for leader.

	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "S". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	SC@Leg		S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: when data is available in LUG teams and SKN Mixed Team
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF (SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point considering all legs).
	Rank	O	Positive Integer	Send the rank of the competitor at this point. Comparing within the same Leg
	RankEqual	O	Y	Send Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor at this point.
	Diff	O	+sS.FF (SKN) +sS.FFF (LUG)	Time behind the leader at the corresponding intermediate point for the current run within the same leg. 0.00/0.000 for leader.
PROGRESS	SPEED		Positive Integer	Pos Description: speed trap point as defined in DT_CONFIG Element Expected: when available except luge teams and Skeleton Mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in mph
PROGRESS	SECTION		S(2)	Pos Description: intermediate point at the end of the section where section time is taken (S, 1, 2...F). For example 1 is the section from S to 1. Element Expected: when available except luge teams and skeleton mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	O	sS.FF (BOB, SKN) sS.FFF (LUG)	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equaled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor in the corresponding section
SPEED	MAX		N/A	Element Expected: when data is available except luge teams and skeleton mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Send the designated maximum speed in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Send the designated maximum speed in mph

Sample (General)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" Rank="2" SortOrder="2" Diff="+0.02" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="12.45" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="11.06" Rank="1" SortOrder="1" />
...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="18.01" Rank="1" SortOrder="1" />
    <ExtendedResult Type="SPEED" Code="MAX" Value="134.41" Value2="83.61" />
  </ExtendedResults>
  <Competitor Type="A" Code="123456" Organisation="AUS" >
```

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 SR and TR in which case SR=1 and TR=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. "TR" or "SR"). SR is not applicable to SKN Mixed Team and LUG Relay
Equalled	O	Y	Send "Y" in the case that the record has been equalled else do not send.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Team Bib number in LUG
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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID. For BOB training runs only include the pilot.
Order	M	Positive Integer	Order within the competitor: 1 is always the pilot, 2, n are the crew members according to the crew composition. For SKN and LUG Team events it will be order of each individual participant within the team.
Bib	O	S(5)	Bib number. Skeleton Team or Team event in Luge the bib for each sled will have values X-Y. The Y value represents the individual 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	Gender of the athlete

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Technology and Information Department

Event Unit Start List and Results

		Id	
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)			
Individual athletes entry information.			
Type	**Code**	**Pos**	**Description**
CREW	POSITION	N/A	Element Expected: always in BOB and applicable events in LUG doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC@POSITION Id	Position of the athlete in the team.

Sample (Bobsleigh)

```
<Athlete Code="1135320" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="P" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
This element is only used in the case of the team event in Luge and Skeleton.			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (R, 1, 2…F). R is the reaction time and F is the leg finish time. Element Expected: when data is available in luge teams single riders and Skeleton Mixed Team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[-]m:sS.FF (SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Minus value only applicable for Reaction Time in Skeleton Mixed Team
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor at the intermediate point.
	Diff	O	+sS.FF (SKN) +sS.FFF (LUG)	Time behind the leader at the corresponding intermediate point for the current run. 0.00/0.000 for leader. SKN: time behind the same gender leader at the corresponding intermediate point for the current run.
	Pty	O	sS.FF	Penalty Time awarded to the athlete for SKN Mixed Team. Available when Reaction Time is less or equaled the adequate Reaction time as per the sport rules
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "R". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position

PROGRESS	SPEED	Positive Integer	Pos Description: speed trap point as defined in DT_CONFIG. Element Expected: when data is available in luge teams single riders and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	##0.00 (SKN) ##0.0 (LUG)	Speed at this point in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in mph

PROGRESS	SECTION	S(2)	Pos Description: intermediate point at the end of the section where section time is taken (1, 2... F). For example, 1 is the section from Start to 1. Element Expected: when data is available in luge teams single riders and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	sS.FF (BOB, SKN) sS.FFF (LUG)	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equaled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor in the corresponding section

SPEED	MAX	N/A	Element Expected: when data is available in luge teams single riders and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	##0.00 (SKN) ##0.0 (LUG)	Send the designated maximum speed in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Send the designated maximum speed in mph

ER	LEG	N/A	Element Expected: when data is available in luge teams single riders and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	SC@Leg Code	Leg number
	Value2	O	SC@IRM Code	IRM of the Leg for the event unit

Element: Competition /Result /Competitor /Composition /Team (0,N)			
Only applies for the pair in Luge Relay.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	ID of the pair
Order	M	Positive Integer	Order within the competitor. For Men's Doubles and Women's Doubles it is expected 2 and 4 respectively
Bib	O	S(5)	Bib number of the pair For Team event in Luge the bib for each sled will have values X-Y. The Y value is the attribute of the Team participant.

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N)
Only applies for the pair in Luge Relay

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: Luge team relay doubles
	Attribute	M/O	Value	Description

	Attribute	M/O	Value	Description
	Value	M	m:sS.FFF	Cumulative time at the intermediate point in the current leg (not cumulative over all legs).
	Value2	O	Y|N|E	Send "Y" if better than current leader at the intermediate point. Send "N" if worse than current leader at the intermediate point. Send "E" if equal to current leader at the intermediate point. Do not send for 1st sled.
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equaled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor at the intermediate point
	Diff	O	+ sS.FFF	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "R". Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	SPEED	Positive Integer	Pos Description: speed trap point as defined in DT_CONFIG. Element Expected: luge relay doubles
	Attribute	M/O	Value	Description
	Value	M	##0.0	Speed at this point in km/h
	Value2	M	##0.0	Speed at this point in mph
PROGRESS	SECTION	S(2)	Pos Description: intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. Element Expected: luge relay doubles
	Attribute	M/O	Value	Description
	Value	M	sS.FFF	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Send the order of the competitor in the corresponding section
SPEED	MAX	N/A	Element Expected: when data is available in luge relay doubles
	Attribute	M/O	Value	Description
	Value	M	##0.0	Send the designated maximum speed in km/h
	Value2	M	##0.0	Send the designated maximum speed in mph
ER	LEG	N/A	Element Expected: when data is available in luge teams doubles

	Attribute	M/O	Value	Description
	Value	M	SC@Leg Code	Leg number
	Value2	O	SC@IRM Code	IRM of the Leg for the event unit

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

Only for pair in luge relay

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Positive Integer	Order within the pair

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

Type		Code	Pos	Description
CREW		POSITION	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	Position of the athlete in the team.

Sample (Luge Relay)

```
<Result Rank="1" Result="1:43.212" ResultType="TIME" SortOrder="1" Diff="0.000" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="1" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="2" Value="24.806" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
...
    <ExtendedResult Type="PROGRESS" Code="LEG4" Pos="F" Value="2:43.212" Rank="1" SortOrder="1" Diff="0.000" />
  </ExtendedResults>
  <RecordIndicators>
    <RecordIndicator Order="1" Code="LUGXRELAY6----------------------" RecordType="TR" />
  </RecordIndicators>
  <Competitor Code="LUGXRELAY6--USA01" Type="T" Organisation="USA" Bib="5">
    <Description TeamName="United States of America" />
      <Composition>
        <Athlete Code="8580024" Order="1" Bib="5-1">
          <Description GivenName="Iron" FamilyName="Hemlon" Gender="F" Organisation="USA" />
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="22.450" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="91.8" Value2="57.0" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="91.8" Value2="57.0" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG1"/>
          </ExtendedResults>
        </Athlete>
        <Athlete Code="8580027" Order="3" Bib="5-3">
          <Description GivenName="Chros" FamilyName="Mezdzir" Gender="M" Organisation="USA" />
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.304" Rank="2" SortOrder="2" Diff="+0.047" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.885" Rank="2" SortOrder="2" Diff="+0.136" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="21.150" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="31.100" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="84.1" Value2="52.2" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="84.1" Value2="52.2" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG3"/>
          </ExtendedResults>
        </Athlete>
        <Team Code="LUGMDOUBLES-USA02" Order="2" Bib="5-2">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="23.357" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="28.456" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG2"/>
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580026" Order="1">
              <Description GivenName="Jaston" FamilyName="Kriwsan" Gender="M" Organisation="USA" />
              <EventUnitEntry Type="CREW" Code="POSITION" Value="F" />
            </Athlete>
            <Athlete Code="8580047" Order="2">
              <Description GivenName="Endriw" FamilyName="Shirk" Gender="M" Organisation="USA" />
              <EventUnitEntry Type="CREW" Code="POSITION" Value="B" />
            </Athlete>
        <Team Code="LUGWDOUBLES-USA03" Order="4" Bib="5-4">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="23.357" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="28.456" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG4"/>
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580026" Order="1">
              <Description GivenName="Emily" FamilyName="Green" Gender="W" Organisation="USA" />
              <EventUnitEntry Type="CREW" Code="POSITION" Value="F" />
            </Athlete>
            <Athlete Code="8580047" Order="2">
              <Description GivenName="Chloe" FamilyName="Black" Gender="W" Organisation="USA" />
              <EventUnitEntry Type="CREW" Code="POSITION" Value="B" />
            </Athlete>
          </Composition>
        </Team>
      </Composition>
  </Competitor>
</Result>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

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

2.3.5.2 Header Values

The following table describes the message header attributes.

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

2.3.5.3 Trigger and Frequency

This message is sent:
- At any time, a new competitor receives the green light to start. (This athlete will be considered current)
- Immediately after every addition/change in data during the run
- Immediately after the competitor completes the course and the data is available including result data without changing Previous/Current/Next
- After the last competitor's in the run results are released (5 seconds after Results), marking the competitor as Previous. At this point there should not be any Current competitor.
- Immediately after DT_RESULT is sent if a unit is re-started (results removed) to clean existing (now incorrect) data
- If there is any interruption or break in the competition, marking the current competitor as previous (after 5 seconds). No current competitor should be listed.

Each message will only include the competitor most recently finished (previous), currently on the track or about to start and the one to follow.

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)						
		ExtendedInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0, N)				
				Code			
				Pos			
				Value			
	Result (0,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		SortOrder					
		StartOrder					
		StartSortOrder					
		ResultType					
		Diff					
		Pty					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			
				Value			
				Value2			
				Rank			
				RankEqual			
				SortOrder			
				Diff			
				Move			
		Competitor (1,N)					
			Code				
			Type				
			Bib				
			Organisation				

Composition (0,1)					
	Athlete (0,N)				
		Code			
		Order			
		Bib			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				SortOrder	
				Diff	
				Pty	
				Move	
	Team (0,N)				
		Code			
		Order			
		Bib			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				SortOrder	
				Diff	
				Move	
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	

2.3.5.5   Message Values

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

| Sport | M | S(35) | Version of the Sport Data Dictionary applicable to the message |
| Codes | M | S(20) | Version of the Codes applicable to the message |

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)

Type	Code	Pos	Description
UI	START_INDIC	N/A	Element Expected: always

	Attribute	M/O	Value	Description
	Value	M	GREEN, RED	GREEN or RED to indication the light on the track.

Type	Code	Pos	Description
DISPLAY	PREVIOUS	N/A	Element Expected: when available

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeros	Competitor ID of the previous athlete. An athlete only becomes Previous when the countdown for the next competitor begins or if there is a delay/interruption

Type	Code	Pos	Description
DISPLAY	CURRENT	N/A	Element Expected: when available

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeros	Competitor ID of the current athlete. An athlete becomes Current when the countdown for the competitor begins

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When available in all heats except in run 1

	Attribute	Value	Description
	Code	ADVANTAGE	
	Pos	N/A	
	Value	+/-sS.FF (BOB, SKN) +/-sS.FFF(LUG)	Send the time behind the current leader at the start

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When available

	Attribute	Value	Description
	Code	STATUS	
	Pos	N/A	
	Value	SC@TrackStatus Code	Send status according to current sled activity

Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension
Expected When available

	Attribute	Value	Description
	Code	TO_BEAT	
	Pos	Positive Integer	Send the rank which the competitor is trying to beat (1, 2, 3 and last qualifying place for last run)
	Value	m:sS.FF (BOB, SKN) m.sS.FFF (LUG)	Send the time needed (to beat) for the corresponding rank (in @Pos). Do not send minutes if zero.

Type	Code	Pos	Description
DISPLAY	CURRENT_SUB	N/A	Element Expected: luge relay and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeros	Competitor ID of the current or about to start competitor. (in the case of team event this is the individual rider or double)

Type	Code	Pos	Description
DISPLAY	NEXT	N/A	Element Expected: when available

	Attribute	M/O	Value	Description

Current Information

Value	M	S(20) with no leading zeros	Send the competitor ID of the next competitor (the one after the present CURRENT). (in the case of team event this is the team)

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="START_INDIC" Value="RED" >
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" >
    <Extension Code="TO_BEAT" Pos="1" Value="54.58" />
    <Extension Code="TO_BEAT" Pos="2" Value="55.03" />
    <Extension Code="TO_BEAT" Pos="3" Value="55.17" />
    <Extension Code="ADVANTAGE" Value="-0.92" />
    <Extension Code="STATUS" Value="RUNNING" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
```

Element: Competition /Result (0,N)

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit (not cumulative)
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	m:sS.FF (BOB, SKN) m.sS.FFF (LUG)	The result of the competitor in the event unit
IRM	O	SC@IRM Code	The invalid result mark, if applicable Send if @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the start order of the competitors in the unit.
StartOrder	O	Positive Integer	Competitor's start order
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	+/-sS.FF (BOB, SKN) +/-sS.FFF (LUG)	Time behind/ahead the leader. 0.00/0.000 for the leader.
Pty	O	ss.FF	Cumulative Penalty Time for the team for SKN Mixed Team

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

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2…F). Element Expected: when data is available except Luge team and Skeleton Mixed team
Attribute	**M/O**	**Value**	**Description**
Value	O	[-] m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Minus value only applicable for Reaction Time in Skeleton Mixed Team
Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
SortOrder	M	Positive Integer	Order of the competitor at the intermediate point.
Value2	O	Y|N|E	Send "Y" if better than current leader at the intermediate point. Send "N" if worse than current leader at the intermediate point.

				Send "E" if equal to current leader at the intermediate point. Do not send for 1st sled.
	Diff	O	+/-sS.FF (BOB, SKN) +/-sS.FFF (LUG)	Time behind the leader not considering the current sled. This is compared to the leader before the current competitor so will be negative if faster. 0.00/0.000 for the leader
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "S". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	SPEED		Positive Integer	Pos Description: speed trap point as defined in DT_CONFIG Element Expected: when available except Luge team and Skeleton Mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in mph
CUMULATIVE	INTERMEDIATE		S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...). Element Expected: when available in all runs except Luge team and Skeleton Mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point considering all runs.
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
	RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Order of the competitor at the intermediate point.
	Diff	O	+/-sS.FF (BOB, SKN) +/-sS.FFF (LUG)	Time behind the leader not considering the current sled but considering all runs. Negative if faster than leader. 0.00/ 0.000 for leader.
	Value2	O	Y|N|E	Send "Y" if better than current leader at the intermediate point. Send "N" if worse than current leader at the intermediate point. Send "E" if equal to current leader at the intermediate point. Do not send for 1st sled.
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "S". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	SC@Leg Code		S(2)	Pos Description: intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: when data is available in Luge team and Skeleton Mixed Team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:sS.FF (SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point considering all legs).
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point

	RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Order of the competitor at the intermediate point
	Diff	O	+/-sS.FF (SKN) +/-sS.FFF (LUG)	Time behind/ahead the leader at the corresponding intermediate point for the current run. 0.00/0.000 for leader.
SPEED		MAX	N/A	Element Expected: when data is available except Luge team and Skeleton Mixed team
	Attribute	M/O	Value	Description
	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Maximum speed in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Maximum speed in mph

Sample (General)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" >
  <Competitor Type="A" Code="123456" Organisation="AUS" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" Rank="2" SortOrder="2" Diff="+0.02" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" Rank="1" SortOrder="1" Diff="0.00" />
..
  </ExtendedResults>
  <Composition>
    <Athlete
```

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

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	A for athlete, T for team
Bib	O	S(5)	Team Bib number in LUG
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order attribute used to sort team members in a team which should match the position order (if Competitor @Type="T") or 1 if Competitor @Type="A". For SKN and LUG Team events it will be order of each individual participant within the team.
Bib	O	S(5)	Bib number

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

This element is only used in the case of the team event in Luge and Mixed Team in Skeleton.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: iIntermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time.

				Element Expected: when data is available in Luge team individuals and Skeleton Mixed team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:sS.FF (SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point in the current leg (not cumulative over all legs).
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
	RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Order of the competitor at the intermediate point.
	Diff	O	+/-sS.FF (SKN) +/-sS.FFF (LUG)	Time behind/ahead the leader at the corresponding intermediate point for the current run. 0.00/0.000 for leader. SKN: time behind/ahead the same gender leader at the corresponding intermediate point for the current run.
	Pty	O	sS.FF	Penalty time imposed to the athlete in SKN Mixed Team.
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "R". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS		**SPEED**	**Positive Integer**	Pos Description: speed trap point as defined in DT_CONFIG. Element Expected: when data is available in luge teams individuals and Skeleton Mixed Team
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00 (SKN) ##0.0 (LUG)	Speed at this point in km/h.
	Value2	M	##0.00 (SKN) ##0.0 (LUG)	Speed at this point in mph
CUMULATIVE		**INTERMEDIATE**	**S(2)**	Pos Description: intermediate point where the intermediate time is recorded (R, 1, 2…F). Where R is the reaction time and F is the finish of the leg. Element Expected: when data is available in luge teams individuals and SKN Mixed Team
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF (SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point considering all legs in the event.
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
	RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Order of the competitor at the intermediate point.
	Diff	O	+/-sS.FF (SKN) +/-sS.FFF (LUG)	Time behind/ahead the leader at the corresponding intermediate point for the current run. 0.00/0.000 for leader.
	Value2	O	Y|N|E	Send "Y" if better than current leader at the intermediate point. Send "N" if worse than current leader at the intermediate point. Send "E" if equal to current leader at the intermediate point. Do not send for 1st Team
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "1".

			Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
SPEED	MAX	N/A	Element Expected: when data is available in Luge teams individuals and Skeleton Mixed Team

	Attribute	M/O	Value	Description
	Value	M	##0.00 (SKN) ##0.0 (LUG)	Send the designated maximum speed in km/h.
	Value2	M	##0.00 (SKN) ##0.0 (LUG)	Send the designated maximum speed in mph.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	ID of the pair
Order	M	Positive Integer	Order within the competitor, For Men's Doubles and Women's Doubles it is expected 2 and 4 respectively
Bib	O	S(5)	Bib number of the pair For Team event in Luge the bib for each sled will have values X-Y. The Y value is the attribute of the Team participant.

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

Only applies for the pair in Luge Relay

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2…F). R is the reaction time and F is the leg finish time. Element Expected: when data is available in Luge relay doubles

	Attribute	M/O	Value	Description
	Value	M	m:sS.FFF	Cumulative time at the intermediate point in the current leg (not cumulative over all legs).
	Rank	O	Positive Integer	Rank of the competitor at the intermediate point
	RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
	SortOrder	M	Positive Integer	Order of the competitor at the intermediate point
	Diff	O	+/-sS.FFF	Time behind/ahead the leader at the corresponding intermediate point for the current run. 0.000 for leader.
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "R". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	SPEED	Positive Integer	Pos Description: speed trap point as defined in DT_CONFIG. Element Expected: when data is available in luge relay doubles

	Attribute	M/O	Value	Description
	Value	M	##0.0	Speed at this point in km/h
	Value2	M	##0.0	Speed at this point in mph

CUMULATIVE	INTERMEDIATE	S(2)	Pos Description: intermediate point where the intermediate time is recorded (R, 1, 2...F). Where R is the reaction time and F is the finish of the leg. Element Expected: when data is available in luge teams doubles
Attribute	**M/O**	**Value**	**Description**
Value	M	m:sS.FFF	Cumulative time at the intermediate point considering all legs in the event.
Rank	O	Positive Integer	Rank of the competitor at the intermediate point.
RankEqual	O	Y	Y if rank is equalled, otherwise do not send.
SortOrder	M	Positive Integer	Order of the competitor at the intermediate point.
Diff	O	+/-sS.FFF	Time behind/ahead the leader at the corresponding intermediate point for the current run. 0.000 for leader.
Value2	O	Y|N|E	Send "Y" if better than current leader at the intermediate point. Send "N" if worse than current leader at the intermediate point. Send "E" if equal to current leader at the intermediate point. Do not send for 1st team
Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "1". Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
SPEED	MAX	N/A	Element Expected: when data is available in Luge relay doubles
Attribute	**M/O**	**Value**	**Description**
Value	M	##0.0	Send the designated maximum speed in kph
Value2	M	##0.0	Send the designated maximum speed in mph

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Only for pair in luge relay			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	1, 2	Order within the pair should match the position order (front = 1, back = 2)

Sample (Team)

```
<Result Rank="1" Result="1:43.212" ResultType="TIME" SortOrder="1" Diff="0.000" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="1" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="2" Value="24.806" Rank="1" SortOrder="1" Diff="0.000" />
…
    <ExtendedResult Type="PROGRESS" Code="LEG4" Pos="2" Value="2:10.668" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="PROGRESS" Code="LEG4" Pos="F" Value="2:20.212" Rank="1" SortOrder="1" Diff="0.000" />
  </ExtendedResults>
  <Competitor Code="LUGXRELAY6--USA01" Type="T" Organisation="USA" Bib="5">
      <Composition>
        <Athlete Code="8580024" Order="1" Bib="5-1">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
…
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="91.8" Value2="57.0" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="91.8" Value2="57.0" />
          </ExtendedResults>
        </Athlete>
        <Athlete Code="8580027" Order="3" Bib="5-3">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.304" Rank="2" SortOrder="2" Diff="+0.047" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.885" Rank="2" SortOrder="2" Diff="+0.136" />
…
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="84.1" Value2="52.2" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="84.1" Value2="52.2" />
          </ExtendedResults>
        </Athlete>
        <Team Code="LUGMDOUBLES-USA02" Order="2" Bib="5-2">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1" Diff="0.000" />
…
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="1:43.212" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.5" Value2="51.9" />
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580026" Order="1"/>
            <Athlete Code="8580047" Order="2"/>
        <Team Code="LUGWDOUBLES-USA03" Order="4" Bib="5-4">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1" Diff="0.000" />
…
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="1:43.212" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.5" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.5" Value2="51.9" />
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580029" Order="1"/>
            <Athlete Code="8580049" Order="2"/>
          </Composition>
```

2.3.5.6   Message Sort

Sort by Result @SortOrder.

2.3.6   Cumulative Results

2.3.6.1   Description

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

2.3.6.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC This message is not applicable for training.
DocumentSubcode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED PROVISONAL
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

Message without DocumentSubcode
- Send when the start list of the first unit is sent (START_LIST)
- Send after each competitor passes each intermediate during each run including the first run (LIVE)
- Send after each run is OFFICIAL (INTERMEDIATE)
- Send with ResultStatus INTERMEDIATE if the unit is interrupted following the normal practice in the sport
- Send after the last run complete (UNOFFICIAL / OFFICIAL as appropriate)
- Send as PROTESTED if the result is protested according to the sport rules
- Send as PROVISIONAL if there is ant pending decision by IOC,CAS,IF

Message with DocumentSubcode
- Send after each run with the RSC of the run included in the DocumentSubcode (INTERMEDIATE)
- Send if there is any change in the already finished unit (INTERMEDIATE)

2.3.6.4 Message Structure

The following table defines the structure of the message.

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

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

			Value
			Value2
			Rank
			RankEqual
			SortOrder
			Diff
			Move
		RecordIndicators (0,1)	
			RecordIndicator (1,N)
			Order
			Code
			RecordType
			Equalled
	Competitor (1,1)		
		Code	
		Type	
		Organisation	
		Description (0,1)	
			TeamName
		Composition (1,1)	
			Athlete (0,N)
			Code
			Order
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
			EventUnitEntry (0,N)
			Type
			Code
			Pos
			Value

2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)

Type		Code	Pos	Description
EI		LAST_QUAL	N/A	Element Expected: as soon as it is known during the penultimate race.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeros	Send the last qualifying place ID (in penultimate race). In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.

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

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

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

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	O	CC@LOCATION Id	Location code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
RankEqual	O	Y	Send "Y" in case of the Rank has been equalled else do not send. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run and this attribute is applicable.
ResultType	O	SC@ResultType Code	Result type At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
Result	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Cumulative result. Send just in the case @ResultType is TIME At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.

IRM	O	SC@IRM Code	IRM for the cumulative result. Send just in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.
Diff	O	+sS.FF (BOB, SKN) +sS.FFF (LUG)	Cumulative time behind the leader, 0.00/0.000 for the leader. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)				
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.				
Attribute	**M/O**	**Value**	**Description**	
Rank	O	Positive Integer	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.	
RankEqual	O	Y	'Y' if the rank is equalled else not expected.	
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem. Send CANCELLED if this unit is cancelled	
Result	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem.	
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned for the unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.	
QualificationMark	O	SC@QualificationMark Code	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.	
Diff	O	+sS.FF (BOB, SKN) +sS.FFF (LUG)	Time behind the leader for this run. 0.00/0.000 for the leader.	
SortOrder	M	Positive Integer	Used to sort all results in the unit identified /ResultItems /ResultItem.	

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
ER	START	N/A	Element Expected: when available
Attribute	**M/O**	**Value**	**Description**
Value	M	sS.FF (BOB, SKN) sS.FFF (LUG)	Start Time
ER	START_BEST	N/A	Element Expected: if applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	Y	Send "Y" if this run was the best start time for this competitor else do not send.
SPEED	MAX	N/A	Element Expected: when data is available
Attribute	**M/O**	**Value**	**Description**

	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Send the designated maximum speed in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Send the designated maximum speed in mph
ER	**SPEED_BEST**	**N/A**		**Element Expected: if Applicable**
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Y	Send "Y" if this run was highest speed for this competitor else do not send.
CUMULATIVE	**INTERMEDIATE**	**S(2)**		**Pos Description: intermediate point where the intermediate time is recorded (R,S, 1, 2...F). Element Expected: always when available.**
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Cumulative time at the intermediate point considering all runs to this point.
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	'Y' if the rank is equalled else not expected.
	SortOrder	M	Positive Integer	Send the order of the competitor at the intermediate point
	Diff	O	+sS.FF (BOB, SKN) +sS.FFF (LUG)	Cumulative time behind leader at the intermediate point considering all runs to this point. 0.00/0.000 for the leader.
	Move	O	+/-Integer or 0	Related to the Intermediate defined in Pos. Change in Rank from previous intermediate of the competitor. Do not send for "S" for the 1st heat/run Example: Send 0 when there is no change in the rank compared to previous int,point, -1 if the competitor lost or +1 is won 1 rank position
PROGRESS	**SPEED**	**Positive Integer**		**Pos Description: speed trap point as defined in DT_CONFIG, for this run Element Expected: when available except luge teams**
	Attribute	**M/O**	**Value**	**Description**
	Value	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in km/h
	Value2	M	##0.00 (BOB, SKN) ##0.0 (LUG)	Speed at this point in mph

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	**M/O**	**Value**	**Description**
Order	M	Positive Integer	Records are sorted by relevance. If there is more than one then send SR as 1 and TR as 2.
Code	M	CC@RECORD Id	Code which describes the record broken by the result value. It applies to the result of one event unit.
RecordType	M	CC@RECORD_TYPE recordtype	Code which specifies the level at which the record is broken. (SR or TR)
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 one cumulative result.			
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	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 same as in DT_PARTIC_TEAM. Only applies for teams.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID
Order	M	Positive Integer	Order attribute used to sort team members in a team should match the position order (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

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

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

Type	Code	Pos	Description
CREW	POSITION	N/A	Element Expected: as soon as it is known.

	Attribute	M/O	Value	Description
	Value	M	CC@POSITION Id	Position Code for the athlete

Sample (Skeleton)

```
<Result Rank="2" ResultType="TIME" Result="2:19.15" SortOrder="2" Diff="0.02">
  <ResultItems>
    <ResultItem Unit="SKNMSINGLES-----------FNL-000101--" >
        <Result Rank="2" ResultType="TIME" Result="1:09.59" Diff="0.02" >
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="START" Value="5.05" />
            <ExtendedResult Type="ER" Code="START_BEST" Value="Y" />
            <ExtendedResult Type="ER" Code="SPEED" Value="134.41" />
          </ExtendedResults>
        </Result>
    </ResultItem>
    <ResultItem Unit="SKNMSINGLES-----------FNL-000102--" >
        <Result Rank="1" ResultType="TIME" Result="1:09.56" Diff="0.00" >
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="START" Value="5.07" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="135.41" />
            <ExtendedResult Type="ER" Code="SPEED_BEST" Value="Y" />
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="S" Value="2:15.02" Diff="0.07" SortOrder="4" Rank="4"/>
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="2:25.34" Diff="0.09" SortOrder="5" Rank="5"/>
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="2:53.45" Diff="0.07" SortOrder="2" Rank="4"/>
...
            <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="2:13.45" Diff="0.08" SortOrder="3" Rank="3"/>
          </ExtendedResults>
          <RecordIndicators>
            <RecordIndicator Order="1" Code=" SKNMSINGLES---------------------" RecordType="TR" />
          </RecordIndicators>
        </Result>
    </ResultItem>
  </ResultItems>
```

2.3.6.6   Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results.

The order should be:
1) All athletes finished the current unit ordered by overall rank
2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
3) All athlete still to start in the current unit (start order)
4) All athletes not qualified, but having a score from previous units
5) All athletes with IRM (sorting according to Discipline/ORIS standard order)

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.

The message can contain the Course Map image. Each message contains only one course map image.

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

As soon as the image is 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					
		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

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

Sample (CourseMap)
```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.7.6 Message Sort

N/A

2.3.8 Records

2.3.8.1 Description

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

Special Situations - Not Established Records:
In some case where there are no records for a particular event, for example, when the sport rules change (different weights or distances) or new events are introduced.
If this occurs, then the NotEstablished flag is used to indicate this situation till the record is established for this event in the current competition.

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.
After competition start it will be triggered with each new record set or equalled.

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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		SportDescription (0,1)								
			DisciplineName							
	Record (1,N)									
		Code								
		Description (1,1)								
			Name							
		RecordType (1,N)								
			Order							
			RecordType							
			Shared							
			NotEstablished							

		NotEstablishedLabel			
	RecordData (0,N)				
		Order			
		ResultType			
		Result			
		Unit			
		Country			
		Place			
		Date			
		Time			
		TimeStamp			
		Equalled			
		Unconfirmed			
		Competition			
		Historical			
		Current			
		Reinstated			
		Competitor (0,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
				IFId	
			Composition (0,1)		
				Athlete (1,N)	
					Code
					Order
					Description (0,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
				Team (0,N)	
					Code
					Order
					Description (0,1)

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

2.3.8.5   Message Values

Element: Competition (0,1)

Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (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	Record type.

		recordtype	
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 ENG Description	The description to be used in the case that NotEstablished="Y".

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

RecordData is not sent for NotEstablished Records unless a "standard" applies

Attribute	M/O	Value	Description
Order	M	Positive Integer	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC@ResultType Code	"TIME", indicating that the result type for the record is a time
Result	M	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	The performance of the competitor for the record. Send always unless the record is not established. (though can be sent if a standard applies)
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC@COUNTRY Id	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	HH:MM	Time the record was set. Send always (Mandatory) in the case of Historical="N".
TimeStamp	O	DateTime	Date and Time the record was set including timezone. Send always (Mandatory) in the case of Historical="N".
Equalled	O	Y	Y if the existing record is equalled.
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	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
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

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Team (0,N) For LUG Relay Couples			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID. Couple for LUG
Order	M	Positive Integer	Order attribute used to sort the teams within the Lug Relay. For Men's Doubles and Women's Doubles it is expected 2 and 4 respectively.

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Team /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 /Record /RecordType /RecordData /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	O	Positive Integer	Team member order

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Sample (Record)

```
<Record Code="SKNMSINGLES----------------------">
  <Description Name="Men Skeleton" />
  <RecordType Code="TR" Order="1" Shared="N">
    <RecordData Order="1" ResultType="TIME" Result="48.45" Unit="SKNMSINGLES-----------FNL-000102--" Country="KOR"
Place="Sochi" Date="2014-02-12" Time="105830427" Competition="2014 Winter Games" Historical="N" Current="Y"
ModificationIndicator="N"
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" IFId="12920" BirthDate="1989-
12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
  <RecordType Code="SR" Order="1" Shared="N">
```

2.3.8.6   Message Sort

The following order applies:
- Record @Code
- RecordType @Order
- RecordData @Order

2.3.9 Event Final Ranking

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT 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@RESULTSSTATUS 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 particular ranking is not subject to change or some ranking in that unit are not subject to 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	Level 9
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
			Team (0,N)	
				Code
				Order
				Bib
				Composition (0,1)
					Athlete(1,N)
						Code
						Order
						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
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit.

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified.
RankEqual	O	Y	Send Y if the rank is equaled, else do not send.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	m:sS.FF (BOB, SKN) m:sS.FFF (LUG)	Total time for the competitor. Only include if completed the same number of runs as the winner (so times are comparable).
IRM	O	SC@IRM Code	Send if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

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 or SC@CompetitorPlace Code	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

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

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

Only applicable for the pair in Luge Relay

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	ID of the pair
Order	M	1	Order within the competitor, value is 1.
Bib	O	S(5)	Bib number of the pair For Team event in Luge the bib for each sled will have values X-Y. The Y value is the attribute of the Team participant. For the pairs It will be 3 for the Men Pair and 4 for the Women's pair.

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

Only applicable for the pair in Luge Relay

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Positive Integer	Order within the pair

Element: Competition /Result /Competitor /Composition /Team /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	YYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Sample (General)

```
<Result Rank="16" ResultType="TIME" Result="4:36.26" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1994-12-18" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="TIME" Result="4:37.84" SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.9.6   Message Sort

Sort by Result @SortOrder

2.3.10 Configuration

2.3.10.1 Description

The Configuration is a message containing general configuration as soon as available for each unit in a separate message.

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit 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 unit.
- Trigger also after any change, but considering that, if possible, the configuration for each unit must be provided before the start list.
- If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	

	Value	
	ExtendedConfigItem (0,N)	
		Code
		Pos
		Value

2.3.10.5 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@EVENT_UNIT Code	Full RSC (34) at unit level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
COURSE	LENGTH	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	###0	Send the total length of the track in m.

Type	Code	Pos	Description
COURSE	ALTITUDE	N/A	Element Expected: Always

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always

	Attribute	Value	Description
	Code	DROP	
	Pos	N/A	
	Value	###0	Send the total vertical drop in metres

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always

	Attribute	Value	Description
	Code	FINISH	
	Pos	N/A	
	Value	###0	Send the altitude at the finish in metres

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always

	Attribute	Value	Description
	Code	START	
	Pos	N/A	
	Value	###0	Send the altitude at the start point in metres

EC	INTERMEDIATE	S(2)	Pos Description: the value that identifies the intermediate point, S for Start Time point, 1 to n for intermediates along the course and F for the finish line. "R" for reaction time. R is only applicable in LUG Team Relay competition and SKN Mixed Team Competition. Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	###0	Send distance in meters at this intermediate point from the start.

EC	INTERMEDIATES_NUM	N/A	Element Expected: always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the total number of intermediate points where the time is recorded including F.

EC	SPEED	Positive Integer	Pos Description: the value that identifies the speed trap. Sequential numbering over all speed traps on the course. (starting from the first point in the track, and following in chronological order) Element Expected: for all Speed traps
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send T for top speed, S for start speed or the number of the speed (like "1")

Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected Always

	Attribute	**Value**	**Description**
	Code	INT_ORDER	
	Pos	N/A	
	Value	S(2)	The @Pos of the intermediate point at or immediately before this speed trap.

EC	SPEED_NUM	N/A	Element Expected: always if not zero.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the total number of speed traps.

QUALIFICATION	FROM_RANK	N/A	Element Expected: when applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify

QUALIFICATION	TO_RANK	N/A	Element Expected: when applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify

QUALIFICATION	QUAL_RULE	N/A	Element Expected: when applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC@QualRule Code	Send the code for the qualification rule.

Sample (General)

```
<Configs>
  <Config>
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="1500" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
      <ExtendedConfigItem Code="START" Value="836" />
      <ExtendedConfigItem Code="FINISH" Value="704" />
      <ExtendedConfigItem Code="DROP" Value="132" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="340" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="655" >
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="926" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="1273" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="6" />
    <ExtendedConfig Type="EC" Code="SPEED" Pos="1" />
      <ExtendedConfigItem Code="INT_ORDER" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED" Pos="2" />
      <ExtendedConfigItem Code="INT_ORDER" Value="3" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
  </Config>
</Configs>
```

2.3.10.6 Message Sort

There is no general message sorting rule.

2.3.11 Weather 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	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue
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: 30 - 60 minutes before the start of the session and then hourly until the end of 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	
			Wind_Direction	
			Condition (0,3)	
				Code
				Value
		Temperature (0,N)		

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

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	Weather Points BOB/SKN always use GEN (corresponds to Finish line)
Humidity	M	##0	Humidity in %
Wind_Direction	M	CC@WIND_DIRECTION Id	Wind direction

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

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

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

Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Wind speed unit. MPH and KMH expected.
Value	M	##0	Wind speed value @Unit.
Type	O	SCGEN@WindSpeedType Code	Expected always for Luge, BOB and SKN: Avg, Maximum and Min wind speed to calculate the wind speed range

Sample (General)

```
<Weather Date="2022-02-10T22:38:00+08:00">
<Conditions Code="START" Humidity="38" Wind_Direction="W">
<Condition Code="SKY" Value="clr"/>
<Condition Code="ICE" Value="good"/>
<Temperature Code="AIR" Unit="C" Value="-2.3"/>
<Temperature Code="AIR" Unit="F" Value="27.7"/>
<Temperature Code="ICE" Unit="C" Value="-4.1"/>
<Temperature Code="ICE" Unit="F" Value="24.4"/>
<Wind Code="SPEED" Unit="KMH" Value="6"/>
<Wind Code="SPEED" Unit="MPH" Value="3"/>
</Conditions>
<Conditions Code="FINISH" Humidity="38" Wind_Direction="W">
<Condition Code="SKY" Value="clr"/>
<Condition Code="ICE" Value="good"/>
<Temperature Code="AIR" Unit="C" Value="-2.4"/>
<Temperature Code="AIR" Unit="F" Value="27.7"/>
<Temperature Code="ICE" Unit="C" Value="-4.1"/>
<Temperature Code="ICE" Unit="F" Value="24.4"/>
<Wind Code="SPEED" Unit="KMH" Value="6"/>
<Wind Code="SPEED" Unit="MPH" Value="3"/>
</Conditions>

Example for LUG:
…
<Wind Code="SPEED" Unit="KMH" Value="6" Type="MAX"/>
<Wind Code="SPEED" Unit="KMH" Value="5" Type="MIN"/>
<Wind Code="SPEED" Unit="MPH" Value="4" Type="MAX"/>
<Wind Code="SPEED" Unit="MPH" Value="3" Type="MIN"/>
</Conditions>
```

2.3.11.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

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

3.2 Before Training

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				
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		o		o
	DT_PDF C08 Schedule		x				
After the Draw/Team Captain's Meeting	DT_PARTIC_TEAM_UPDATE		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51A				x		

3.3 During Training

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts (start indicator changes to green for first sled)	DT_SCHEDULE_UPDATE	RUNNING	x				o
Next sled at start changes	DT_RESULT	LIVE					x
	DT_CURRENT						x
Start indicator changes to green	DT_CURRENT						x
When sled starts and after every update (splits and finish)	DT_RESULT	LIVE					x
	DT_CURRENT						x
In case of an IRM for a sled	DT_RESULT	LIVE					x
	DT_CURRENT						x

3.4 After Training

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
	DT_RESULT	UNOFFICIAL					x
Results are approved	DT_RESULT	OFFICIAL					x
	DT_PDF C73A Results (Official Training)	OFFICIAL			x		
	DT_PDF C77A Performance Analysis (Official Training)	OFFICIAL			x		
	DT_PDF C77C Speeds (Official Training)	OFFICIAL			x		
In case of a DSQ and / or DQB	DT_PDF_C68_Official_Communication	OFFICIAL	x				
	DT_RESULT	OFFICIAL					x
	DT_PDF C73A Results (Official Training)	OFFICIAL			x		
	DT_PDF C77A Performance Analysis (Official Training)	OFFICIAL			x		
	DT_PDF C77C Speeds (Official Training)	OFFICIAL			x		
When seeding for next round is confirmed	DT_RESULT	START_LIST					x
	DT_PDF C51A	START_LIST			x		

3.5 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				
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				
	DT_PDF C08 Schedule		x				
After the Draw/Team Captain's Meeting	DT_PARTIC_TEAM_UPDATE		x				
	DT_PDF C32A Entry List by NOC		x				
	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51B	START_LIST			x		

3.6 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts (start indicator changes to green for first sled)	DT_SCHEDULE_UPDATE	RUNNING	x				o
Next sled at start changes	DT_RESULT	LIVE					x
	DT_CURRENT						x
Start indicator changes to green	DT_CURRENT						x
When the unit starts and after every update (splits and finish)	DT_RESULT	LIVE					x

	DT_CURRENT						x
	DT_CUMULATIVE_RESULT	LIVE		x			
In case of an IRM for a sled	DT_RESULT	LIVE					x
	DT_CURRENT						x
When needed after each competitor	DT_RECORD (PARTIAL with DocumentSubcode)		x				

3.7   After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				
	DT_RESULT	UNOFFICIAL					x
Except Luge Team and SKN Mixed Team	DT_CUMULATIVE_RESULT	UNOFFICIAL		x			
Results are approved	DT_RESULT	OFFICIAL					x
	DT_RECORD (PARTIAL with DocumentSubcode)		x				
After each unit in the phase	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_PDF C73B Results	OFFICIAL			x		
	DT_PDF C77B Performance Analysis (Competition)	OFFICIAL			x		
	DT_PDF C77D Speeds (Competition)	OFFICIAL			x		
	DT_PDF C81 Records	OFFICIAL	x				
	DT_RANKING	OFFICIAL		x			
In case of a DSQ and / or DQB	DT_PDF_C68_Official_Communication	OFFICIAL	x				
	DT_RESULT	OFFICIAL					x
	DT_RECORD (PARTIAL with DocumentSubcode)		x				
	DT_CUMULATIVE_RESULT	OFFICIAL		x			
	DT_PDF C73B Results	OFFICIAL			x		
	DT_PDF C77B Performance Analysis (Competition)	OFFICIAL			x		
	DT_PDF C77D Speeds (Competition)	OFFICIAL			x		
	DT_PDF C81 Records	OFFICIAL	x				
	DT_RANKING	OFFICIAL	x				
After each day	DT_PDF C82 Competition Data	OFFICIAL	x				
When seeding for next round is confirmed	DT_RESULT	START_LIST					x
	DT_PDF C51B	START_LIST			x		
Before Victory/Venue Ceremony	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony and results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
	DT_PDF C97 IBSF Medal Standings (BSN)		x				
In case of a DSQ and / or DQB	DT_PDF_C68_Official_Communication	OFFICIAL	x				
	DT_RESULT	OFFICIAL					x

Olympic Data Feed - © IOC   Message Timeline

Technology and Information Department

	DT_RECORD (PARTIAL with DocumentSubcode)			x			
	DT_CUMULATIVE_RESULT	OFFICIAL			x		
	DT_PDF C73B Results	OFFICIAL				x	
	DT_PDF C77B Performance Analysis (Competition)	OFFICIAL				x	
	DT_PDF C77D Speeds (Competition)	OFFICIAL				x	
	DT_PDF C81 Records	OFFICIAL			x		
	DT_PDF C82 Competition Data	OFFICIAL			x		
	DT_RANKING	OFFICIAL			x		
	DT_PDF C82 Competition Data	OFFICIAL			x		
	DT_PDF C92X Medallists	OFFICIAL			x		
	DT_PDF C93 Medallists by Event	OFFICIAL		x			
	DT_PDF C95 Medal Standings			x			
	DT_PDF C97 IBSF Medal Standings (BSN)			x			

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

![International Olympic Committee logo]

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	10 May 2023	First version
V0.2	15 June 2023	Updated version after the BOB/SKN ORIS meeting
V0.3	29 June 2023	Updated after the ODF review meeting
V0.4	22 November 2023	Consolidation and editorial updates
V0.5	9 February 2024	Corrections and cross sport alignments
V0.6	29 April 2024	Corrections and cross sport alignments
V0.7	29 July 2024	Corrections and cross sport alignments
V0.8	29 September 2024	Version after PT1
V1.0	18 October 2024	Corrections, CHG0032113
V1.1	31 January 2025	Editorial updates, CHG0033133, CHG0033525
V1.2	11 April 2025	Editorial updates, CHG0034668, DDM-21, CHGG0034175
V1.3	9 May 2025	CHG0035198, corrections

File Reference: OWG2026-BOBLUGSKN-1.3, APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	BOB and SKN updates applied.
V0.3	SFR	Messages: Overview: Details on messages expected for each Event updated. DT_IMAGE message included as pending to be confirmed. List of teams/List of team update: Sled Names display updated as per ORIS V.0. Pending to be confirmed once ORIS V.2 is released. Event Unit Start List and Results: UNCONFIRMED STATUS was removed. Diff Value was adjusted to accept only positive or zero values. PTY was moved inside the IPROGRESS INTERMEDIATE.LEG Value description adjusted properly. Current Information: TO_BEAT: Pos Description updated based on the ORIS V0 requirements. PTY inserted in Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/Progress /Intermediate Cumulative Results: UNCONFIRMED STATUS was removed. Diff Value was adjusted to accept only positive or zero values. Configuration: Message structure updated properly to reflect definition. Weather: Weather Point values pending to be confirmed in a later stage. Prec.Type: Pending to be confirmed if will be applicable to BOB,SKN,LUG. Timeline: Status UNCONFIRMED was deleted. DT_RESULT: Competition /Result /Competitor /Composition /Athlete: Correction in then Description of the BIB attribute Competition /Result /Competitor /Composition /Team : Added BIB attribute for the team Competition /Result /Competitor /Composition /Team /Composition /Athlete : Removed BIB attribute for the team members. Sample updated. DT_CURRENT: Competition /Result /Competitor /Composition /Athlete: Correction in then Description of the BIB attribute Competition /Result /Competitor /Composition /Team : Added BIB attribute for the team Competition /Result /Competitor /Composition /Team /Composition /Athlete : Removed BIB attribute for the team members.

		Sample updated. DT_RANKING: Competition /Result /Competitor /Composition /Athlete: Bib Attribute added Element: Competition /Result /Competitor /Composition /Team Competition /Result /Competitor /Composition /Team /Composition /Athlete Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description Above elements added in the definition.
V0.4	SFR	DT_PARTIC, DT_PARTIC_TEAMS updated with latest definition. DT_ENTRIES and DT_ENTRIES_TEAMS added TeamType defined for each event DT_RESULTS: added Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry DT_CUMULATIVE: added Competition /Result /Competitor /Composition /Athlete /ExtendedEntry
V0.5	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC: Competition/Participant/MainFunctionId marked as Optional. DT_ENTRIES: Message Structure:ExtendedEntry changed to (0,N). Message Values: Competition/Entry/GivenName marked as Optional. DT_RESULT: Message Structure: Updates to match the Message Values content. DT_CURRENT: Message Structure: Updates to match the Message Values content. DT_RECORD: ModificationIndicator reference removed to match Global definition.
V0.6	SFR	Across all messages: Document Codification updated. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_CUMULATIVE: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult type CUMULATIVE code INTERMEDIATE expected for all runs
V0.7	SFR	SubEventName attribute: Changed reference to the Code ShortDescription in Common Codes. Diff attribute: Updated so zeros are included for the leader, consistently across the definition. DT_PARTIC_TEAMS: TeamType changed for BOB and SKN Mixed Team Event DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_CURRENT: Trigger and Frequency updated DT_RECORD: Competition /Record /RecordType /RecordData @Time value changed to HH:MM DT_AUDIO, DT_ACHIEVEMENT and DT_BIO_TEA: added in applicable messages
V0.8	SFA	DT_RESULT, DT_CURRENT, DT_CUMULATIVE_RESULT: Changed the mph speed value format to ##0.00 (BOB, SKN) and ##0.0 (LUG). DT_ENTRIES: Message structure updated Competition /Entry /Composition /Athlete /ExtendedEntry Type CREW and Code LEG added Competition /Entry /Composition /Team /Description: TeamName value length corrected Competition /Entry /Composition /Team /ExtendedEntry Type CREW and Code LEG added DT_RESULT: Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /SECTION Value format updated Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Move added Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /SECTION Value format updated Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Move added Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER /LEG Value2 added Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Move added DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Move added Competition /Result /ExtendedResults /ExtendedResult /CUMULATIVE /INTERMEDIATE Value2 and Move added Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Move added Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /CUMULATIVE /INTERMEDIATE Move added Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult /PROGRESS /INTERMEDIATE Move added Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult /CUMULATIVE /INTERMEDIATE Move added DT_CUMULATIVE_RESULT:

		Header Values and Trigger updated Competition /Result /ResultItems /ResultItem /Result QualificationMark added Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /CUMULATIVE /INTERMEDIATE Move added DT_RECORD: Competition /Record /RecordType /RecordData: TimeStamp and Reinstated optional attributes added. Editorial updates.
V1.0	APP	Editorial updates Overview: DT_IMAGE pending point removed. DT_RESULT: Competition /Result /Competitor /Composition /Athlete attributes Order and Bib description updates (CHG0032113) Competition /Result /Competitor /Composition /Athlete /EventUnitEntry Element description update. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER /LEG Attribute Value2 description update Competition /Result /Competitor /Composition /Team attributes Order and Bib description updates (CHG0032113) DT_CURRENT: Competition /Result /Competitor /Composition /Athlete attribute Order description update. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ SPEED /PROGRESS renamed MAX, Pos updated to N/A, Description updated. Competition /Result /Competitor /Composition /Team attributes Order and Bib description updates (CHG0032113) DT_IMAGE: Definition added.
V1.1	APP	DT_RESULT: Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N) PROGRESS INTERMEDIATE Value description updated (editorial) DT_CURRENT: Updated last sample to remove Record node information. (DDM-19) DT_RECORD Added node Team and children to follow ORIS records format Luge Relay (CHG0033133) DT_RESULT & DT_CURRENT: Add possibility of negative values in Reaction Time for Skeleton Mixed Relay at Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Value (CHG0033525) DT_CURRENT Add Value2 attribute at Competition / Result /ExtendedResults /ExtendedResult/@Type="PROGRESS" and @Code="INTERMEDIATE" (DDM-21) DT_WEATHER: Competition /Weather /Conditions /Temperature /Value decimal digit optional as per Weather adjustments Competition /Weather /Conditions /Wind /Value change to fulfil weather adjustments Competition /Weather /Conditions /Wind /Type description updated to fulfil weather adjustments DT_PARTIC_TEAMS description update for TeamTypes DT_PARTIC: Competition /Participant Attribute BirthDate description updated
V1.2	APP	DT_PARTIC_TEAMS: Description corrections DT_CURRENT: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult and Competition /Result /Competitor /Composition /Team/ ExtendedResults/ ExtendedResult CUMULATIVE / INTERMEDIATE added Value2 to match current implementation and added Reaction Time to Position values after IF OSRP Review. CHG0034668 DT_CURRENT fixing no inclusion of Value2 in DT_CURRENT for DDM-21 added in the log but not in the definition DT_WEATHER: Competition /Weather /Conditions /Temperature /Value decimals mandatory (CHGG0034175) Competition /Weather /Conditions /Wind /Value decimals removed (CHG0034175)
V1.3	APP	DT_PARTIC_TEAMS: Description update of TeamType: BOB 2-man, 2-woman (CHG0035198) DT_WEATHER: Competition>Weather>Conditions>Condition>Code correction to SKY or ICE (DDM-60)