



Olympic Data Feed



Cross Country Skiing ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 *This document*

This document includes the ODF Cross Country Skiing 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 Cross Country Skiing 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 Cross Country Skiing Overview

MESSAGES IN EACH EVENT

- All events/races except sprint/team sprint
These events count a single unit. There will be a DT_RESULT for each race including all information.
- Sprint
Sprint consists of a qualification phase of a single race with all results information included in DT_RESULT. For the finals phases there is a DT_RESULT per unit with a DT_CURRENT message providing live information related to lucky losers in addition to a DT_BRACKET message.
- Team Sprint
Team Sprint will have a DT_RESULT message for each unit (race) including all information.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include all competition units/races at unit level (Y) except for sprint quarterfinals and semifinals.

For sprint quarterfinals and semifinals DT_SCHEDULE/DT_SCHEDULE_UPDATE will include both unit (S) and phase level (Y) information.

PARALYMPIC GAMES

There are no changes for the Paralympic competition except where noted below:

- For Para Cross Country only Interval Start, Individual Sprint and Team Relay events will take place.
- Except the elements listed below, all times and ranks in the message are calculated ones.
- Guide attributes are used where appropriate
- The DT_CURRENT message is not applicable

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\ne xtended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X



DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	



2.3 Messages

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

2.3.1.1 Description

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

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

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

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

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

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



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

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent for any modification in the data.

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.1.5 Message Values

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

Sample (Versions)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeros	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different in the case of Historical participants (status).
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.



GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print name
PrintInitialName	M	S(18)	Print Initial name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	TV Family Name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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

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

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE 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

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*List of participants by discipline / List of participants
by discipline update*

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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 organization participates in the same event twice, there will be different teams.

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of 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

Teams are managed directly by OVR and sent as DT_PARTIC_TEAMS_UPDATE to create or modify them.

DT_PARTIC_TEAMS is never expected unless with DocumentSubtype SYNC to be distributed as a bulk message generated by the central systems.



2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. This attribute is Mandatory always. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.



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

Element: Competition /Team /Discipline (0,1)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFId	O	S(16)	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

At the Olympic Games athletes are initially assigned at discipline level (DT_PARTIC).

DT_ENTRIES message will be distributed once OVR becomes the owner of the data and based on the outcomes of the Team Captains' Meetings and will be additionally triggered upon any entry information change.

At the Paralympic Games the DT_ENTRIES message is sent as a bulk message prior to the Games (except for Team (Re-lay) events). It is sent several times up to the date of transfer of control to OVR after which the entries information is updated in the venue and the bulk message is triggered by the OVR.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Type
	Organisation
	SortOrder
	Description (0,1)
	TeamName
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition(0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Guide (0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.3.5 Message Values

Element: Competition (0,1)



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

Element: Competition /Entry (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation.
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).

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

Used in Team event only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

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

Type	Code	Pos	Description
IFPOINTS	SC@IFPoints Code	N/A	Element Expected: if available Olympic Games: FIS points Paralympic Games: FIS Points
Attribute	M/O	Value	Description
Value	M	###0.00	Team FIS points.

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable

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

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



		Id	
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Entry /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Individual athlete's entry information.				
Type	Code	Pos	Description	
ENTRY	PERCENTAGE	N/A	Element Expected: Paralympic Games only	
	Attribute	M/O	Value	Description
	Value	M	##0	Athlete percentage
IFPOINTS	SC@IFPoints Code	N/A	Element Expected: if available Olympic Games: FIS points, Distance FIS Points, Sprint FIS Points Paralympic Games: FIS Points	
	Attribute	M/O	Value	Description
	Value	M	###0.00	Points of the competitor for the specific event.
IFRANK	SC@IFRank Code	N/A	Element Expected: if available Olympic Games: FIS points, Distance FIS Points, Sprint FIS Points, FIS Nordic World Championships Rank Paralympic Games: FIS Points	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Rank of the competitor for the specific event

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports.

This is always a full message and all applicable elements and attributes are always sent.

2.3.4.2 Header Values

The following table describes the message header attributes.

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

2.3.4.3 Trigger and Frequency

This message is sent:

- START_LIST: as soon as the start list is available and any changes (including IRMs) and during the heat selection process in individual sprint finals.
- LIVE: when the unit starts (for Individual Events with individual start time shortly before the first athlete at start is marked as NEXT) and after every update (intermediates etc.)
- After the race is finished:
 - UNCONFIRMED: after the last competitor has crossed the finish line and until the unofficial results are distributed
 - UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issues. In Individual Sprint after the last heat of a phase (Quarterfinal, Semifinal) the results of each heat are resent including the QualificationMark for Lucky Losers.



- OFFICIAL: if no protest has been logged during the protest period, and after all protests have been resolved
- PROTESTED: if a protest has been logged during the protest period, until its resolution
- PROVISIONAL: if there is any pending decision by IOC, CAS, IF
- After any change

In case of Lapped competitors, the LAP indicator will be assigned as soon as received with no Rank, for the next intermediates the LAP indicator will be filled as soon as the leader crosses the intermediate point, sorted at the bottom of the list, on top of the IRMs; the rank for that intermediate point and the next intermediates will be assigned when the rest of the still competing competitors have crosses the intermediate point; unit Rank will be assigned when the rest of the still competing competitors have crossed the finish line.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	UnitDateTime (0,1)							
	StartDate							
	ExtendedInfo (0,N)							
	Type							
	Code							
	Pos							
	Value							
	Extension (0,N)							
	Code							
	Pos							
	Value							
	SportDescription (0,1)							
	DisciplineName							
	EventName							
	Gender							
	SubEventName							
	VenueDescription (0,1)							
	Venue							
	VenueName							
	Location							
	LocationName							
	Officials (0,1)							
	Official (1,N)							
	Code							
	Function							
	Order							



		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Diff	
	Pty	
	PhotoFinish	
	ExtendedResults (0,1)	
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		Rank
		RankEqual
		SortOrder
		IRM
		Diff
		Pty
		Move
		Arrive
	Competitor (1,1)	
		Code
		Type
		Bib
		Organisation
		Description (0,1)
		TeamName
		EventUnitEntry (0,N)
		Type
		Code



	Pos
	Value
Composition (0,1)	
Athlete (0,N)	
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFid
	Class
Guide(0,N)	
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
EventUnitEntry (0,N)	
	Type
	Code
	Pos
	Value
ExtendedResults (0,1)	
ExtendedResult (1,N)	
	Type
	Code
	Pos
	Value
	Value2
	IRM
	Rank
	RankEqual
	SortOrder
	Pty
	Diff
	Move
	Arrive

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
	Value	M	Positive Integer
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected always when the ResultStatus is not START_LIST and at least one competitor has completed the unit with a valid time.			
	Attribute	Value	Description
	Code	COMPLETE	
	Pos	N/A	
	Value	Positive Integer	Number of competitors whose event unit is completed (including IRMs).
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after the first competitor passed the @Pos Intermediate point			
	Attribute	Value	Description
	Code	PASSED	
	Pos	S(2)	Intermediate point in the unit (1, 2...F).
	Value	Positive Integer	Number of competitors passed @Pos. Do not include IRMs.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected as soon the first competitor has a valid time @Pos Intermediate point or the first competitor has started			
	Attribute	Value	Description
	Code	IN_RACE	
	Pos	S(2)	Intermediate point in the unit (1, 2...F), including S
	Value	Positive Integer	Number of competitors (excluding IRMs) including the ones that have passed and the ones that are expected at @Pos.
UI	LAST_QUAL	N/A	Element Expected: Individual Sprint Qualification only
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeros
Competitor ID of last qualifying place. (effectively the athlete to beat) In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.			
DISPLAY	INT_*	Positive Integer	Code Description: * is the overall intermediate point as defined in DT_CONFIG, not by LEG Pos Description: order of each competitor included (1 & 2 if more than one). Element Expected: always when the unit is LIVE. Each competitor's ID is expected only once at each intermediate.



Remove in subsequent messages			
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeros	Competitor individual ID (even for team/relay) of the last competitor(s) to reach the intermediate point (including F).
LEADER	CURRENT	S(2)	Pos Description: most recent overall intermediate point, as defined in DT_CONFIG, reached by the first competitor (1, 2,...F). For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected: All events with intermediate points.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeros	Competitor ID of the first competitor to reach the intermediate point (including F).
DISPLAY	NEXT	N/A	Element Expected: interval start events only
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeros	Competitor ID of the next competitor to start
DISPLAY	STARTED	N/A	Element Expected: intervals and pursuit start only. Send only once for each competitor.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeros	Competitor ID of the competitor most recently started.
DISPLAY	CURR_LEG	N/A	Element Expected: Team Sprint and Relay events
Attribute	M/O	Value	Description
Value	M	Positive Integer	Leg Number updated as soon as the leader crosses the first intermediate point of each leg

Sample (Individual)

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

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

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

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

Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes



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

Element: Competition /Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. It can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of officials.

Element: Competition /Officials /Official /Description (1,1)

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

Element: Competition /Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected in case of PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected. Not expected in case of PhotoFinish pending
Result	O	h:mm:ss.F mm:ss.FF (sprint events) mm:ss.F (sprint events finals before validation) SC@ResultMark Code	Time or results mark. LAP and RAL are Result Marks (RMs), not IRMs. LAP and RAL competitors receive a Rank. LAP or RAL value may be sent when @ResultType is TIME. Not expected in case of PhotoFinish pending
IRM	O	SC@IRM Code	Invalid result mark (IRM) for the event unit Only in the case @ResultType is IRM
QualificationMark	O	SC@QualificationMark Code	Send just in the case the competitor has qualified. (Sprint and Team Sprint)
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Positive Integer	Start order. Lane choice is expected when available



StartSortOrder	M	Positive Integer	Unique number for sorting the start list.
ResultType	O	SC@ResultType Code	Result type. Not expected in case of PhotoFinish pending
Diff	O	+h:mm:sS.F +mm:sS.FF (sprint events) +mm:sS.F (sprint events finals before validation)	Time behind the leader. 0.0/0.00 for the leader. Not expected in case of PhotoFinish pending
Pty	O	+mm:sS	Time penalty sanction received in seconds as an effect of a false start by the competitor.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		STATUS	N/A	Element Expected: interval start units, except Team Sprint Qualification
	Attribute	M/O	Value	Description
	Value	M	SC@CompetitorStatus Code	Race status for the competitor
ER		CURRENT	N/A	Element Expected: always except if DNS, not applicable for Team Sprint Qualification
	Attribute	M/O	Value	Description
	Value	M	S(2)	Intermediate point where the competitor has most recently passed. If the competitor has an IRM (different from DNS): 1. before crossing the first intermediate point @Value is 0. 2. In other cases, @Value is the Intermediate point that was crossed most recently.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: when data is available for individual events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	M	h:mm:sS.F mm:sS.FF (sprint events Qualification) mm:sS.F (sprint events Finals)	Cumulative time at the intermediate 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 is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:sS.F +mm:sS.FF (sprint events Qualification) +mm:sS.F (sprint events Finals)	Send the time behind the leader at the intermediate (not race leader). 0.0/0.00 for the leader.
	Move	O	+/-Integer	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position
	Arrive	O	Positive Integer	Arrival order at the intermediate point



PROGRESS	SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F). A section is between two intermediate points. For example, 1 is from the start to intermediate 1. Element Expected: when data is available for individual events except sprint except for @Pos F while @PhotoFinish is P in Result element	
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.F	Section time at the intermediate point.
	Rank	O	Positive Integer	Send the rank of the competitor in the section.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.F	Send the time behind the leader for the section (not race leader). 0.0 for the leader.
PROGRESS	STYLE	SC@Style Code	Pos Description: Style or PitStop. Send C, F, or PS for Classical, Free or PitStop. Element Expected: Only for Skiathlon	
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.F	Result time of the style/stop.
	Rank	O	Positive Integer	Send the rank of the competitor in the style/stop.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals
	Diff	O	+h:mm:ss.F	Time behind the leader in the unit in the style. 0.0 for the leader.
ER	POT_DSQ	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	Y	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER	JURY_DECISION	Positive Integer	Pos Description: distinguish the sanctions if more than one. Order of importance for the sanction (as defined in ORIS) Element Expected: when there is a description available for a jury decision.	
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Note or S(25)	Code of Infringement/Offence
	Value2	M	SC@Infringement ENG Description Or S(255)	Text to describe a jury decision. Some examples are "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+mm:ss	Penalty time for the Offence
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement
	SortOrder	O	SC@Infringement Code	Unique identifier of the Infringement/Offence. Always expected unless the infringement code is not included in the Sport Codes.



ER		REAL_TIME	N/A	Element Expected: when available in the Paralympics
	Attribute	M/O	Value	Description
	Value	M	h:mm:sS.F or mm:sS.FF(sprint events)	Real time for single athletes (other times are the adjusted time).
ER		DELTA	N/A	Element Expected: when available in the Paralympics
	Attribute	M/O	Value	Description
	Value	M	+h:mm:sS.F or +mm:sS.FF (sprint events)	Delta for single athlete, do not fill for winner Delta is the time (in real time) the skier would have to ski faster in order to tie the winners result (in adjusted time).
ER		REACT_TIME	Positive Integer	Pos description: distinguishing the reaction times for multiple restart of the same race due to false starts. The newest is always 1. Element Expected: when available. Individual Sprint only
	Attribute	M/O	Value	Description
	Value	M	+/- S.FF	Reaction Time of the athlete.
	Value2	O	Y	Send Y when the reaction time recorded corresponds to a false start, else do not send.

Sample (Cross Country)

```

<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y"
SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="C" Value="36:04.9" Diff="+5.7" Rank="13" SortOrder="13" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="PS" Value="30.9" Diff="+2.1" Rank="15" RankEqual="Y"
SortOrder="16" />
    <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="F" Value="31:39.6" Diff="+2.9" Rank="2" SortOrder="2" />
  </ExtendedResults>
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

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

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



Organisation	M	CC@ORGANISATION Id	Competitor's organisation
--------------	---	-----------------------	---------------------------

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team events only			
Type	Code	Pos	Description
EUE	FIS_PTS	N/A	Element Expected: Team sprint
	Attribute	M/O	Value
	Value	M	###0.00
Team FIS points.			
EUE	START_GROUP	N/A	Element Expected: In relay and team sprint
	Attribute	M/O	Value
	Value	M	Positive Integer
Start row.			

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

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

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.



Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	FIS_PTS	N/A D, S	Pos Description: In case of Team Sprint only send D for distance points or S for sprint points. Element Expected: S send if FIS points (or 'seeded') in the case of interval start, sprint, mass start and Skiathlon.	
	Attribute	M/O	Value	Description
	Value	M	###0.00 or seeded	FIS points. Or seeded
EUE	START_GROUP	N/A	Element Expected: individual mass start and skiathlon	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Start lane, row or group.
EUE	START_TIME	N/A	Element Expected: interval start.	
	Attribute	M/O	Value	Description
	Value	M	HH:MM:SS	Start time.
EUE	LEG_BIB	N/A	Element Expected: all team events	
	Attribute	M/O	Value	Description
	Value	M	1, 2 (Team Sprint) 1-4 (Relay)	Leg number of the Team member.
EUE	COLOUR	N/A	Element Expected: All team events.	
	Attribute	M/O	Value	Description
	Value	M	SC@BibColour Code	Bib colour ('b', 'g', 'r' or 'y').
EUE	TECHNIQUE	N/A	Element Expected: Relay	
	Attribute	M/O	Value	Description
	Value	M	SC@Technique Code	Skiing Technique ('C' or 'F').
EUE	YC	N/A	Element Expected: if applicable	
	Attribute	M/O	Value	Description
	Value	M	Y	'Y' if the athlete has a yellow card from a previous race, otherwise do not send.
EUE	HCP_TIME	N/A	Element Expected: Paralympic Sprint	
	Attribute	M/O	Value	Description
	Value	M	m:sS	Handicap time or start behind time.
EUE	PERCENTAGE	N/A	Element Expected: Paralympic Games	
	Attribute	M/O	Value	Description
	Value	M	##0	Athlete percentage

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STATUS	N/A	Element Expected: interval start units.	
	Attribute	M/O	Value	Description
	Value	M	SC@CompetitorStatus	Race status for the competitor



ER			Code	
		CURRENT	N/A	Element Expected: always except if DNS, applicable for Team Sprint Qualification
	Attribute	M/O	Value	Description
	Value	M	S(2)	Intermediate point where the competitor has most recently passed. If the competitor has an IRM (different from DNS): 1. before crossing the first intermediate point @Value is 0. 2. In other cases, @Value is the Intermediate point that was crossed most recently.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F) referring to the overall intermediate point identification. Element Expected: when data is available in team events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	h:mm:sS.F mm:sS.FF (sprint events Qualification) mm:sS.F (Sprint events Finals) SC@ResultMark Code	Cumulative time at the intermediate point or ResultMark received at the intermediate
	Rank	O	Positive Integer	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Sort order of the competitor considering ties and IRMs.
	IRM	O	SC@IRM Code	IRM if applicable
	Diff	O	+h:mm:sS.F +mm:sS.FF (Sprint events Qualification) +mm:sS.F (Sprint events Finals)	Time behind leader at this intermediate point. 0.0/0.00 for the leader.
	Move	O	+/-Integer	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position.
	Arrive	O	Positive Integer	Arrival order at the intermediate point
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F) referring to the overall intermediate point identification. A section is between two intermediate points. For example, 1 is from the start to intermediate 1. Element Expected: when data is available in team events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F(relay and sprint event Final) mm:sS.FF (sprint events Qualification)	Section time.
	Rank	O	Positive Integer	Rank of the competitor.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.



	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F (relay and sprint event Final) +mm:sS.FF (sprint events Qualification)	Time behind the leader. 0.0/0.00 for the leader.
PROGRESS		LEG	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F) referring to the overall intermediate point identification. leg position within the team Element Expected: when data is available in team events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F (relay and sprint Finals) mm:sS.FF (sprint Qualification)	Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint) for Relay events and Team Sprint Finals. It is not cumulative.
	IRM	O	SC@IRM Code	IRM if applicable
	Rank	O	Positive Integer	Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint) considering equals and IRMs.
	Diff	O	+mm:sS.F (relay and sprint Finals) +mm:sS.FF (sprint Qualification)	Time behind the leader in the unit at the split. 0.0/0.00 for the leader.
PROGRESS		OVERALL_IND	S(2)	Pos Description: intermediate point where the intermediate time is recorded (1, 2...F) referring to the Leg. Example, If each Leg has 1 intermediate and Finish, Pos values expected is 1 and F accordingly. Element Expected: Only for Team Sprint Qualification, when data is available, except for @Pos is F while @PhotoFinish is P in Result element. In the case of IRM prior intermediate F send all intermediates till F.
	Attribute	M/O	Value	Description
	Value	O	mm:sS.FF	Leg time in the @Pos. It is not cumulative.
	IRM	O	SC@IRM Code	IRM if applicable
	Rank	O	Positive Integer	Leg Rank @Pos across all competitors of the race
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitors across all Legs of the race considering equals and IRMs.
	Diff	O	+mm:sS.FF	Leg Time behind @Pos compared to leg leader. 0.00 for the leader.
ER		JURY_DECISION	Positive Integer	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction (as defined in ORIS) Element Expected: When there is a description available for a jury decision.
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Note or	Code of Infringement/Offence



			S(25)	
	Value2	M	SC@Infringement ENG Description or S(255)	Text to describe a jury decision. Some examples are "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+mm:sS	Penalty time for the Offence if applicable
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement
	SortOrder	O	SC@Infringement Code	Unique identifier of the Infringement/Offence. Always expected unless the infringement code is not included in the Sport Codes.

Sample (Relay)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
...
<Competitor Code="CCSW4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <Composition>
    <Athlete Bib="2-2" Code="2019490" Order="2">
      <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      <ExtendedResults>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:00.0" Rank="2" SortOrder="2" Diff="+18.8"
Arrive="2"/>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:00.0" Rank="2" SortOrder="2" Diff="+19.0"
Move="0" Arrive="2"/>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="5" Value="5:00.0" Rank="4" SortOrder="4" Diff="+14.8" Move="-
2" Arrive="4"/>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="6:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
Arrive="4"/>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="9" Value="9:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
Arrive="4"/>
        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="10" Value="10:00.0" Rank="4" SortOrder="4" Diff="+4.6"
Move="0" Arrive="4"/>
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="1:00.0" Rank="4" SortOrder="4" Diff="+11.3" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="1:00.0" Rank="5" SortOrder="5" Diff="+23.6" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="5" Value="1:00.0" Rank="2" SortOrder="2" Diff="+16.8" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="6" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="10" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="1" Value="1:00.0" Rank="5" SortOrder="5" Diff="+12.4" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="2" Value="2:00.0" Rank="3" SortOrder="3" Diff="+17.0" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="5" Value="1:00.0" Rank="5" SortOrder="5" Diff="+10.4" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="6" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
        <ExtendedResult Type="PROGRESS" Code="LEG" Pos="10" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
      </ExtendedResults>
    </Athlete>
  </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 in a competition which is live. The message is used to send the latest applicable information.

The message is only used in sprint events finals (individual) to provide live lucky loser information.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
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

Sprint Events, Elimination phases.

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



		Pos
		Value
	Result (0,N)	
	Result	
	SortOrder	
	StartSortOrder	
	Competitor (1,N)	
	Code	
	Type	
	Bib	
	Organisation	
	Composition (0,1)	
		Athlete (0,N)
		Code
		Order
		Bib

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	LL_TIME_TO_BEAT	N/A	Element Expected: Individual and Team Sprint Events, elimination phases except first Heat of the Phase.	
Attribute	M/O	Value	Description	
Value	M	mm:ss.FFF	Last lucky loser time to beat before the start of the Heat.	

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

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A	A for athlete
Bib	O	S(5)	Bib number
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athletes ID
Order	M	1	Order attribute used to sort on the results or 1 if Competitor @Type='A'.
Bib	O	S(5)	Bib number

2.3.5.6 Message Sort

Use @SortOrder



2.3.6 Image

2.3.6.1 Description

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

The message can contain the Course Map image or any available photofinish image. Each message contains only one photofinish picture.

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@EVENT Code	Event Unit RSC in the case of PHOTOFINISH Event RSC in the case of COURSEMAP
DocumentSubcode	Positive Integer N/A	Picture number If there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode. Not applicable for DocumentSubtype COURSEMAP.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH COURSEMAP	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code N/A	Expected status is: OFFICIAL Not applicable for DocumentSubtype COURSEMAP.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

Course maps will be distributed after each event Team Captains' meeting along with the DT_RESULT (START_LIST) of the event.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.6.5 Message Values

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

Element: Competition /Image (1,N)

Always only one image per message



Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

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

Expected only if DocumentSubtype is PHOTOFINISH, only include the information of those competitors in the image

Attribute	M/O	Value	Description
Result	O	h:mm:sS.F mm:sS.FF (sprint events) SC@ResultMark Code	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

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

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

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

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

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

Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID.
Order	M	1	Value is 1
Bib	M	S(5)	Bib

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

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



Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Photofinish)

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

2.3.6.6 Message Sort

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



2.3.7 Brackets

2.3.7.1 Description

The brackets message contains the brackets information for one event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

Applicable to Individual Sprint events only.

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

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

During the athlete selection of heats the message is sent as START_LIST (at the start and during selection) For Individual Sprint events and during the heat selection process, the message is triggered multiple times after each athlete chooses their heat.

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

- Send with ResultStatus = 'START_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' multiple times during each unit of the Finals as soon as there is any results information update (finish time, photo finish information, card awarded, IRM) until the last event unit (Gold Medal unit) is Unofficial (i.e. for all event units up until the Gold Medal unit is completed for an event)
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal unit) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal unit) has Official status.
- Send with ResultStatus = 'PROVISIONAL' if a decision is pending by CAS, IOC, IF.



Trigger also after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	SportDescription (0,1)									
	DisciplineName									
	EventName									
	Gender									
	Bracket (1,N)									
	Code									
	BracketItems (1,N)									
	Code									
	BracketItem (1,N)									
	Code									
	Order									
	Position									
	Date									
	Time									
	TimeStamp									
	Unit									
	Result									
	CompetitorPlace (1,N)									
	Pos									
	Rank									
	Result									
	ResultType									
	Diff									
	IRM									
	QualificationMark									
	StrikeOut									
	StartOrder									
	PhotoFinish									
	ExtCompPlaces (0,1)									
	ExtCompPlace (1,N)									
	Type									



		Code
		Pos
		Value
	PreviousUnit (0,1)	
	Unit	
	Value	
	Competitor (0,1)	
	Code	
	Type	
	Organisation	
	Bib	
	Description (0,1)	
	TeamName	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFid	
	Guide (0,N)	
	GuideID	
	Order	
	GuideFamilyName	
	GuideGivenName	

2.3.7.5 Message Values

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	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 /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@Bracket Code	Bracket code to identify a bracket item.

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@BracketItems Code	Bracket code to identify a set of bracket items. It refers to the round in the brackets, for example quarterfinal, semifinal etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Positive Integer	Heat number in the phase.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1.
Position	M	Positive Integer	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	YYYY-MM-DD	Date of match (YYYY-MM-DD). Must be included if the data is available
Time	O	HH:MM	Time of the BracketItem (HH:MM) Must be included if the data is available.
TimeStamp	O	DateTime	Scheduled date and time of the match/unit including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	mm:S.S.FF	Time of the winning competitor.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket.			
Attribute	M/O	Value	Description
Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...). Before the unit it is by position number, after the unit rank by place in the unit.
Rank	O	Positive Integer	Competitor Rank Not expected while PhotoFinish pending
ResultType	O	SC@ResultType Code	Result type. Not expected while PhotoFinish pending
Result	O	mm:S.S.FF mm:S.S.F (sprint event finals before validation) SC@ResultMark Code	Time or results mark. LAP and RAL are Results Marks, not IRMs Not expected while PhotoFinish pending
Diff	O	+mm:S.S.FF +mm:S.S.F (sprint event finals before validation)	Time behind the leader. 0.0 or 0.00 for the leader. Not expected while PhotoFinish pending



IRM	O	SC@IRM Code	The invalid result mark, if applicable
QualificationMark	O	SC@QualificationMark Code	Qualification mark Not expected while PhotoFinish pending
StrikeOut	O	Y	Y if the competitor should be struck out in this bracket item
StartOrder	O	Positive Integer	The start order in the bracket item. Lane choice is expected when available
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Type	Code	Pos	Description
ECP	YC	N/A	Element Expected: when applicable
Attribute	M/O	Value	Description
Value	M	Y	Y if this competitor has received a yellow card prior to this unit, remove when results received

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

Previous event unit, when applicable, related to the CompetitorPlace@Pos competitor of the current bracket item.

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Send always if competitor is already known. When the competitor is not known, send only if this place will be filled by a competitor coming from known unit.
Value	O	SC@CompetitorPlace Code	Use @CompetitorPlace when competitor is not known due to coming previous units then fill this field to highlight the progression.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitors' organisation.
Bib	O	S(5)	Team Bib in Team Sprint

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID



Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A". After each run it will be the order in which the athletes participated (run order).
Bib	M	S(5)	Athlete Bib

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Sample (Sprint)

```
<Bracket Code="FNL">
  <BracketItems Code="SFL">
    <BracketItem Code="1" Order="1" Position="1" Date="2018-02-16" Time="18:16" Unit="CCSMSPRINT-----SFNL0001-----"
Result="2:45.64" >
      <CompetitorPlace Pos="1" Rank="1" QualificationMark="Q" Diff="0.0" >
        <PreviousUnit Unit="CCSMSPRINT-----QFNL0001-----" />
        <Competitor Code="2018975" Type="A" Organisation="NED">
          <Composition>
            <Athlete Code="2018975" Bib="7" Order="1" >
              <Description GivenName="Jay" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
      <CompetitorPlace Pos="2" Rank="2" QualificationMark="Q" Diff="+0.74">
        <PreviousUnit Unit="CCSMSPRINT-----QFNL0001-----" />
        <Competitor Code="2024602" Type="A" Organisation="GER">
          <Composition>
            <Athlete Code="2024602" Bib="9" Order="1" >
              <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-11-14" />
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
</Bracket>
```

2.3.7.6 Message Sort

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

2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

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

2.3.8.2 Header Values

The following table describes the message header attributes.

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

2.3.8.3 Trigger and Frequency

The message is expected at the end of the event (OFFICIAL), except in team and individual sprint where it is also triggered after each phase (PARTIAL) including only those competitors with a final ranking.

Trigger also after any change.

Send as "PROVISIONAL" if there is pending decision by IOC, CAS, IF.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	Result (1,N)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	Diff	
	IRM	
	SortOrder	
	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	
	Class	
	Guide(0,N)	
	GuideID	
	Order	
	GuideFamilyName	
	GuideGivenName	

2.3.8.5 Message Values

Element: Competition (0,1)



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

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

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Y' if the rank is equaled, else is not expected.
ResultType	O	SC@ResultType Code	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:sS.F mm:sS.FF (Sprint) SC@ResultMark Code	Time for the competitor.
Diff	O	+h:mm:sS.F	Time behind the leader. 0.0/0.00 for the leader. Not applicable in individual and team sprint
IRM	O	SC@IRM Code	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

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

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



Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to an individual athlete or a team member.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Sample (Team)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">
  <Competitor Code="CCSM4X10KM-RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The configuration is a message containing general parameters.

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF results message and in case of any change. Generally, the configuration must be provided before the start list of the event unit. If a DT_CONFIG message is sent after a DT_RESULT then a new version of DT_RESULT must be sent immediately.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



	ExtendedConfigItem (0,N)
	Code
	Pos
	Value

2.3.9.5 Message Values

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
FIS	CODEX	N/A	Element Expected: when available.	
	Attribute	M/O	Value	Description
	Value	M	S(10)	FIS Codex.
COURSE	NAME	1, 2, N/A	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses Element Expected: when available.	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Name of the course in ENG.
COURSE	ALTITUDE	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Send the altitude of the stadium (start/finish) in metres.
COURSE	HEIGHT_DIFF	1, 2, N/A	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total difference in height from the low point to the highest point in metres.
COURSE	LENGTH	1, 2, N/A	Pos Description:	



				If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	####0	Send the total length of the course in metres.
COURSE		LAP	1, 2, N/A	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	####0	Send the lap length in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected when available			
	Attribute	Value	Description	
	Code	NUM		
	Pos	N/A		
	Value	#0	Number of laps for each athlete.	
COURSE		CLIMB	1, 2, N/A	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	####0	Course Total Climb in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected always			
	Attribute	Value	Description	
	Code	MAX		
	Pos	N/A		
	Value	####0	Course Maximum Climb in metres.	
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		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	#0.0	Distance from the start in km for the intermediate.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected for Team events Finals only.			



	Attribute	Value	Description	
	Code	LEG		
	Pos	Positive Integer	Send the leg number of the team.	
	Value	S(2)	Send the INTERMEDIATE within the leg 1...F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2. This makes the relationship between overall intermediates and legs	
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Skiathlon only.			
	Attribute	Value	Description	
	Code	PIT_STOP		
	Pos	N/A		
EC	Value	Y	Send 'Y' for the intermediate point at the exit Pit Stop, else do not send.	
		LEGS_NUM	N/A	Element Expected: Team sprint Finals and relay events.
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the total number of Legs
EC		LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Team sprint Finals and relay events.
	Attribute	M/O	Value	Description
	Value	M	#0.0	Distance from the start of the race in km to the end of the leg.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Team sprint Finals and relay events.			
	Attribute	Value	Description	
	Code	INTERMEDIATE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.	
	Value	#0.0	Distance from the start of the leg in km for the intermediate.	
QUALIFICATION		FROM_RANK	CC@PHASE Code	Pos Description: Send according to the round to progress Element Expected: When applicable – Sprint Events
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	CC@PHASE Code	Pos Description: Send according to the round to progress Element Expected: When applicable – Sprint Events
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION		QUAL_BT	N/A	Element Expected: When some competitors qualify by time. (by phase)



	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Number of competitors to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers).
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable pre-finals. (by phase)
	Attribute	M/O	Value	Description
	Value	M	SC@QualRule Code	Send the code for the qualification rule.

Sample (Skiathlon)

```
<Configs>
<Config Unit="CCSWSKIATHLN-----FNL-0001----">
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
    <ExtendedConfigItem Code="NUM" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
    <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
    <ExtendedConfigItem Code="NUM" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
    <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="9" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="7.4" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="9.5" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="11.25" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="13.3" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="15.0" />
</Config>
```

Sample (Sprint Qualification)

```
<Config Unit="CCSMSPRINT-----QUAL000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="Olympic 1.5km" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="50" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="32" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="1480" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1480">
    <ExtendedConfigItem Code="NUM" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="50">
    <ExtendedConfigItem Code="MAX" Value="14" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.7" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1.5" />
</Config>
```

Sample (Sprint Finals)



```
<Config Unit="CCSMSPRINT-----QFNL-----">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="Olympic 1.5km" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="50" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="32" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="1480" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1480">
    <ExtendedConfigItem Code="NUM" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="50">
    <ExtendedConfigItem Code="MAX" Value="14" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1.5" />
</Config>
```

Sample (Relay)

```
<Config Unit="CCSM4X10KM-----FNL-000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="2160" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.3km Blue" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="3229" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="41" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3229">
    <ExtendedConfigItem Code="NUM" Value="3" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="126">
    <ExtendedConfigItem Code="MAX" Value="35" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.3km Blue" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="2" Value="3229" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="41" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3229">
    <ExtendedConfigItem Code="NUM" Value="3" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="126">
    <ExtendedConfigItem Code="MAX" Value="35" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="758" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="24" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.67">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.3">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="2" />
  </ExtendedConfig>
  ...
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="23" Value="38.27">
    <ExtendedConfigItem Code="LEG" Pos="4" Value="5" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="40.0">
    <ExtendedConfigItem Code="LEG" Pos="4" Value="F" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEGS_NUM" Value="4" />
  <ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="10.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.67" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="3.3" />
  </ExtendedConfig>
  ...
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="8.27" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="10.0" />
</ExtendedConfig>
...
  <ExtendedConfig Type="EC" Code="LEG" Pos="4" Value="40.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.67" />
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="3.3" />
  </ExtendedConfig>
  ...
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="8.27" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="10.0" />
</ExtendedConfig>
</Config>
```




Sample (Team Sprint Qualification)

```
<Config Unit="CCSWTEAMSP2-----QUAL000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890"/>
  <ExtendedConfig Type="COURSE" Code="NAME" Value="Team Sprint 1.3 km"/>
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="1125"/>
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Value="30"/>
  <ExtendedConfig Type="COURSE" Code="LENGTH" Value="1285"/>
  <ExtendedConfig Type="COURSE" Code="LAP" Value="1285">
    <ExtendedConfigItem Code="NUM" Value="1"/>
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Value="47">
    <ExtendedConfigItem Code="MAX" Value="30"/>
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="2"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.7"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1.3"/>
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Pos="CCSWTEAMSP2-----FNL-----" Value="1"/>
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Pos="CCSWTEAMSP2-----FNL-----" Value="15"/>
  <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="UT15^F"/>
</Config>
```

Sample (Team Sprint Final)

```
<Config Unit="CCSMTEAMSP2-----FNL-000100--">
  <ExtendedConfig Type="FIS" Code="CODEX" Value="1234567890" />
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="Olympic 1.5km" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="50" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="32" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Pos="1" Value="1480" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="1480">
    <ExtendedConfigItem Code="NUM" Value="6" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="50">
    <ExtendedConfigItem Code="MAX" Value="14" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="6"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.5">
    <ExtendedConfigItem Code="LEG" Pos="1" Value="F"/>
  </ExtendedConfig>
  ....
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5">
    <ExtendedConfigItem Code="LEG" Pos="5" Value="F"/>
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="9.0">
    <ExtendedConfigItem Code="LEG" Pos="6" Value="F"/>
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEGS_NUM" Value="6"/>
  <ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="1.5">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.5"/>
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="LEG" Pos="2" Value="3.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.5"/>
  </ExtendedConfig>
  ....
  <ExtendedConfig Type="EC" Code="LEG" Pos="6" Value="9.0">
    <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="1.5"/>
  </ExtendedConfig>
</Config>
```

2.3.9.6 Message Sort

There is no message sorting rule.

2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.10.3 Trigger and Frequency

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

2.3.10.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.10.5 Message Values

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

Element: Competition /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@WeatherPoint Code	Weather points
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN@PrecType Code	Precipitation type (if applicable)

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, SNOW	Temperature type
Unit	M	SCGEN@TemperatureUnit	Unit for temperature, Celsius and Fahrenheit.



		Code	
Value	M	[-]#0.0	Temperature of the @Code. Negative if applicable

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

Sample (Venue Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8,2" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.4" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="MPH" Value="0" Type="MAX"/>
    <Wind Code="SPEED" Unit="KMH" Value="0" Type="MAX"/>
  </Conditions>
</Weather>
```

2.3.10.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

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

3.2 Before competition

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

3.3 During competition

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



3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
Until the last photofinish time is available	DT_RESULT	UNCONFIRMED					x
After the last photofinish time is available but results are not approved	DT_RESULT	UNOFFICIAL					x
Results are approved	DT_RESULT	OFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
Results are approved	DT_RANKING	OFFICIAL		x			
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C77X Race Analysis	OFFICIAL					x
Heat Selection after Qualification and after each unit in the phase (Only for Sprint Individual and Teams)	DT_RESULT	START_LIST					x
	DT_PDF C51X	START_LIST			x		
	DT_BRACKETS	START_LIST		x			
	DT_PDF C75X Draw	START_LIST		x			
After each unit in the phase (Only for Sprint Individual)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNOFFICIAL					x
	DT_CURRENT (including lucky losers' data.)				x		
	DT_RANKING	PARTIAL		x			
	DT_BRACKETS (UNOFFICIAL after FNL-)	INTERMEDIATE		x			
	DT_PDF C73X Results C74X Results Summary (team sprint)	UNOFFICIAL			x		
After the last unit in the phase (Only for Sprint Individual)	DT_RESULT	OFFICIAL					x
	DT_CURRENT (removing lucky losers' data.)				x		
	DT_IMAGE	OFFICIAL					x
	DT_RANKING (OFFICIAL after FNL-)	PARTIAL		x			
	DT_BRACKETS (OFFICIAL after FNL-)	INTERMEDIATE		x			
	DT_PDF C73X Results (individual sprint, after FNL- only)	OFFICIAL			x		
	DT_PDF C73X Results C74X Results Summary (team sprint)	OFFICIAL			x		
	DT_PDF C75X Draw (OFFICIAL after FNL-)	INTERMEDIATE			x		
Before Victory/Venue Ceremony, when results are unofficial	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony, when results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL	x				



	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
Only if CCS is the Latest Nordic Sport. Use Sport Code (NEV)	DT_PDF C97 FIS Nordic Events Medal Standings	OFFICIAL	x				

Legend:

D Discipline; **E** Event; **P** Phase; **S** Session; **U** Unit

x Sent on that level; **o** Includes info from that level



4 Document Control

Version history		
Version	Date	Comments
V0.1	6 Oct 2023	First version
V0.2	20 Oct 2023	Updated after the ODF review meeting
V0.3	29 Nov 2023	Applying global changes and editorial updates
V0.4	7 Feb 2024	Corrections and cross sport alignments
V0.5	18 Apr 2024	Corrections and cross sport alignments
V0.6	2 August 2024	Corrections and cross sport alignments Updated after PT1 and CHG0031609
V1.0	3 October 2024	Corrections and cross sport alignments
V1.1	16 October 2024	CHG0032129 (OSRP)
V1.2	31 January 2025	Editorial Changes, CHG0033358 ORIS, weather alignment
V1.3	11 April 2025	CHG0034175, Cross disciplines alignment, corrections
V1.4	26 May 2025	Corrections and Team Sprint event clarifications

File Reference: OWG2026-CCS-1.4, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	DT_ENTRIES and DT_ENTRIES_TEAMS introduced. PROVISIONAL Results Status introduced across the applicable messages. References to Team Sprint removed. DT_PARTIC/DT_PARTIC_TEAMS: Description of the messages adjusted. DocumentSubtype values updated to include SYNC. PSCB name variations included. Structure of the messages updated removing event entry specific data. Height, Weight, Team Number, Modification Indicator removed. DT_ENTRIES_TEAM: Competition/TeamEntry :Bib was removed DT_RESULT: Message structure updated correctly. Time formats reviewed across document. Competition /Result: Results Attribute values updated to include ResultCode sport code (LAP, RAL) Competition /Result /ExtendedResults /ExtendedResult /ER: PREDICT Code was removed. Competition /Result /ExtendedResults /ExtendedResult /ER and Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER: JURY_DECISION: Code updated from SANCTION and IRM.attribute included. Competition /Result /ExtendedResults /ExtendedResult /ER, Codes: IRM_RULE and IRM_RULE_TEXT and TIME_PENALTY removed. Competition /Result /Competitor /EventUnitEntry /EUE Element: RANKING_PTS removed. DT_CURRENT: Text for the trigger after the last heat in the phase updated. DT_IMAGE: DocumentSubtype updated to include COURSEMAP DT_BRACKETS: Description and Trigger and Frequency paragraphs updated. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace: Attribute ResultType added, Attribute Result Values updated to include Results Marks. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace /ECP /PHOTO: Description updated. DT_CONFIG: Message structure updated correctly. Competition /Configs /Config /ExtendedConfig /Qualification /FROM_RANK and /TO_RANK Pos values updated. DT_WEATHER: Competition /Weather /Conditions /Wind: Attribute Type introduced. Message timeline section updated. Pending Items: DT_PARTIC/DT_PARTIC_TEAMS:



		Competition /Participant /Discipline and Competition /Team /Discipline /Code: Pending to be discussed as a Global Cross Sport change if Reference to the discipline in Code should be removed. DT_ENTRIES/DT_ENTRIES_TEAMS: DT_RESULT: Competition /ExtendedInfos /ExtendedInfo/INT_x: Pending to be confirmed if should remain in the definition. Competition /Result /ExtendedResults /ExtendedResult : Pending to be discussed as a Global Ccross Sport change, if Team extended results shall be included in the Composition/Athlete level. DT_RANKING: Competition /Result /ExtendedResults / (ExtendedResult /ER /LAST_PHASE: To confirm if the current definition is sufficient to support the OSRP Ranking display requirements.
V0.3	SFR	Editorial changes. Removing red highlighted content DT_Partici and DT_Partici_Team: applied latest definition (remove Current and Team Number) DT_Entries and DT_Entries_Teams: applied latest definition and cross discipline changes (remove Bib,Add IFPoints and IFRank) DT_PARTIC/DT_PARTIC_TEAMS: Competition /Participant /Discipline and Competition /Team /Discipline /Code remains in the definition. DT_RANKING: Competition /Result /ExtendedResults / (ExtendedResult /ER /LAST_PHASE: Removed.
V0.4	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC: Competition/Participant/MainFunctionId marked as Optional. DT_ENTRIES: Message Structure:ExtendedEntry changed to (0,N). Message Values: Competition/Entry/GivenName marked as Optional. DT_ENTRIES_TEAMS: Message Structure:Obsolete Attribute Bib removed as obsolete. Message Values: Competition /TeamEntry/ EntryStatus corrected to follow general definition. Competition /TeamEntry /Composition /Athlete /GivenName marked as Optional. DT_RESULT: Message Structure and Message Values: Competition /Result /ExtendedResults /ExtendedResult/Extension removed. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension removed. Message Values: Competition /ExtendedInfos /ExtendedInfo /Extension /Passed: Description (applicable to all events) and Value description (exclude IRMs) updated. PARALYMPICS: Pending
V0.5	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_RESULT: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult for code PROGRESS • type INTERMEDIATE Value2 has been deleted. • type SECTION added. • type LEG_SPLIT renamed in LEG.
V0.6	SFA	Guide Element: introduced across all applicable message types, removing the Guide information in extensions and in Athlete /Description element. SubEventName attribute: Changed reference to the ShortDescription in Common Codes. Diff attribute: Updated so zeros are included for the leader, consistently across the definition. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /ExtendedInfos /ExtendedInfo /Extension added IN_RACE Competition /ExtendedInfos /ExtendedInfo /DISPLAY: INT_x and CURR_LEG Description adjusted Competition /Result /StartOrder: Attribute description updated to include the Lane Choice info. Competition /Result /ExtendedResults /ExtendedResult /ER/CURRENT: Description updated Competition /Result PhotoFinish attribute added Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted DT_IMAGE: Competition /Image /Result ResultType and IRM added DT_BRACKET: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace: StartOrder and PhotoFinish added. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace PHOTO deleted Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit Added with the progression information. Message Sort clarification added. DT_CONFIG: DocumentCode and Competition /Configs /Config /Unit: Comments and Description updated to provide more clarity. DT_AUDIO, DT_ACHIEVEMENT: Added in the applicable messages.
V1.0	APP	Overview: DT_IMAGE removed from the Paralympic non-applicable messages DT_ENTRIES: Trigger and Frequency updated. DT_RESULT:



		Competition /ExtendedInfos /ExtendedInfo /UI /STARTERS /IN_RACE Value attribute description updated Competition /Result Result and Diff attributes value format updated Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Value and Diff attributes value format updated. Competition /Result /ExtendedResults /ExtendedResult /ER Type REACT_TIME added. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE Value and Diff attributes value formats updated. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /SECTION Value and Diff attributes value formats updated. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /LEG Value and Diff attributes value formats updated. DT_BRACKET: Message structure and Trigger and Frequency updated. Competition /Bracket /BracketItems /BracketItem /TimeStamp optional attribute added Competition /Bracket /BracketItems /BracketItem /CompetitorPlace Result and Diff attributes value format updated Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit Unit attribute changed to Optional and clarifications provided in description. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Guide Element added
V1.1	APP	DT_RESULT: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /OVERALL_IND added DT_BRACKET: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracket-Aths /ExtBracketAth Removed due to duplicated information.
V1.2	APP	DT_BRACKETS: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace Attribute Diff Description corrected. Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit typo in message structure, no change in the definition DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry /EUE/ FIS_PTS Value seeded corrected Competition /Result /ExtendedInfos /ExtendedInfo DISPLAY updated to INT_* for consistency Competition /Sport Length typo corrected Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /@Type=PROGRESS and @Code=INTERMEDIATE Attribute Value added SC@ResultMark and Attribute IRM added. DT_RANKING: Competition /Result /Competitor /Composition /Athlete /Description Reference to GuideID, GuideGivenName and GuideFamilyName removed, misplaced DT_WEATHER: Editorial change for better understanding at Competition /Weather /Conditions /Code Competition /Weather /Conditions /Temperature /Value decimal digit optional as per Weather adjustments Competition /Conditions /Wind node changed as per Weather Adjustments DT_ENTRIES: Competition /Entry /Composition /Athlete /ExtendedEntry /@Type="IFRANK" description added FIS Nordic Championship Rank (CHG0033358). DT_ENTRIES: Competition /Entry Attributes: Code, Type, Organisation and SortOrder updated to optional to support the individual generic events. DT_PARTIC: Competition /Participant Attribute BirthDate description updated
V1.3	APP	DT_RESULT: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER JURY_DECISION Value reference to Sport codes changed, SortOrder attribute added. Pos description comment added. Competition /Result /ExtendedResults /ExtendedResult /ER JURY_DECISION Value reference to Sport codes changed, SortOrder attribute added. Pos description comment added. DT_BRACKETS: Message Sort: Clarifications added on sorting Bracket and BracketItems consistently. DT_ENTRIES reverted changes from previous version DT_WEATHER: Values for Wind and Temperature updated as per Weather agreements (CHG0034175)
V1.4	APP	DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry Type EUE, Code FIS_PTS, Pos set to N/A (DDM-68) Trigger and frequency added description for the expected behavior in case of Lapped competitors Competition /Result /ExtendedResults /ExtendedResult Type="ER" Code="STATUS" description updated to not be send for Team Sprint Qualification (DDM-75) Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult added for Type="ER" codes "STATUS" and "CURRENT" to fulfil requirements for Team Sprint Qualification (DDM-75) Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Type="PROGRESS" and Code="LEG" updated Pos description and Value and Diff valid values changed to match the requirements.



		Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Type="PROGRESS" Code="OVERALL_IND" Pos description updated to simplify the behavior and match the requirements DT_CONFIG: Added clarifications about which elements are expected for Team Sprint Qualification and which elements are expected for Team Sprint Finals and Relay events.
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