INTERNATIONAL
OLYMPIC
COMMITTEE

ODF/INT006-R1 v7.3 APP

Olympic Data Feed

ODF Biathlon Data Dictionary

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Technology Department

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DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	21 May 2008	Submitted for review version
1.1	29 May 2008	Changes according to new documentation reformatting. Next APP version will also change the version to Rr Vv1.v2 (not to be changes until documentation approved) Status changed to SFA
R1 V1.0	12 June 2008	Comments applied according to changes log Status changed to APP
R1 V2.0	7 July 2008	Changes according to changes log
R1 V3.0	17 October 2008	Changes after the WNPA meeting held on October 1-2.
R1 V4.0	3 December 2008	Full ORIS-PiT and RT adaptation Add a Code for Provisional Start List Added Officials at the Start List Added some codes at the UnitInfo of the Event Unit Results Snow conditions don't include snow temperature. Codes related to spare rounds apply just to relay events. Add a Value for the Potential DSQ codes Add the code BT_RULE for Jury Decisions Add two new codes for World Cup and National Cup points. Add the Federation Ranking message Add one code for the competitor with the last time sent.
R1 V5.0	10 February 2009	Changed the header values of the RT Event Unit Results. Added an optional element to the message structure of the RT Event Unit Results. Specified which of the items of the RT Event Unit Results are ODF-RT specific data items. Changed some codes related to the race conditions and modified some descriptions. Changed a trigger for the RT Event Unit Results. Added some extensions for the BT_FINISH ExtendedResult code of the RT Event Unit Results message. Added the code BT_TIME_ADJUSTMENT Extended Results to the Event Unit Results and RT Event Unit Results messages Changes in the documentation after connectivity
R1 V5.1	3 April 2009	Some issues after Test Events
R1 V5.2	8 May 2009	Clarify some issues
R1 V5.3	23 June 2009	Clarify some issues

Version history

Version	Date	Comments
R1 V5.4	30 June 2009	Some minors changes according to the Vancouver integration team review.
R1 V6.0	8 July 2009	CR721 to add messages of Updates for Athletes, officials, teams and added the copyright. Added the copyright
R1 V7.0	18 September 2009	Apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 V7.1	6 November 2009	Add the Foto Finish results and correct some issues
R1 V7.2	27 November 2009	Some minors corrections
R1 V7.3	4 December 2009	Some minors corrections

File reference: ODF/INT006-R1 v7.3 APP

Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document. To be changed in next APP version • The document has been split in two parts. Part I refers to the Olympic Games competition, while part II refers to other competition exceptions. Added comment about this new format in chapter 1.1. • Some minor attribute format changes.
R1 V1.0	APP	• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document • For all the *_DIFF codes, added the explanation that for each RANK code = “1”, it should be sent “0.0” in the corresponding “_DIFF value.
R1 V2.0	APP	• Chapter I.1.4.5: Added the codes E_START_TIME, E_START_GROUP (for individual sprint) and E_START_BEHIND (for pursuit) to extend the information of the start list
R1 V3.0	APP	• Please, review changes in the messages’ generic structure in the ODF Central Messages and ODF Sport Messages Interface documents as well as ODF header redefinition. • Removed part II for other competitions, and renumbered all chapters according to this circumstance. • Added new messages DT_HISTORIC_RECORD, DT_GLOBAL_GM, DT_GLOBAL_GN, DT_GM and DT_GN in table of chapter 4 Applicable Messages. Extended DT_GM and DT_GN messages to redefine ODF header DocumentCode attribute. • The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition
R1 V4.0	APP	• Chapter 3 Codes. Added new codes used afterwards in the chapters of the messages definition (mass group, speed unit, temperature unit and wind direction). • Chapter 4 applicable messages. Added in table new messages for event unit configuration and federation ranking. Event unit configuration applies to Biathlon. • Chapter 5.2 Start List: Added a set of new information and codes to fulfill ORIS-PiT: zeroing allocation, range allocation, lane, provisional bib, mass group, world cup rank, Olympic Games points, participation confirmation and bib numbers distribution. • Chapter 5.3 Event Unit Results: Added several codes to fulfill ORIS-PiT: some new weather information, including data in Fahrenheit and Celsius, shooting session, intermediate point, loop, total course, total range, isolated pursuit, leg and potential disqualification. And delete some codes that had not sense. • Chapter 5.8 Event Unit Configuration: Added a new message including a set of new information and codes to fulfill ORIS-PiT/RT: shooting session, pre-time point, intermediate point, finish line, loop, total course, total range, ski time and leg. • Added full chapter 6 for ODF-real time transmission. • Add a new code in the Chapter 5.2.5 for detect if a Star List is provisional • Added some codes for weather and participation at the UnitInfo of the Event Unit Results in the Chapter 5.3.5 • Added Officials at the Start List in the Chapter 5.2.4 • Add a Value Y in the case of the Code BT_POT_DSQ for all messages

Change Log

Version	Status	Changes on version
		• Modify some Pos descriptions that were wrong in Chapter 6.2.5 for the codes. • In Chapter 5.3.5 ExtendedResult add the code BT_RULE for Jury decisions. • In Chapter 5.2.5 Start List add 2 new codes E_WC_POINTS, and E_NC_POINTS for World Cup and National Cup points. • Add the DT_FED_RANKING as a message used in this sport Chapter 5.9 • In Chapter 6.2.5 RT Event Unit Results, add the code BT_LASTFINISHED for competitor with the last time sent.

Change Log

Version	Status	Changes on version
R1 V5.0	APP	• In Chapter 6.2.2 of RT Event Unit Results the description of the header values has been changed. • In Chapter 6.2.4 of RT Event Unit Results another optional element has been added to the message structure. • In Chapter 6.2.5 of RT Event Unit Results some of the race conditions UnitInfo codes that were wrong have been changed. • In Chapter 6.2.5 of RT Event Unit Results has been specified which of the items are ODF-RT specific data items. • In Chapter 6.2.3 of RT Event Unit Results has been changed a trigger to be used for the BT_LEADER_POINT UnitInfo code. • In Chapter 5.2.5 of Event Unit Results have been changed some code descriptions of the UnitInfo weather and snow conditions codes. • In Chapter 6.2.5 of RT Event Unit Results the extensions BT_LASTPASSED and BT_RECORDED have been added to the BT_FINISH ExtendedResult code. • In Chapters 5.3.5 and 6.2.5, for Event Unit Results and RT Event Unit Results messages, has been added the BT_TIME_ADJUSTMENT code ExtendedResult. • Chapter 3 delete the code ADJ in the Entity CC@IRM • Move the WC Points and the NC Points from the Start List to the Event Unit Results and RT Event unit Results • In chapter 5.2.5 use the code E_LANE for pursuit, mass start and relay events • In Chapter 5.3.3 specify that for Sprint and Individual events use the INTERIM ResultStatus. • In Chapter 5.3.5 move the BT_TO_COME from the Athlete/ExtendedResults/ExtendedResult to UnitInfo for determinate it in the different intermediates. • In Chapter 5.3.5 move in DT_RESULT and in DT_RT_RESULT Extensions Codes BT_TOT_PENALTY_PRONE, BT_TOT_PENALTY_STANDING, BT_TOT_SPARE_PRONE, BT_TOT_SPARE_STANDING from Competitor/Composition/Athletes/ExtendedResults/ExtendedResult Code LEG to Competitor/ExtendedResults/ExtendedResult • The Format for BT_RULE change to String in the document • In Chapter 5.3.5 in DT_RESULT and in DT_RT_RESULT move codes BT_COURSE and BT_RANGE from the BT_LOOP to ExtendedResults with extensions BT_RANK and BT_DIFF • In Chapter 5.3.5 add the ExtendedResult BT_TOT_COURSE and BT_TOT_RANGE the Extensions BT_SORTORDER, BT_DIFF and BT_RANK • In the Chapter 5.8.5 Add a new ExtendedUnitConfig for identify in the Intermediates the Exchange1,2 and 3. • In the Chapter of 5.9.2 for the Federation Ranking message, define another DocumentSubType WCD for each different Event. • In DT_RT_RESULT, the value of the BT_LASTPASSED increment from 4 to 5 in the BT_PRETIME, BT_INTERMEDIATE, BT_FINISH
R1 V5.1	APP	• Add a new extension in the chapter 5.8.5 for connect the point pre-timing with the next intermediate point. • In the chapter 5.8.5 clarify the intermediates points (strata ns end) in the sectors. • Add the officials functions in chapter 3 and in chapter 5.2 • Correct the attribute Pos for the Code BT_PRETIME in the DT_RT_RESULT
R1 v5.2	APP	• Clarify in the UnitInfo element, for Start List message, the expected column.
R1 v5.3	APP	• Clarify in the UnitInfo element, for Start List message, the expected column.
R1 V5.4	APP	• Clarify the triggers and frequency and some of the optional elements for start list and Result messages.

Change Log

Version	Status	Changes on version
		• Clarify the description of the Athlete@Bib and the Athlete@Order Codes in the start list message. • Add the Order attribute in the element Official for the Start List message. • In the code BT_ST_PROVISIONAL modify the value and the description, and modify the value in the code BT_LENGTH (for Start List message) • Clarify the Expected column in some of codes for the elements UnitInfo, Competitor /EventUnitEntry in the case of relay and Competitor /Composition /Athlete /EventUnitEntry (for all event units except for relay) in the Start List message. • Add all the Codes of Type UI_BT in the Expected table in UnitInfo element (for Result message). • Clarify the description for the value in the code ER_BT /BT_TIME_ADJUSTMENT (in Result message). • Clarify the Triggers and Frequency for the Event Unit configuration message, this message doesn't contain information for Range Allocation start list then it could be send after it.

Change Log

Version	Status	Changes on version
R1 V6.0	APP	• Added the copyright • Add three new messages for update Athletes, Officials and Teams data.
R1 V7.0	APP	• In the Start List message put as Mandatory the Bib for the Start/competitor/composition/Athlete. • In the expected table for EventUnitEntry add to code E_START_ROW the pursuit event in the Start List message. • Clarify the description of the attribute Type for the elements ExtendedResult in Result result messages and correct some grammatical mistakes. • Add the attribute Bib in the Results and in the Final Ranking message for the Result/ Competitor and Result/ Competitor/ Composition/ Athlete elements. • For Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult for Type /Code: ER_BT /BT_SHOOTING, remove the Extension Codes BT_TOT_PENALTY_PRONE and BT_TOT_PENALTY_STANDING. • Clarify the BT_SKI_TIME code, that it is only send in the case of Invividual Event. • Change the format to Numeric for the HUMIDITY codes in PiT and RT Result message. • Clarify in the Expected table the trigger for UI_BT /BT_NUMBER_DSQ, BT_NUMBER_DNF, BT_NUMBER_DNS, BT_NUMBER_LAPPED, and BT_NUMBER_RANKED in the Results message. • Add the code BT_SHOOTINGTIME in BT_SHOOTING code for Competitor /ExtendedResults /ExtendedResult (for Relay). • Clarify the Event Unit config message that the BT_SECTOR is used in all events. • Clarify attributes Subtype/DocumentSubtype and RSC for the Federation Ranking message.
R1 V7.1	APP	• Add the Code BT_FF in PiT and RT when in the results apply the Foto Finish. • Change the comment for the @Value attributes in the elements Athlete/ExtendedResults/ExtendedResult Codes BT_INTERMEDIATE and BT_TOT_COURSE; and change the Expected description for BT_INTERMEDIATE, BT_TOT_COURSE and BT_TOT_RANGE in the Event Unit Result message. • Add Extensions Codes in BT_SKI_TIME for the Rank diff and Sort Order in the Event Unit Result message. • Delete the “Pos” attribute for BT_SHOOTING in the Competitor /ExtendedResults /ExtendedResult (for relay) in Event Unit Result message.
R1 V7.2	APP	• Update the attribute @Pos for BT_COURSE and BT_RANGE (Competitor /Composition /Athlete /ExtendedResults /ExtendedResult) in the message of Results for PiT and RT. • Add the IBU Race Director as a code of the CC@Functions in the Codes Table (Section 3).
R1 V7.3	APP	• Clarify the attribute Rank in the FedRanking /Ranking /Competitor /Event element for the message Federation Ranking.

TABLE OF CONTENT

1. Introduction

1.1. This document

This document includes the ODF Biathlon Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Biathlon, as well as defines the codes used in these messages.

1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF Biathlon Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Biathlon 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

- **IF –** International Federation
- **IOC –** International Olympic Committee
- **NOC –** National Olympic Committee
- **ODF –** Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC –** Results System Codes
- **BT –** Biathlon
- **WNPA –** World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF

		users
ODF/INT002	IDS-Global Interface Description Document	This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Biathlon Data Dictionary.

2.2. End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Biathlon Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, IDS header and ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Biathlon.

Any ODF Biathlon message should follow all the previous definitions in order to be considered as an ODF compliant message.

3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	**Code Entity Set of Values**	
CC @IRM (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).	**Code**	**Description**
	DNS	Did not start
	DNF	Did not finish
	LAP	Lapped
	DSQ	Disqualified
CC @ResultType	**Code**	**Description**
	RT_TIME	Time (not used in event final ranking)
	RT_INVALID_RESULT	Invalid Result Mark
	RT_IRM_TIME	For both, time and invalid result mark
CC @MassGroup	**Code**	**Description**
	BT_MW	Medal winners
	BT_WCTS	World Cup Total Score – top 15
	BT_Q_OGP	Qualified by Olympic Games Points
	BT_RA_Q_OGP	Reserve athletes qualified by Olympic Games points
CC @SnowConditions	Defined in ODF Common Codes Document See entity Snow Conditions • The entity's attribute to be used is Code	
CC @SpeedUnit	**Code**	**Description**
	kmh	Km/h
	ms	m/s
CC @TemperatureUnit	**Code**	**Description**
	C	Celsiut
	F	Fahrenheit
CC @WeatherConditions	Defined in ODF Common Codes Document See entity Weather Conditions • The entity's attribute to be used is Code	

<table>
<tr><td>CC @WindDirection</td><td colspan="2">Defined in ODF Common Codes Document

See entity Weather Conditions
• The entity's attribute to be used is Code</td></tr>
<tr><td rowspan="6">CC@Functions</td><td>Code</td><td>Description</td></tr>
<tr><td>IBU_TDL</td><td>IBU Technical Delegate - Chairman</td></tr>
<tr><td>IBU_ATD</td><td>IBU Assistant Technical Delegate</td></tr>
<tr><td>IBU_RCED</td><td>IBU Race Director</td></tr>
<tr><td>CHF_CMP</td><td>Chief of Competition</td></tr>
<tr><td>MMB</td><td>Member (send 2 members)</td></tr>
</table>

4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Biathlon, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_ORGANISATIONS	Organisations	Central	Global	
DT_PARTIC_ATHLETES	List of athletes by discipline	Central	X	
DT_PARTIC_ATH_UPDATE	List of athletes by discipline update	Central	X	
DT_PARTIC_OFFICIALS	List of officials	Central	X	
DT_PARTIC_OFF_UPDATE	List of officials update	Central	X	
DT_PARTIC_TEAMS	List of teams	Central	X	
DT_PARTIC_TEA_UPDATE	List of teams update	Central	X	
DT_PARTIC_HISTORIC	List of historical athletes	Central		
DT_TEAM_HISTORIC	List of historical teams	Central		
DT_PARTIC_HORSES	List of equestrian horses	Central		
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_GLOBAL_GM	Global good morning	Central	Global	

DT_GLOBAL_GN	Global good night	Central	Global	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports		
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	X
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports	X	X
DT_UNITCONFIG	Event Unit Configuration	Sports	X	X

5. Biathlon Data Extension

5.1. General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

5.1.1. IDS and ODF header

Regarding to the IDS and ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- IDS Header: RSC

  The RSC attribute usually has the DDGEEEPUU format, where DD is the Discipline attribute, G is the Gender attribute, EEE is the Event attribute, P is the Phase attribute and UU is the Unit attribute in the IDS header. The concatenation of these attributes –Discipline, Gender, Event, Phase and Unit- will be implicitly defined when defining the RSC attribute in each case. However, just the RSC attribute will be defined in order to avoid redundant definition.

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.

5.2. Start List

5.2.1. Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.2.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.2.3. Trigger and Frequency

Please, follow the general definition.

However, in the case of provisional start list (mass start); send as soon as one of the biathlon events impacting on the mass start list is finished.

For provisional start list (relay), send as soon as NOCs are known. Afterwards, the message will have to be sent with team members, also.

The Start list (mass start) is sent two hours before the start of the event. It does not include any reserve athletes.

5.2.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Biathlon are:

- UnitDateTime (following the general rules for this element)
- UnitInfo
- UnitInfo /Competitor can be included or not for UnitInfo codes BT_ZEROING_ALLOCATION and BT_RANGE_ALLOCATION. In case of being included, it can appear one or more times, specifying the @Organisation attribute. It will be one UnitInfo /Competitor for each NOC code's competitor that shares the UnitInfo @Pos lane.
- Competitor /EventUnitEntry (for relay event units)
- Competitor /Composition /Athlete/ EventUnitEntry (for all event units except for relay).
- Officials (this element is not sent for Official Training but it is required for competition events, following the general rules).

In the next section (message values), there is a more detailed definition.

5.2.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Biathlon, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	O	Numeric	Start order of the competitor in the start list (do not send for mass start lists or relay).
	SortOrder	M	Numeric	Same as @Bib. However, in the case of provisional mass start lists, the sort order should also consider In the case of provisional start list (mass start), the order would be according to: For medal winners: 1 – Number of gold medals 2 – Number of silver medals 3 – Number of bronze medals 4 –Family name 5 – Given name For top 15 athletes qualified by world cup total score: 1 – World cup rank 2 - Family name 3 – Given name For athletes qualified in these Games: 1 – Olympic Games Points 2 - Family name 3 – Given name For reserve athletes:: 1 – Olympic Games points 2 - Family name 3 – Given name
Start /Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of relay event units
Start /Competitor /Composition /Athlete	Bib	M	Numeric	Athlete's bib number
	Order	M	Numeric	In the case of relay, it will be: 1 – r(ed), 2 – g(reen), 3 – y(ellow), 4 – b(lue).
Official	Function	M	CC@Functions	Send the function code
	Order	M	Numeric	Order of the Officials following the Sport Rules

The following table describes in more detail the UnitInfo element in the case of Biathlon.

Element: UnitInfo				
Type	**Code**	**Pos**	**Value**	**Description**
UI_BT	BT_ST_PROVISIONAL		N(1) 0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: In case of Relay send 0 In case of Mass Start: send the number of competitions that are complete
	BT_ALTITUDE		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code

				For @Pos : Do not send anything
				For @Value: Altitude in meters, at the level of the stadium
	BT_ HEIGHT_DIFF		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Height difference between the highest and the lowest altitude, in meters
	BT_LENGTH		N(5) 99990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Length of course in meters
	BT_MAX_CLIMB		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Maximum climb in the course, in meters
	BT_TOT_CLIMB		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Total climb in the course, in meters (adding all climbs)
	BT_ZEROING_ALLOCATION	N(2) 90	“P” or “S”	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the lane number (1..30)
				For @Value: Send proposed value, P for Prone and S for Standing
	BT_RANGE_ALLOCATION	N(2) 90	“P” or “S”	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the lane number (1..30)
				For @Value: Send proposed value, P for Prone and S for Standing
	BT_P_CONFIRM		DateTime	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Value: Date time when ahtlete must confirm the participation
	BT_BIB_DIST		DateTime	For @Type: Send proposed type

				For @Code: Send proposed code
				For @Value: Bib numbers distribution

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_BT / BT_ST_PROVISIONAL	Provisional Start List	Send in the case of provisional Start List only
UI_BT /BT_ALTITUDE	Altitude in meters, at the level of the stadium	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_HEIGHT_DIFF	Height difference between the highest and the lowest altitude, in meters	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_LENGTH	Length of course in meters	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_MAX_CLIMB	Maximum climb in the course, in meters	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_TOT_CLIMB	Total climb in the course, in meters (adding all climbs)	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_ZEROING_ALLOCATION	Allocation of lanes for zeroing of rifles	Send always, except for Official Training and provisional start list (mass start)
UI_BT /BT_RANGE_ALLOCATION	Range Allocation	In the case of official training only

UI_BT /BT_P_CONFIRM	Participation confirmation by athletes	Send in the case of mass start list (also provisional start list)
UI_BT /BT_BIB_DIST	Bib number distribution	Send in the case of mass start list (also provisional start list)

The following table describes in more detail the Competitor /EventUnitEntry element, which should be used in the case of relay event units, or Competitor /Composition /Athlete /EventUnitEntry in the case of mass start lists.

Element: **Competitor /EventUnitEntry in the case of relay** **Competitor /Composition /Athlete /EventUnitEntry (for all event units except for relay)**			
Type	**Code**	**Value**	**Description**
EU_ENTRY	E_START_ROW	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start row
	E_START_TIME	HH:MM:SS 00:00:00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start time for the competitor
	E_START_GROUP	Numeric	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start group for the competitor
	E_START_BEHIND	MM:SS 90:00	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Start behind for the competitor, where MM=minutes and SS=seconds
	E_LANE	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Lane number

	E_PROVISIONAL_BIB	N(3) 990 Or '***'	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Provisional bib number for mass start provisional start list. Send '***' if competitor out of NOC quota. Send an empty value if reserve athletes qualified by Olympic Games Points.
	E_MS_GROUP	CC @MassGroup	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Group for provisional mass start list according to one of the codes
	E_WC_RANK	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send world cup rank, if information available
	E_OG_POINTS	N(3) 990	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Send Olympic games points, if information available

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
EU_ENTRY /E_START_ROW	Start row	Always, for pursuit, relay or mass event units except for the provisional start list (mass start)
EU_ENTRY /E_START_TIME	Start time	Always, for individual and sprint
EU_ENTRY /E_START_GROUP	Start group	Always, for individual and sprint
EU_ENTRY /E_START_BEHIND	Start behind time	Always, for pursuit
EU_ENTRY /E_LANE	Lane number	Always, for pursuit, relay and mass start except for the provisional start list (mass start)
EU_ENTRY /E_PROVISIONAL_BIB	Provisional bib number	Send always in the case of mass start list (for provisional start list). Once the official start list for mass start

		is known, send also with the last provisional bib number used.
EU_ENTRY /E_MS_GROUP	Group for provisional mass start list	Send in the case of mass start list (also provisional start list)
EU_ENTRY /E_WC_RANK	World cup rank	Send in the case of mass start list (also provisional start list)
EU_ENTRY /E_OG_POINTS	Olympic games points	Send in the case of mass start list (also provisional start list)

5.2.6. Message sort

Please, follow the general definition.

5.3. Event Unit Results

5.3.1. Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.3.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.3.3. Trigger and Frequency

Please, follow the general definition, taking also into account the following

- Every 5 minutes during competition, the message will be sent with intermediate results
    - ResultStatus in the headers will have the value “INTERIM” for Sprint and Invividual Events and “INTERMEDIATE” for the rest.
    - The message will be resent with partial results every 5 minutes until the message is sent as “PARTIAL”
- Once the first competitors arrive (depending on the event), the message will be sent with partial results
    - ResultStatus in the headers will have the value “PARTIAL”
    - The message will be resent with partial results every 10 minutes until the last competitor completes the race
    - Then proceed with unofficial and official results, as expected.

5.3.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Biathlon are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- UnitInfo
- Competitor /ExtendedResults /ExtendedResult (for relay event units)
- Competitor /Composition/Athlete /ExtendedResults /ExtendedResult (for all event units: in the case of relay, team members detailed results).

5.3.5. Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark.
	Result Type	M	CC @ResultType	Result type, either time, IRM or IRM+time for the corresponding event unit
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM, or both time and IRM (see codes section)
	Result	O	HH:MM:SS.t 99:99:90.0	Result for the particular event unit. Send just in the case @ResultType is Time, or both Time and IRM (see codes section) HH is hours MM is minutes, SS is seconds, t is tenth of second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular 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.
Result/ Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/ Competitor/ Composition/ Athlete	Bib	M	Numeric	Athlete's bib number

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the UnitInfo element in the case of Biathlon.

Element: UnitInfo				
Type	**Code**		**Value**	**Description**
UI_RACE_CONDITIONS	RC_AIR_TEMP_START	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Start time: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_AIR_TEMP_FINISH	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: End time: Temperature in @Pos degrees (in

				case of positive temperature, do not send '+').
	RC_AIR_TEMP_BEFORE_START	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: 30 min before Start time: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_AIR_TEMP_AFTER_START	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: 30 min after Start time: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_SNOW_TEMP_START	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Start time: Snow temperature in @Pos degrees
	RC_ SNOW_TEMP_FINISH	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: End time: Snow temperature in @Pos degrees
	RC_ SNOW_TEMP_BEFORE_START	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: 30 min before Start time: Snow temperature in @Pos degrees
	RC_ SNOW_TEMP_AFTER_START	CC	(-)N(3).N(1)	For @Type:

		@TemperatureUnit	(-)990.0	Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: 30 min after Start time: Snow temperature in @Pos degrees
	RC_HUMIDITY_START		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Start time: Humidity in %
	RC_HUMIDITY_FINISH		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: End time: Humidity in %
	RC_HUMIDITY_BEFORE_START		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: 30 min before Start time: Humidity in %
	RC_HUMIDITY_AFTER_START		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: 30 min after Start time: Humidity in %
	RC_WIND_START		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction at the lowest point of the course
				For @Pos: Do not send anything
				For @Value: Start time, wind direction
	RC_WIND_FINISH		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction at the highest point of the course
				For @Pos: Do not send anything
				For @Value: End time,

				wind direction
	RC_WIND_BEFORE_START		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction in stadium
				For @Pos: Do not send anything
				For @Value: 30 min before Start time, wind direction
	RC_WIND_AFTER_START		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction in stadium
				For @Pos: Do not send anything
				For @Value: 30 min after start time, wind direction
	RC_WIND_SPEED_START	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: Start time: Wind speed in @Pos unit
	RC_WIND_SPEED_FINISH	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: End time: Wind speed in @Pos unit
	RC_WIND_SPEED_BEFORE_START	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: 30 min before Start time: Wind speed in @Pos unit
	RC_WIND_SPEED_AFTER_START	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: 30 min after Start time: Wind speed in @Pos unit

UI_WEATHER_COND_START	CC @WeatherConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions at Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_WEATHER_COND_FINISH	CC @WeatherConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions at End time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_WEATHER_COND_BEFORE_START	CC @WeatherConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions 30 min before Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_WEATHER_COND_AFTER_START	CC @WeatherConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions 30 min after Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_SNOW_COND_START	CC @SnowConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions at Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_SNOW_COND_FINISH	CC @SnowConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions at End time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_SNOW_COND_BEFORE_START	CC @SnowConditions			For @Type: Send proposed type
				For @Code: Send one of the codes

				regarding to the weather conditions 30 min before Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_SNOW_COND_AFTER_START	CC @SnowConditions			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions 30 min after Start time
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_BT	BT_NUMBER_DSQ		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send number of disqualified athletes
	BT_NUMBER_DNF		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send number of did not finish athletes
	BT_NUMBER_DNS		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send number of did not start athletes
	BT_NUMBER_LAPPED		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send number of lapped athletes
	BT_NUMBER_RANKED		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send number of ranked athletes

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_RACE_CONDITIONS /RC_AIR_TEMP_START	Start time: Air temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_AIR_TEMP_FINISH	End time: Air temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_AIR_TEMP_BEFORE_START	30 min before start time: Air temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_AIR_TEMP_AFTER_START	30 min after start time: Air temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_SNOW_TEMP_START	Start time: Snow temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_SNOW_TEMP_FINISH	End time: Snow temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_SNOW_TEMP_BEFORE_START	30 min before start time: Snow temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_SNOW_TEMP_AFTER_START	30 min after start time: Snow temperature in @Pos degrees	Always
UI_RACE_CONDITIONS /RC_HUMIDITY_START	Start time: Humidity in %	Always
UI_RACE_CONDITIONS /RC_HUMIDITY_FINISH	End time: Humidity in %	Always
UI_RACE_CONDITIONS /RC_HUMIDITY_BEFORE_START	30 min before start time: Humidity in %	Always
UI_RACE_CONDITIONS /RC_HUMIDITY_AFTER_START	30 min after start time: Humidity in %	Always
UI_RACE_CONDITIONS /RC_WIND_START	Start time: Wind direction	Always
UI_RACE_CONDITIONS /RC_WIND_FINISH	Finish time: Wind direction	Always
UI_RACE_CONDITIONS /RC_WIND_BEFORE_START	30 min before start time: Wind direction	Always
UI_RACE_CONDITIONS /RC_WIND_AFTER_START	30 min after start time: Wind direction	Always
UI_RACE_CONDITIONS /RC_WIND_SPEED_START	Start time: Wind speed in @Pos unit	Always
UI_RACE_CONDITIONS /RC_WIND_SPEED_FINISH	End time: Wind speed in @Pos unit	Always
UI_RACE_CONDITIONS /RC_WIND_SPEED_BEFORE_START	30 min before start time: Wind speed in @Pos unit	Always
UI_RACE_CONDITIONS /RC_WIND_SPEED_AFTER_START	30 min after start time: Wind speed in @Pos unit	Always
UI_WEATHER_COND_START /CC@WeatherConditions	Weather conditions in the @Code attribute, at start time	Always.
UI_WEATHER_COND_FINISH /CC@WeatherConditions	Weather conditions in the @Code attribute, at end time	Always.
UI_WEATHER_COND_BEFORE_START /CC@WeatherConditions	Weather conditions in the @Code attribute , 30 min before start time	Always.
UI_WEATHER_COND_AFTER_START /CC@WeatherConditions	Weather conditions in the @Code attribute , 30 min after start time	Always.
UI_SNOW_COND_START /CC@SnowConditions	Snow conditions in the @Code attribute, at start time	Always, if available
UI_SNOW_COND_FINISH /CC@SnowConditions	Snow conditions in the @Code attribute, at end time	Always, if available
UI_SNOW_COND_BEFORE_START /CC@SnowConditions	Snow conditions in the @Code attribute,30 min before start time	Always, if available
UI_SNOW_COND_AFTER_START /CC@SnowConditions	Snow conditions in the @Code attribute, 30 min after start time	Always, if available
UI_BT/ BT_NUMBER_DSQ	Number of disqualified athletes	Send only at the end of Event unit, when the result is unofficial or official
UI_BT/ BT_NUMBER_DNF	Number of did not finish athletes	Send only at the end of Event unit, when the result is unofficial or official
UI_BT/ BT_NUMBER_DNS	Number of did not start athletes	Send only at the end of

		Event unit, when the result is unofficial or official
UI_BT/ BT_NUMBER_LAPPED	Number of lapped athletes	Send only at the end of Event unit, when the result is unofficial or official
UI_BT/ BT_NUMBER_RANKED	Number of ranked athletes	Send only at the end of Event unit, when the result is unofficial or official

The following table describes in more detail the Competition /UnitInfo ement

Element: Competition /UnitInfo					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
UI_BT	BT _TO_COME	BT_INTERMEDIATE	Numeric	Numeric	For @Type: Send proposed type (that is, the same @Code as the parent UnitInfo element)
					For @Code: Send proposed code
					For @Pos: Send the intermediate number
					For @Value: Send number of participants still to come to this point
		BT_FINISH		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent UnitInfo element)
					For @Code: Send proposed code
					For @Pos: Send the intermediate number
					For @Value: Send number of participants still to come to this point

For the table above, we have the following additional/summary information:

Type /Code	**Description**	**Expected**
UI_BT/BT _TO_COME	Number of participants to come to this point	Always, that it is available

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for relay event units).

Element: Competitor /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
ER_BT	BT_DIFF			+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Event unit's time difference for the whole team (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	BT_SHOOTING				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total penalties so far of all shooting sessions for the whole team
		BT_TOT_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total spare round so far of all shooting sessions for the whole team.
		BT_TOT_PENALTY_PRONE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total prone penalties for team (Relay)
		BT_TOT_PENALTY_STANDING		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total standing penalties for team (Relay)
		BT_TOT_SPARE_PRONE		N(2)	For @Type:

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				90	Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Prone spare rounds for team (Relay)
		BT_TOT_SPARE_STANDING		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Standing spare rounds for team (Realy)
		BT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting time for this shooting session
	BT_POT_DSQ			Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y when it is a Potential DSQ
	BT_RULE			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: IBU rule number
	BT_WC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Value: Send world cup points, if information available
	BT_NC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Value: Send National cup points, if information available
	BT_FF			Y or P	For @Type: Send proposed type

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @Value: Send Y for Evaluated Status and P for Pending Status for the Foto finish

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BT /BT_DIFF	Event unit's result time difference (whole team)	Always, just for relay event units
ER_BT /BT_SHOOTING	Cumulative information for the whole team after the shooting	Always, just for relay event units
ER_BT /BT_POT_DSQ	Potential team disqualification, time adjustment or protest	For relay event units, send just if potential DSQ
ER_BT /BT_RULE	IBU rule number, only for Jury decisions	Only if it is available
ER_BT /BT_WC_POINTS	World Cup Points	Always if it is available
ER_BT /BT_NC_POINTS	National Cup Points	Always if it is available, for Relay, Individual and Sprint
ER_BT/BT_FF	Foto finish status	Just if applies

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_BT	BT_DIFF			+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Event unit's time difference for the single athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	BT_SHOOTING		N(2) 90		For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Send the current shooting session number
					For @Value: Do not send anything
		BT_PENALTY		N(1) 0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting penalties for this shooting session (0..5)
		BT_SPARE		N(1) 0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting spare rounds for this shooting session (0..5). It applies just to relay event units.
		BT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting time for this shooting session
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total penalties so far of all shooting sessions
		BT_TOT_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total spare round so far of all shooting sessions It applies just to relay event units.
		BT_TOT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total cumulative shooting times of all shooting sessions

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
		BT_TOT_SPARE_PRONE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Prone spare rounds It applies just to relay event units.
		BT_TOT_SPARE_STANDING		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Standing spare rounds It applies just to relay event units.
	BT_INTERMEDIATE		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points
					For @Value: Cumulative time at the *@Pos* intermediate result point for the single athlete. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_PENALTY		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Penalties (not cumulative) at this intermediate result point
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative Penalties after this intermediate result point
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
				“0.0”	For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_LEG			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative time at the end of this leg
		BT_PENALTY		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting penalties at this leg
		BT_SPARE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting spare rounds at this leg
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_LOOP		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, from 1 to the total number of loops
					For @Value: Time for the *Pos* loop. It is not cumulative. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_COURSE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, starting from 1.
					For @Value: Course time (not cumulative) for the referred loop. It is the skiing time only without shooting range time.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_RANGE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, starting from 1.
					For @Value: Range time (not cumulative). Time of staying in shooting range area number

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					@Pos (range time + course time = total time). Send just in the loops with shooting. For the other loops, do not include this extension
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_TOT_COURSE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total time on course (skiing only without shooting range time)
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_TOT_RANGE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Total range time.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_ISOLATED_PURSUIT			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Isolated pursuit time. It applies just to pursuit event units, and it is the difference of the event unit result, and the start behind time HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_SKI_TIME			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Ski time regardless of the penalties. It applies just to Indidivual event. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_POT_DSQ			Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y when it is a Potential DSQ
	BT_RULE			String	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: IBU rule number
	BT_WC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send world cup points, if information available
	BT_NC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send National cup points, if information available
	BT_TIME_ADJUSTMENT		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Send loop Number in which time was adjusted
					For @Value: Time adjustment, sent only from the shooting range
	BT_FF			Y or P	For @Type: Send proposed type

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y for Evaluated Status and P for Pending Status for the Foto finish

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BT /BT_DIFF	Event unit's result time difference	Always, except relay event units
ER_BT /BT_SHOOTING	Information of current shooting session	Always
ER_BT /BT_INTERMEDIATE	Cumulative time, rank, time difference, penalties, cumulative penalties and number of participants still to come at the intermediate result point	Always, for all event units
ER_BT /BT_LEG	Total time, rank, time difference, penalties, spare rounds, etc. of the team member (leg)	Always, just in the case of relay event units
ER_BT / BT_LOOP	Time (not cumulative), rank, sort order at the @*Pos* loop (according to loop time) and time difference in a particular loop. For single athlete if not relay, or team member if relay.	Always
ER_BT /BT_COURSE	Course time	Always
ER_BT /BT_RANGE	Range Time	Always
ER_BT /BT_TOT_COURSE	Total time on course	Always
ER_BT /BT_TOT_RANGE	Total range time	Always
ER_BT /BT_ISOLATED_PURSUIT	Isolated pursuit time, rank (according to the isolated pursuit time) and time difference.	Send just in pursuit event units
BT_SKI_TIME	Ski time regardless of the penalties time, rank, time difference and sort order	Send just in Individual event
BT_POT_DSQ	Potential disqualification, time adjustment or protest	For all event units except for relay units, send just if potential DSQ
ER_BT /BT_RULE	IBU rule number, only for Jury decisions	Only if it is available
ER_BT /BT_WC_POINTS	World Cup Points	Always if it is available
ER_BT /BT_NC_POINTS	National Cup Points	Always if it is available, for Relay, Individual and Sprint
ER_BT /BT_TIME_ADJUSTMENT	Time adjustment	Just if applies
ER_BT/BT_FF	Foto finish status	Just if applies

5.3.6. Message sort

Please, follow the general definition.

5.4. Event Final Ranking

5.4.1. Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

In the case of Biathlon, the message has to be sent for all the competition events, as listed in the header values section.

5.4.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.4.3. Trigger and Frequency

Please, follow the general definition.

5.4.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Biathlon are:

- Competitor /ExtendedResults /ExtendedResult (for relay event units)
- Competitor /Composition /ExtendedResults /ExtendedResult (for all event units: in the case of relay, team members detailed results).

5.4.5. Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Biathlon, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, either time or IRM (or both) for the corresponding event
	IRM	O	CC @IRM	IRM for the particular event Send just in the case @ResultType is IRM, or both time and IRM (see codes section)
	Result	O	HH:MM:SS.t 99:99:90.0	Final result for the particular event Send just in the case @ResultType is Time, or both Time and IRM (see codes section) HH is hours MM is minutes, SS is seconds, t is tenth of second

Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result/ Competitor	Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units
Result/ Competitor/ Composition/ Athlete	Bib	M	Numeric	Athlete's bib number

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for relay events).

Element: Competitor /ExtendedResults /ExtendedResult			
Type	**Code**	**Value**	**Description**
ER_BT	BT_DIFF	+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Event's time difference for the whole team (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BT /BT_DIFF	Event's result time difference (whole team)	Just for relay events

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (for all events except for relay).

Type	Code	Value	Description
ER_BT	BT_DIFF	+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type
			For @Code: Send proposed code
			For @Value: Event's time difference for the single athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BT /BT_DIFF	Event's result time difference (single athlete)	Always, except for relay events

5.4.6. Message sort

Please, follow the general definition.

5.5. Event's Medallists

5.5.1. Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Biathlon, the message has to be sent for all the competition events, as listed in the header values section.

5.5.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).

5.5.3. Trigger and Frequency

Please, follow the general definition.

5.5.4. Message Structure

Please, follow the general definition.

5.5.5. Message Values

Please, follow the general definition.

5.5.6. Message sort

Please, follow the general definition.

5.6. Discipline/venue good morning

5.6.1. Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.6.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

Please, follow the general definition.

5.6.5. Message Values

Please, follow the general definition.

5.6.6. Message sort

Please, follow the general definition.

5.7. Discipline/venue good night

5.7.1. Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.7.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.7.3. Trigger and Frequency

Please, follow the general definition.

5.7.4. Message Structure

Please, follow the general definition.

5.7.5. Message Values

Please, follow the general definition.

5.7.6. Message sort

Please, follow the general definition.

5.8. Event unit configuration

5.8.1. Description

This message is the Event unit configuration message as described in the ODF Sport Messages Interface Document.

5.8.2. Header Values

Please, follow the general definition.

5.8.3. Trigger and Frequency

This message should be sent prior to any ODF Sports message, but not before the Range Allocation start list that is sent for Official Training.

5.8.4. Message Structure

Please, follow the general definition.

5.8.5. Message Values

Send the attributes and codes according to the tables described in this section.

The following table describes in more detail the Competition /UnitConfig element.

Type	Code	ExtendedUnitConfig Code	Pos	Value	Description
UC_BT	BT_SHOOTING		N(1) 0		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Numeric from 1 to N for each of the shooting sessions (8 for relay, 4 for the rest of events except for sprint -2-)
					For @Value: Do not send anything
		BT_SHOOTINGPOSITION		“P” or “S”	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Seind either prone or standing for the referred shooting session
	BT_PRETIME		N(2) 90		For @Type: Send proposed type
					For @Code: Send proposed code
					For Pos: Numeric from 1 to n for each of the pre-timing points
					For @Value: Do not send anything
		BT_DISTANCE		N(5) 99990	For @Type: Send proposed type

Type	Code	ExtendedUnitConfig Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value Distance from start at this pre-timing point in meters
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of shooting sessions done so far when passed at this pre-timing point (from 0 to n)
		BT_LOOP		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value Number of loop (1..n) for the referred pre-time point. Up to 3 in sprint, 12 for relay and 5 for the rest of events
		BT_NEXT_INTERMEDIATE		N(2) 90 Or F	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The next point intermediate (or final point) to the actual pre-timing point send a numeric for intermediate points or F for the Finish Point
	BT_INTERMEDIATE		N(2) 90		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos An intermediate point
					For @Value: Do not send anything
		BT_DISTANCE		N(5) 99990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value Distance from start at this intermediate point in meters
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of shooting sessions done so far when passed at this pre-timing point (from 0 to 4)
		BT_ISSHOOTINGENTRANCE		N(1)	For @Type:

Type	Code	ExtendedUnitConfig Code	Pos	Value	Description
				0	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send from 1 to 4
		BT_ISSHOOTINGEXIT		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is not a shooting exit. Otherwise, send from 1 to 4
		BT_ISEXCHANGE		Numeric	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Exchange number, 1 or 2 or 3 only for relay, this is the last intermediate for the leg
		BT_LOOP		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value Number for the loop (1..n) for the referred intermediate point Number of loop (1..n) for the referred pre-time point. Up to 3 in sprint, 12 for relay and 5 for the rest of events
	BT_FINISH				For @Type: Send proposed type
					For @Code: Send proposed code (information at the finish line)
					For @Pos: Do not send anything
					For @Type: Do not send anything
		BT_DISTANCE		N(4) 9990	For @Type: Send proposed typee
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Distance from start until finish line in meters
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed code

Type	Code	ExtendedUnitConfig Code	Pos	Value	Description
					For @Pos: Do not send anything
					For @Value: Total number of shooting sessions up to the finish line (from 1 to n)
		BT_LOOP		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total number of loops up to the finish line. Up to 3 in sprint, 12 for relay and 5 for the rest of events.
	BT_LOOP		N(2) 90		For @Type: Send the proposed type
					For @Code: Send proposed code
					For @Pos: Send the loop number to identify each of the loops. Up to 3 in sprint, 12 for relay and 5 for the rest of events.
					For @Value: Do not send anything
		BT_LENGTH		N(5) 99990	For @Type: Send the proposed type
					For @Code: Send the proposed code
					For @Pos: Do not send anything
					For @Value: Length in meters of the loop
		BT_COLOUR		String	For @Type: Send proposed type
					For @Code: Send proposed code
					Por @Pos: Do not send anything
					For @Value: Send loop colour in text, English name, and lower case.
		BT_LETTER		S(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Course letter in upper case
	BT_SECTOR		N(2) 90		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the numeric identifying each of the sectors, from 1 to N
					For @Value: Do not send anything
		BT_INTERMEDIATE_START		N(2) 90	For @Type: Send proposed type
					For @Code:

Type	Code	ExtendedUnitConfig Code	Pos	Value	Description
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Intermediate point number for the start of the sector, send 0 for the first sector
		BT_INTERMEDIATE_END		N(2) 90 or F	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Intermediate point number for the end of the sector, send F in the last sector

For the table above, we have the following additional/summary information

Type /Code	Description	Expected
UC_BT / BT_SHOOTING	Cumulative information of current shooting.	Always
UC_BT / BT_PRETIME	A Pre-Timing point for Sprint and Individual events only.	Only for individual and sprint
UC_BT / BT_INTERMEDIATE	An Intermediate Timing Point.	Always
UC_BT / BT_FINISH	The finish line.	Always
UC_BT / BT_SECTOR	Data between two consecutive intermediate points for each Timing and Shooting point	Always for all events
UC_BT / BT_LOOP	Loop number @Pos.	Always

5.8.6. Message sort

Please, follow the general definition.

5.9. Federation Ranking

5.9.1. Description

This message is the Federation Ranking message as described in the ODF Sport Messages Interface Document.

5.9.2. Header Values

The RSC attribute in the IDS header and the ODF header will be sent according to the ODF Common Codes document.

Subtype and DocumentSubtype header attributes should be the Federation Type of Ranking (in this case WC for World Cup Total Scores, WCD for World Cup by discipline and NC for National Cup)

There are two types:

1._ Discipline (RSC: DDG000000 and Subtype/DocumentSubtype: WC and NC)

2._ Event (RSC: DDGEEE000 and Subtype/DocumentSubtype: WCD)

5.9.3. Trigger and Frequency

Please, follow the general definition.

5.9.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Biathlon are:

- FedRanking /Event /OtherCompetitions (following the general rules for this element)
- Competitor /Event
- Competitor /Event/ OtherCompetitions
- Competitor /Composition /Athlete /Event
- Competitor /Composition /Athlete /Event /OtherCompetitions

In the next section (message values), there is a more detailed definition.

5.9.5. Message Values

The following table lists the Federation Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Biathlon, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Ranking	Rank	M	Numeric	Competitors's Total rank
	Points	M	N(4) 9990	Competitors's Total points

Now, it is redefined the attributes of the optional elements in the generic message that are necessary in the case of Biathlon (FedRanking /OtherCompetitions would follow the general rules).

Element	Attribute	M/O	Value	Comments
Competitor/Event (for relay)	Points	M	N(4) 9990 Or "-" Or CC@ IRM	Team's points for relay. Nevertheless, send "-" if the team did not get any points in this particular event
	Rank	O	N(4) 9990 Or "-"	Federation ranking for one competitor (being this competitor a team or an organisation) in one particular event. Send "-" if the team/organisation does not have any rank for one of the events.
Competitor /Event /OtherCompetitions /OtherCompetition (for relay)	Points	M	N(4) 9990 Or "-" Or CC@ IRM	Team's points for a specific event in the Competitor /Event /OtherCompetitions /OtherCompetition @Order competition. Nevertheless, send "-" if the team did not get any points in this particular event/competition
Competitor /Composition /Athlete /Event (except for relay)	Points	M	N(4) 9990 Or "-" Or CC@ IRM	Athlete's points for a specific event. Nevertheless, send "-" if the athlete did not get any points in this particular event
Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition (except for relay)	Points	M	N(4) 9990 Or "-" Or CC@ IRM	Athlete's points for a specific event in the Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition @Order competition. Nevertheless, send "-" if the athlete did not get any points in this particular event/competition

5.9.6. Message sort

Please, follow the general definition.

6. Real time

The following chapter describes the ODF-RT part of Biathlon.

6.1. Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Biathlon the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X

6.2. RT Event Unit Results

6.2.1. Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

6.2.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document. Attribute @ResultStatus should always be either “LIVE_UPDATE” or “LIVE_FULL”.

6.2.3. Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus=”LIVE_UPDATE”
    - T1: Trigger at the beginning of the day.
    - T2: Trigger when a competitor passes through an intermediate point.
    - T3: Trigger when the leader crosses a timing point.
    - T4: Trigger after each shot of a competitor.
    - T5[1]: Trigger when a competitor leaves a shooting range.
    - T6: Trigger when a competitor arrives to finish.
    - T7: Trigger when a competitor finishes a loop.
    - T8: Trigger when a competitor crosses a pre-timing point for Sprint and Individual events only.
    - T9: Trigger when an athlete finishes a leg for Relay only.
    - T10: Trigger when an athlete arrives to the end of a sector.
- ResultStatus=”LIVE_FULL”
    - This value should be suggested after further testing and sent in the DT_RT_GM message after further testing

6.2.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Biathlon are:

- UnitInfo
- Competitor /ExtendedResults /ExtendedResult (for relay event units)

[1] This trigger is not currently used. For the moment T4 (a much harder trigger than T5) should be tested in order to test stress performance. However, T5 would be enough in the case of BT if T4 was problematic

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for both LIVE_UPDATE and LIVE_FULL messages, taking into account that: Result information for one skier is known in the finish line (time and rank).

In the next section (message values), there is a more detailed definition.

6.2.5. Message Values

In the case of ResultStatus="LIVE_FULL", send all attributes and codes according to the tables described in this section.

In the case of ResultStatus="LIVE_UPDATE", send just the updated attributes and codes according to the tables described in this section.

Those codes with an asterisk (*) are ODF-RT specific data items. The rest of codes without an asterisk are part of standard ODF messages.

The following table describes in more detail the Result element.

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional. Send with "=" for equalled ranks.	T6 (Include attributes just if T6, do not include attributes otherwise)
	ResultType	O	CC @ResultType	Result type, either time or IRM for the corresponding event unit	
	Result	O	MM:SS.hh 99:90.00	Result for the particular event unit. This attribute is optional. MM is minutes, SS is seconds, hh is hundredth of second	
	IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM, or both time and IRM (see codes section)	
	SortOrder	O	Numeric	This attribute is a sequential number with the order of the results for the particular 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.	

The following table describes in more detail the UnitInfo element in the case of Biathlon.

Element: UnitInfo				
Type	**Code**		**Value**	**Description**
UI_RACE_CONDITIONS	RC_AIR_TEMPERATURE_LP (*)	CC	(-)N(3).N(1)	For @Type:

		@TemperatureUnit	(-)990.0	Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Low Point: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_AIR_TEMPERATURE_HP (*)	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: High Point: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_AIR_TEMPERATURE_ST (*)	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Stadium: Temperature in @Pos degrees (in case of positive temperature, do not send '+').
	RC_SNOW_TEMPERATURE_LP (*)	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Low Point: Snow temperature in @Pos degrees
	RC_ SNOW_TEMPERATURE_HP (*)	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: High Point: Snow temperature in @Pos degrees
	RC_SNOW_TEMPERATURE_ST (*)	CC @TemperatureUnit	(-)N(3).N(1) (-)990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Celsius or Fahrenheit
				For @Value: Stadium: Snow temperature in @Pos degrees

	RC_HUMIDITY_LP (*)		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send humidity in % in the lowest point of the course
	RC_HUMIDITY_HP (*)		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send humidity in % in the highest point of the course
	RC_HUMIDITY_ST (*)		Numeric	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send humidity in % in stadium
	RC_WIND_LP (*)		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction at the lowest point of the course
				For @Pos: Do not send anything
				For @Value: For @Value: Lowest point of course, wind direction
	RC_WIND_HP (*)		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction at the highest point of the course
				For @Pos: Do not send anything
				For @Value: Highest point of course, wind direction
	RC_WIND_ST (*)		CC @WindDirection	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the wind direction in stadium
				For @Pos: Do not send anything
				For @Value: Stadium, wind direction
	RC_WIND_SPEED_LP (*)	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate

				either Km/h or m/s
				For @Value: Lowest point of the course: Wind speed in @Pos unit
	RC_WIND_SPEED_HP (*)	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: Highest point of the course: Wind speed in @Pos unit
	RC_WIND_SPEED_ST (*)	CC @SpeedUnit	N(3).N(1) 990.0	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send both codes to indicate either Km/h or m/s
				For @Value: Stadium: Wind speed in @Pos unit
UI_WEATHER_CONDITIONS_LP	CC @WeatherConditions (*)		Numeric	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in the lowest point of the course
				For @Pos: Do not send anyting
				For @Value: Send F-factor in the lowest point of the course
UI_WEATHER_CONDITIONS_HP	CC @WeatherConditions (*)		Numeric	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in the highest point of the course
				For @Pos: Do not send anything
				For @Value: Send F-factor in the highest point of the course
UI_WEATHER_CONDITIONS_ST	CC @WeatherConditions (*)		Numeric	For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in stadium
				For @Pos: Do not send anything
				For @Value: Send F-factor in stadium
UI_SNOW_CONDITIONS_LP	CC @SnowConditions (*)			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in the lowest point of the course
				For @Pos: Do not send anything

				For @Value: Do not send anything
UI_SNOW_CONDITIONS_HP	CC @SnowConditions (*)			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in the highest point of the course
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_SNOW_CONDITIONS_ST	CC @SnowConditions (*)			For @Type: Send proposed type
				For @Code: Send one of the codes regarding to the weather conditions in stadium
				For @Pos: Do not send anything
				For @Value: Do not send anything
UI_BT	BT_LEADER_POINT (*)			For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Do not send anything
				Extensions: Some of the UnitConfig codes.

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE_LP (*)	Lowest point of course: Air temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE_HP (*)	Highest point of course: Air temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_AIR_TEMPERATURE_ST (*)	Stadium: Air temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_SNOW_TEMPERATURE_LP (*)	Lowest point of course: Snow temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_SNOW_TEMPERATURE_HP (*)	Highest point of course: Snow temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_SNOW_TEMPERATURE_ST (*)	Stadium: Snow temperature in @Pos degrees	T1
UI_RACE_CONDITIONS /RC_HUMIDITY_LP (*)	Lowest point of course: Humidity in %	T1
UI_RACE_CONDITIONS /RC_HUMIDITY_HP (*)	Highest point of course: Humidity in %	T1
UI_RACE_CONDITIONS /RC_HUMIDITY_ST (*)	Stadium: Humidity in %	T1
UI_RACE_CONDITIONS /RC_WIND_LP (*)	Lowest point of course: Wind direction	T1
UI_RACE_CONDITIONS /RC_WIND_HP (*)	Highest point of course: Wind direction	T1
UI_RACE_CONDITIONS /RC_WIND_ST (*)	Stadium: Wind direction	T1
UI_RACE_CONDITIONS /RC_WIND_SPEED_LP (*)	Lowest point of course: Wind speed in @Pos unit	T1
UI_RACE_CONDITIONS /RC_WIND_SPEED_HP (*)	Highest point of course: Wind speed in @Pos unit	T1
UI_RACE_CONDITIONS /RC_WIND_SPEED_ST (*)	Stadium: Wind speed in @Pos unit	T1
UI_WEATHER_CONDITIONS_LP /CC @WeatherConditions (*)	Lowest point of course: Weather conditions in the @Code attribute	T1
UI_WEATHER_CONDITIONS_HP /CC @WeatherConditions (*)	Highest point of course: Weather conditions in the @Code attribute	T1
UI_WEATHER_CONDITIONS_ST /CC @WeatherConditions (*)	Stadium: Weather conditions in the @Code attribute	T1
UI_SNOW_CONDITIONS_LP /CC @SnowConditions (*)	Lowest point of the course: Snow conditions in the @Code attribute	T1

UI_SNOW_CONDITIONS_HP /CC @SnowConditions (*)	Highest point of the course: Snow conditions in the @Code attribute	T1
UI_SNOW_CONDITIONS_ST /CC @SnowConditions (*)	Stadium: Snow conditions in the @Code attribute	T1
UI_BT /BT_LEADER_POINT (*)	The most recent passing point of the leader of the race. Extended by BT_PRETIME, BT_INTERMEDIATE, BT_FINISH, BT_LOOP	T3

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element (only for relay event units).

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_BT	BT_DIFF			+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Event unit’s time difference for the whole team (for Result @Rank=1, send “0.0”, however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	BT_SHOOTING		N(2) 90		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send the current shooting session number
					For @Value: Do not send anything
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total penalties so far of all shooting sessions for the whole team
		BT_TOT_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total spare round so far of all shooting sessions for the whole team
		BT_TOT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Total cumulative shooting times of all shooting sessions
		BT_TOT_PENALTY_PRONE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total prone penalties for team
		BT_TOT_PENALTY_STANDING		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total standing penalties for team
		BT_TOT_SPARE_PRONE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Prone spare rounds for team
		BT_TOT_SPARE_STANDING		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Standing spare rounds for team
	BT_TOT_COURSE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Total time on course (skiing only without shooting range time) for the whole team
	BT_TOT_RANGE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Total range time for the whole team.
	BT_POT_DSQ			Y	For @Type: Send proposed type

Element: Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y when it is a Potential DSQ
	BT_WC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send world cup points, if information available
	BT_NC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send National cup points, if information available
	BT_FF			Y or P	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y for Evaluated Status and P for Pending Status for the Foto finish

For the table above, we have the following additional/summary information:

Type /Code	Description	Expected
ER_BT /BT_DIFF	Event unit's result time difference (whole team)	T6
ER_BT /BT_SHOOTING	Cumulative information for the whole team after the shooting	T4
ER_BT / BT_TOT_COURSE	Total course time for a team in relay	T6
ER_BT / BT_TOT_RANGE	Total course time for a team in relay	T6
ER_BT /BT_POT_DSQ	Potential DSQ	Whenever known
ER_BT /BT_WC_POINTS	World Cup Points	Always if it is available
ER_BT /BT_NC_POINTS	National Cup Points	Always if it is available, for Relay, Individual and Sprint
ER_BT/BT_FF	Foto finish status	Just if applies

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Type	Code	Extension Code	Pos	Value	Description
ER_BT	BT_DIFF			+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Event unit’s time difference for the whole individual (for Result @Rank=1, send “0.0”, however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	BT_SHOOTING		N(2) 90		For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Send the current shooting session number
					For @Value: Do not send anything
		BT_PENALTY		N(1) 0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting penalties for this shooting session (0..5)
		BT_SPARE		N(1) 0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting spare rounds for this shooting session (0..5) It applies just to relay event units.
		BT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting time for this shooting session
		BT_LANE		For @Type:	Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting lane where shooting has taken place (1..30)

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
		BT_SHOTCOUNTER		N(1) 0	For @Type: Send proposed type
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shots done so far in current shooting session (1..5 / 1..8 for Relay)
		BT_TARGETIMAGE		S(5) [0|1] (5)	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Status of the target for display purposes (0=open,1=closed/hit), e.g., “00011”
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total penalties so far of all shooting sessions
		BT_TOT_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total spare round so far of all shooting sessions It applies just to relay event units.
		BT_TOT_SHOOTINGTIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Total cumulative shooting times of all shooting sessions
	BT_STARTTIME (*)			DateTime	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Date + Time of day an athlete started in the competition
	BT_PRETIME (*)		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send proposed code
					For @ Pos: The number that identifies the pre-time result point, from 1 to the total number of pre-time result points
					For @Value: Cumulative time in pre-timing point number @Pos for Sprint and Individual events.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
		BT_LASTPASSED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Maintained for the last 5 passed athletes. "1" for the last passed, "2" for the previous one and so on
		BT_RECORDED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time of day, expressed in seconds since unit started, when the time was recorded. This allows "highlighting" of most recent changes if this feature is required
	BT_INTERMEDIATE		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points
					For @Value: Cumulative time at the *@Pos* intermediate result point for the single athlete (send just in the case the intermediate result rank at this point is 1). HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
		BT_LASTPASSED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Maintained for the last 5 passed athletes. "1" for the last passed, "2" for the previous one and so on
		BT_RECORDED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time of day, expressed in seconds since unit started, when the time was recorded. This allows "highlighting" of most recent changes if this feature is required
	BT_FINISH (*)			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Time of a competitor at finish line.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
		BT_LASTPASSED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Maintained for the last 5 passed athletes. "1" for the last passed, "2" for the previous one and so on
		BT_RECORDED		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time of day, expressed in seconds since unit started, when the time was recorded. This allows "highlighting" of most recent changes if this feature is required
	BT_ISOLATED_PURSUIT			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Isolated pursuit time. It applies just to pursuit event units, and it is the difference of the event unit result, and the start behind time HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_SECTOR (*)		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the sector point
					For @Value: Sector time
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_LOOP		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, from 1 to the total number of loops
					For @Value: Time for the *Pos* loop. It is not cumulative. It will be for single athlete, or team member in the case of relay. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_COURSE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, starting from 1.
					For @Value: Course time (not cumulative) for the referred loop. It is the skiing time only without shooting range time.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				“0.0”	Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_RANGE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: The number that identifies the loop, starting from 1.
					For @Value: Range time (not cumulative). Time of staying in shooting range area number @Pos (range time + course time = total time). Send just in the loops with shooting. For the other loops, do not include this extension
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_TOT_COURSE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Total time on course (skiing only without shooting range time) only for Relay
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_TOT_RANGE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Total range time @Pos 1..4 for athletes and 1 for team.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_SKI_TIME			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Ski time regardless of the penalties. It applies just to Individual event. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order according to BT_RANK
	BT_LEG			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative time at the end of this leg
		BT_PENALTY		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting penalties at this leg
		BT_SPARE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of shooting spare rounds at this leg
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_SORTORDER		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Sort order of the athlete according to BT_RANK
	BT_LASTFINISHED (*)			Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value:

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send Y when the last time sent corresponds to this competitor.
	BT_POT_DSQ			Y	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y when it is a Potential DSQ
	BT_WC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send world cup points, if information available
	BT_NC_POINTS			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send National cup points, if information available
	BT_TIME_ADJUSTMENT			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Time adjustment
	BT_FF			Y or P	For @Type: Send proposed type
					For @Code: Send proposed code
					For @ Pos: Do not send anything
					For @Value: Send Y for Evaluated Status and P for Pending Status for the Foto finish

For the table above, we have the following additional/summary information:

Type /Code	Description	LIVE_UPDATE RT trigger expected
ER_BT /BT_DIFF	Individual or team member event unit result difference	T6
ER_BT / BT_SHOOTING	Cumulative information of current shooting.	T4
ER_BT / BT_STARTTIME (*)	Time of day, according the local time zone, a competitor started in the competition.	T1
ER_BT / BT_PRETIME (*)	A Pre-Timing point for Sprint and Individual events only.	T8

Type /Code	Description	LIVE_UPDATE RT trigger expected
ER_BT / BT_INTERMEDIATE	An Intermediate Timing Point.	T2
ER_BT / BT_FINISH (*)	The finish line.	T6
ER_BT / BT_ISOLATED_PURSUIT	Isolated Pursuit Time.	T6
ER_BT / BT_SECTOR (*)	Data between two consecutive intermediate points for each Timing and Shooting point	T10
ER_BT / BT_LOOP	Loop number @Pos.	T7
ER_BT /BT_COURSE	Course time	T7
ER_BT /BT_RANGE	Range Time	T7
ER_BT / BT_TOT_COURSE	Total course time for an individual athlete or team member in relay.	T6
ER_BT / BT_TOT_RANGE	Total Range Time for an athlete of team member in relay.	T6
ER_BT / BT_SKI_TIME	Net time without penalty minutes at finish for Individual event.	T6
ER_BT / BT_LEG	Leg information only for Relay	T9
ER_BT /BT_LASTFINISHED (*)	Send Y when, the last time sent, corresponds to this competitor, just for Mass Start and Pursuit events.	T6
ER_BT /BT_POT_DSQ	Potential DSQ	Whenever known
ER_BT /BT_WC_POINTS	World Cup Points	Always if it is available
ER_BT /BT_NC_POINTS	National Cup Points	Always if it is available, for Relay, Individual and Sprint
ER_BT /BT_TIME_ADJUSTMENT	Time adjustment	Just if applies
ER_BT/BT_FF	Foto finish status	Just if applies

6.2.6. Message sort

Please, follow the general definition.

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