



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT312 R2 v1.4 APP (EQ)

## Olympic Data Feed

### **ODF Equestrian Data Dictionary**

28 February 2014  
Technology and Information Department  
© International Olympic Committee

**License**

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

**IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.**



## TABLE OF CONTENT

|          |  |          |
|----------|--|----------|
| <b>1</b> | <b>Introduction .....</b>                | <b>5</b> |
| 1.1      | This document.....                       | 5        |
| 1.2      | Objective .....                          | 5        |
| 1.3      | Main Audience.....                       | 5        |
| 1.4      | Glossary .....                           | 5        |
| 1.5      | Related Documents.....                   | 5        |
| <b>2</b> | <b>Overall Perspective .....</b>         | <b>6</b> |
| 2.1      | Objective .....                          | 6        |
| 2.2      | End to End data flow .....               | 6        |
| <b>3</b> | <b>Codes .....</b>                       | <b>7</b> |
| <b>4</b> | <b>Point in Time.....</b>                | <b>8</b> |
| 4.1      | Point in Time Applicable Messages .....  | 8        |
| 4.1.1    | List of participants by discipline ..... | 9        |
| 4.1.1.1  | Description.....                         | 9        |
| 4.1.1.2  | Header Values.....                       | 9        |
| 4.1.1.3  | Trigger and Frequency .....              | 9        |
| 4.1.1.4  | Message Structure .....                  | 9        |
| 4.1.1.5  | Message Values.....                      | 9        |
| 4.1.1.6  | Message sort .....                       | 10       |
| 4.1.2    | Start List.....                          | 11       |
| 4.1.2.1  | Description.....                         | 11       |
| 4.1.2.2  | Header Values.....                       | 11       |
| 4.1.2.3  | Trigger and Frequency .....              | 11       |
| 4.1.2.4  | Message Structure .....                  | 11       |
| 4.1.2.5  | Message Values.....                      | 11       |
| 4.1.2.6  | Message sort .....                       | 14       |
| 4.1.3    | Event Unit Results .....                 | 15       |
| 4.1.3.1  | Description.....                         | 15       |
| 4.1.3.2  | Header Values.....                       | 15       |
| 4.1.3.3  | Trigger and Frequency .....              | 15       |
| 4.1.3.4  | Message Structure .....                  | 15       |
| 4.1.3.5  | Message Values.....                      | 15       |
| 4.1.3.6  | Message sort .....                       | 18       |
| 4.1.4    | Cumulative Results.....                  | 19       |
| 4.1.4.1  | Description.....                         | 19       |
| 4.1.4.2  | Header Values.....                       | 19       |
| 4.1.4.3  | Trigger and Frequency .....              | 19       |
| 4.1.4.4  | Message Structure .....                  | 19       |
| 4.1.4.5  | Message Values.....                      | 19       |
| 4.1.4.6  | Message sort .....                       | 21       |
| 4.1.5    | Event Final Ranking.....                 | 22       |
| 4.1.5.1  | Description.....                         | 22       |
| 4.1.5.2  | Header Values.....                       | 22       |
| 4.1.5.3  | Trigger and Frequency .....              | 22       |
| 4.1.5.4  | Message Structure .....                  | 22       |
| 4.1.5.5  | Message Values.....                      | 22       |
| 4.1.5.6  | Message sort .....                       | 22       |
| 4.1.6    | Event's Medallists .....                 | 23       |
| 4.1.6.1  | Description.....                         | 23       |



|                               |                             |           |
|-------------------------------|-----------------------------|-----------|
| 4.1.6.2                       | Header Values .....         | 23        |
| 4.1.6.3                       | Trigger and Frequency ..... | 23        |
| 4.1.6.4                       | Message Structure .....     | 23        |
| 4.1.6.5                       | Message Values .....        | 23        |
| 4.1.6.6                       | Message sort .....          | 23        |
| <b>DOCUMENT CONTROL .....</b> |                             | <b>24</b> |



# 1 Introduction

## 1.1 This document

This document includes the ODF Equestrian Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Equestrian, as well as defines the codes used in these messages.

## 1.2 Objective

The objective of this document is to provide a formal definition of the ODF Equestrian Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Equestrian competition for Nanjing 2014 Youth Olympics 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
- **RSC** – Results System Codes
- **EQ** – Equestrian
- **WNPA** – World News Press Agencies

## 1.5 Related Documents

| Document Reference | Document Title                          | Document Description  |
|--------------------|---|---|
| ODF/COD001         | ODF Common Codes Document               | This document describes the ODF codes used across the rest of the ODF documents |
| ODF/INT300         | ODF General Messages Interface Document | This document describes the ODF general messages                                |



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Equestrian 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 General Messages Interface since this ODF Equestrian Data Dictionary is a particularization of this document.

In the following sections, for each ODF General message it will be explained in further detail those elements, attributes, codes, 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 Equestrian.

Any ODF Equestrian 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. Please refer to ODF General Messages Interface Document to know the format of these codes.

| Code Entity           | Code Entity Set of Values |   |
|-----------------------|---------------------------|---|
| CC @XCObstacleOutcome | Code                      | Description                             |
|                       | CL                        | Clear                                   |
|                       | FR                        | Fall of Rider                           |
|                       | FH                        | Fall of Horse                           |
|                       | R                         | First Refusal                           |
|                       | RR                        | Second Refusal                          |
|                       | RE                        | Third Refusal                           |
|                       | BD                        | Breaking a frangible/deformable device  |
| CC @IRM               | Code                      | Description                             |
|                       | DSQ                       | Disqualified                            |
|                       | EL                        | Eliminated                              |
|                       | NS                        | Not started                             |
|                       | RT                        | Retired                                 |
|                       | WD                        | Withdrawn                               |
| CC @JumpOff           | Code                      | Description                             |
|                       | B                         | Bronze                                  |
|                       | GS                        | Gold/Silver                             |
|                       | SB                        | Silver/Bronze                           |
|                       | GSB                       | Gold/Silver/Bronze                      |
| CC @QualifiedMark     | Code                      | Description                             |
|                       | Q                         | Qualified                               |
|                       | R                         | Reserve                                 |
|                       | q                         | Qualify pending declaration of starters |
| CC @ResultType        | Code                      | Description                             |
|                       | POINTS                    | Points                                  |
|                       | IRM                       | IRM                                     |



## 4 Point in Time

### 4.1 Point in Time Applicable Messages

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

- 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 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 used in this sport | Message extended in this document |
|---------------------------|------------------------------------|----------------------------|-----------------------------------|
| DT_SCHEDULE               | Competition schedule               | X                          |                                   |
| <b>DT_SCHEDULE_UPDATE</b> | <b>Competition schedule update</b> | <b>X</b>                   |                                   |
| DT_PARTIC                 | List of participants by discipline | X                          | X                                 |
| DT_PARTIC_TEAMS           | List of teams                      | X                          |                                   |
| DT_START_LIST             | Start List                         | X                          | X                                 |
| DT_RESULT                 | Event Unit Results                 | X                          | X                                 |
| DT_PHASE_RESULT           | Phase Results                      |                            |                                   |
| DT_CUMULATIVE_RESULT      | Cumulative Results                 | X                          | X                                 |
| DT_POOL_STANDING          | Pool Standings                     |                            |                                   |
| DT_BRACKETS               | Brackets                           |                            |                                   |
| DT_RANKING                | Event Final ranking                | X                          | X                                 |
| DT_MEDALLISTS             | Medallists of one event            | X                          | X                                 |





## 4.1.1 List of participants by discipline

### 4.1.1.1 Description

This message is the List of participants by discipline as described in the ODF General Messages Interface Document.

### 4.1.1.2 Header Values

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

### 4.1.1.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.1.4 Message Structure

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

- EventEntry

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

### 4.1.1.5 Message Values

The following table lists the List of athletes by discipline optional attributes (defined in the ODF General Messages Interface Document) that are used in the case Equestrian, as well as the attributes that have an extended definition.

| Element   | Attribute                  | M/O | Value | Comments  |
|---|----------------------------|-----|-------|---|
| Participant /Discipline                               | International FederationId | O   | S(16) | FEI Number (competitor's federation number for the discipline). It will be included   |
| Competition /Participant /Discipline /RegisteredEvent | Bib                        | O   | S(2)  | Rider No.<br><br>Although this attribute is optional, it will be updated and informed as soon as this information is known.<br><br>Example: 8, 10 ... |

The following table describes in more detail the EventEntry element in the case of Equestrian.

| Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry |         |     |                              |  |
|--|---------|-----|------------------------------|--|
| Type   | Code    | Pos | Value                        | Description  |
| E_ENTRY  | E_HORSE |     | S(20) with no leading zeroes | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos<br>Do not send anything<br>For @Value:<br>Send the Horse Id |
|  | E_RANK  |     | N(4)                         | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos<br>Do not send anything<br>For @Value:                      |



|  |              |  |     |  |
|--|--------------|--|-----|--|
|  |              |  |     | FEI rider rank   |
|  | E_SUBSTITUTE |  | Y/N | For @Type:<br>Send proposed type                                     |
|  |              |  |     | For @Code:<br>Send proposed code                                     |
|  |              |  |     | For @Pos<br>Do not send anything                                     |
|  |              |  |     | For @Value:<br>Send the Y if the Athlete is substitute, or N if not. |

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

| Type /Code            | Description     | Expected |
|-----------------------|-----------------|----------|
| E_ENTRY /E_HORSE      | Horse Id        | Always   |
| E_ENTRY /E_RANK       | FEI rider rank  | Always   |
| E_ENTRY /E_SUBSTITUTE | Substitute flag | Always   |

#### 4.1.1.6 Message sort

Please, follow the general definition.



## 4.1.2 Start List

### 4.1.2.1 Description

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

### 4.1.2.2 Header Values

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

### 4.1.2.3 Trigger and Frequency

Please, follow the general definition.

10 minutes after the draw is approved

30 minutes before competition (if any correction)

### 4.1.2.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /EventUnitEntry
- Start /Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription
- Officials /Official /ExtOfficial

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

### 4.1.2.5 Message Values

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

| Element                                 | Attribute  | M/O | Value     | Comments  |
|---|------------|-----|-----------|---|
| Officials /Official                     | Order      | M   | Numeric   | Official order                                  |
| Start                                   | StartOrder | M   | Numeric   | Start order of the competitor in the start list |
|   | SortOrder  | M   | Numeric   | Same @StartOrder                                |
| Start /Competitor /Composition /Athlete | Bib        | M   | S(3)      | Rider No.                                       |
|   | Order      | M   | N(1)<br>0 | Send order according to Start number            |

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Equestrian.

| Element: Start /Competitor /EventUnitEntry |            |     |             |             |
|--|------------|-----|-------------|-------------|
| Type                                       | Code       | Pos | Value       | Description |
| EUE_EQ                                     | EQ_JUMPOFF |     | CC @JumpOff | For @Type:  |



|  |        |  |         |                                       |
|--|--------|--|---------|---------------------------------------|
|  |        |  |         | Send proposed type                    |
|  |        |  |         | For @Code:<br>Send proposed code      |
|  |        |  |         | For @Pos<br>Do not send anything      |
|  |        |  |         | For @Value:<br>Send the proposed code |
|  | EQ_IRM |  | CC @IRM | For @Type:<br>Send proposed type      |
|  |        |  |         | For @Code:<br>Send proposed code      |
|  |        |  |         | For @Pos<br>Do not send anything      |
|  |        |  |         | For @Value:<br>Send the proposed code |

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

| Type /Code        | Description        | Expected                      |
|-------------------|--------------------|-------------------------------|
| EUE_EQ/EQ_JUMPOFF | Jump-Off indicator | For team jump-off start lists |
| EUE_EQ/EQ_IRM     | IRM Mark           | When Applies                  |

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Equestrian.

| Element: Start /Competitor /Composition /Athlete /EventUnitEntry |                |     |       |  |                                       |
|--|----------------|-----|-------|--|---------------------------------------|
| Type   | Code           | Pos | Value | Description  |                                       |
| EUE_EQ   | EQ_TEAM_MEMBER |     | Y/N   | For @Type:<br>Send proposed type                       |                                       |
|  |                |     |       | For @Code:<br>Send proposed code                       |                                       |
|  |                |     |       | For @Pos<br>Do not send anything                       |                                       |
|  |                |     |       | For @Value:<br>Send 'Y' if the rider belongs to a team |                                       |
|  | EQ_JUMPOFF     |     |       | CC @JumpOff  | For @Type:<br>Send proposed type      |
|  |                |     |       |  | For @Code:<br>Send proposed code      |
|  |                |     |       |  | For @Pos<br>Do not send anything      |
|  |                |     |       |  | For @Value:<br>Send the proposed code |
|  | EQ_IRM         |     |       | CC @IRM  | For @Type:<br>Send proposed type      |
| For @Code:<br>Send proposed code                                 |                |     |       |  |                                       |
| For @Pos<br>Do not send anything                                 |                |     |       |  |                                       |
| For @Value:<br>Send the proposed code                            |                |     |       |  |                                       |

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

| Type /Code            | Description  | Expected                                 |
|-----------------------|--|--|
| EUE_EQ/EQ_TEAM_MEMBER | Flag to indicate that the rider is competing also as team member | Always for units with a team competition |



|                   |                    |                                     |
|-------------------|--------------------|-------------------------------------|
| EUE_EQ/EQ_JUMPOFF | Jump-Off indicator | For individual jump-off start lists |
| EUE_EQ/EQ_IRM     | IRM Mark           | When Applies                        |

The following table describes in more detail the Start /Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription element in the case of Equestrian.

| Element: Start /Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription |                |     |       |                                  |  |
|--|----------------|-----|-------|----------------------------------|--|
| Type   | Code           | Pos | Value | Description                      |  |
| ED_EQ  | EQ_HORSE_NO    |     | N(3)  | For @Type:<br>Send proposed type |  |
|  |                |     |       | For @Code:<br>Send proposed code |  |
|  |                |     |       | For @Pos<br>Do not send anything |  |
|  |                |     |       | For @Value:<br>Send the Horse No |  |
|  | EQ_HORSE_NAME  |     |       | S(25)                            | For @Type:<br>Send proposed type               |
|  |                |     |       |                                  | For @Code:<br>Send proposed code               |
|  |                |     |       |                                  | For @Pos<br>Do not send anything               |
|  |                |     |       |                                  | For @Value:<br>Send horse's name in upper case |
|  | EQ_HORSE_BREED |     |       | CC<br>@HorseBreed                | For @Type:<br>Send proposed type               |
|  |                |     |       |                                  | For @Code:<br>Send proposed code               |
|  |                |     |       |                                  | For @Pos<br>Do not send anything               |
|  |                |     |       |                                  | For @Value:<br>Send the proposed code          |
|  | EQ_HORSE_SEX   |     |       | CC @HorseSex                     | For @Type:<br>Send proposed type               |
|  |                |     |       |                                  | For @Code:<br>Send proposed code               |
|  |                |     |       |                                  | For @Pos<br>Do not send anything               |
|  |                |     |       |                                  | For @Value:<br>Send the proposed code          |
|  | EQ_HORSE_BORN  |     |       | N(4)<br>9999                     | For @Type:<br>Send proposed type               |
|  |                |     |       |                                  | For @Code:<br>Send proposed code               |
|  |                |     |       |                                  | For @Pos<br>Do not send anything               |
|  |                |     |       |                                  | For @Value:<br>Send horse's year of birth      |
|  | EQ_HORSE_SIRE  |     |       | S(25)                            | For @Type:<br>Send proposed type               |
|  |                |     |       |                                  | For @Code:<br>Send proposed code               |
|  |                |     |       |                                  | For @Pos<br>Do not send anything               |
|  |                |     |       |                                  | For @Value:<br>Send horse's sire               |



The following table describes in more detail the /Officials /Official /ExtOfficial element in the case of Equestrian.

| Element: /Officials /Official /ExtOfficial |              |     |       |  |
|--|--------------|-----|-------|--|
| Type                                       | Code         | Pos | Value | Description  |
| EO_EQ                                      | EQ_PRESIDENT |     | Y/N   | For @Type:<br>Send proposed type                                     |
|  |              |     |       | For @Code:<br>Send proposed code                                     |
|  |              |     |       | For @Pos<br>Do not send anything                                     |
|  |              |     |       | For @Value:<br>Send 'Y' if the official is the president of the Jury |

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

| Type /Code         | Description   | Expected |
|--------------------|---|----------|
| EO_EQ/EQ_PRESIDENT | Flag to indicate that the official is the president of the Jury | Always   |

#### 4.1.2.6 Message sort

Please, follow the general definition.



### 4.1.3 Event Unit Results

#### 4.1.3.1 Description

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

#### 4.1.3.2 Header Values

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).

#### 4.1.3.3 Trigger and Frequency

Please, follow the general definition.

#### 4.1.3.4 Message Structure

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

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription

#### 4.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General 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.   |
|         | RankEqual         | O   | Y/N               | It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled.  |
|         | ResultType        | O   | CC @ResultType    | Result type.  |
|         | QualificationMark | O   | CC @QualifiedMark | Qualification Mark  |
|         | IRM               | O   | CC @IRM           | IRM for the event unit.<br><br>Send just in the case @ResultType is IRM (see codes section)   |
|         | Result            | O   | N(3)<br>990       | Result after the event unit   |
|         | 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. |

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

| Element: UnitInfo |      |                |     |       |             |
|-------------------|------|----------------|-----|-------|-------------|
| Type              | Code | Extension Code | Pos | Value | Description |
|                   |      |                |     |       |             |



| Element: UnitInfo                              |               |                |     |       |   |  |
|--|---------------|----------------|-----|-------|---|--|
| Type   | Code          | Extension Code | Pos | Value | Description   |  |
| UI_RESULTS                                     | EQ_TEAM_AFTER |                |     | N(1)  | For @Type:<br>Send proposed type  |  |
|  |               |                |     |       | For @Code:<br>Send proposed code  |  |
|  |               |                |     |       | For @Pos:<br>Do not send anything.  |  |
|  |               |                |     |       | For @Value:<br>Send the number of riders from a team that are counted for current team ranks. |  |
|  | EQ_AFTER      |                |     |       | N(2)  | For @Type:<br>Send proposed type                             |
|  |               |                |     |       |   | For @Code:<br>Send proposed code                             |
|  |               |                |     |       |   | For @Pos:<br>Do not send anything.                           |
|  |               |                |     |       |   | For @Value:<br>Send the number of riders that have finished. |
|  | EQ_TOTAL      |                |     |       | N(2)  | For @Type:<br>Send proposed type                             |
| For @Code:<br>Send proposed code               |               |                |     |       |   |  |
| For @Pos:<br>Do not send anything.             |               |                |     |       |   |  |
| For @Value:<br>Send the total number of riders |               |                |     |       |   |  |

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

| Type /Code               | Description  | Expected  |
|--------------------------|--|---|
| UI_RESULTS/EQ_TEAM_AFTER | Send the number of riders from a team that are counted for current team ranks. | Only when ResultStatus = "INTERMEDIATE" and only for Jumping Team (EQX402nnn) |
| UI_RESULTS/EQ_AFTER      | Number of riders that have finished  | Only when ResultStatus = "INTERMEDIATE"                                       |
| UI_RESULTS/EQ_TOTAL      | Number of riders that participate.   | Only when ResultStatus = "INTERMEDIATE"                                       |

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_EQ   | EQ_NO_TEAM |                |     | Y/N        | For @Type:<br>Send proposed type   |
|   |            |                |     |            | For @Code:<br>Send proposed code   |
|   |            |                |     |            | For @Pos:<br>Do not send anything.   |
|   |            |                |     |            | For @Value:<br>Send Y when the points not count in team total, otherwise N |
|   | EQ_J_J_PEN |                |     | N(2)<br>90 | For @Type:<br>Send proposed type   |





| Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |                   |                |     |            |   |
|---|-------------------|----------------|-----|------------|---|
| Type  | Code              | Extension Code | Pos | Value      | Description                                     |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the Jump Penalty            |
|   | EQ_J_T_PEN        |                |     | N(2)<br>90 | For @Type:<br>Send proposed type                |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the Time Penalty            |
|   | EQ_J_IRM          |                |     | CC @IRM    | For @Type:<br>Send proposed type                |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the IRM for jumping         |
|   | EQ_J_TOTAL        |                |     | N(2)<br>90 | For @Type:<br>Send proposed type                |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the Total Jumping penalties |
|   | EQ_J_JUMPOFF_PEN  |                |     | N(2)<br>90 | For @Type:<br>Send proposed type                |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the Jump-Off Penalty        |
|   | EQ_J_JUMPOFF_TIME |                |     | N(2)<br>90 | For @Type:<br>Send proposed type                |
|   |                   |                |     |            | For @Code:<br>Send proposed code                |
|   |                   |                |     |            | For @Pos:<br>Do not send anything.              |
|   |                   |                |     |            | For @Value:<br>Send the Jump-Off Time           |

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

| Type /Code              | CodeExtension | Description   | Expected                     |
|-------------------------|---------------|---|------------------------------|
| ER_EQ/ EQ_NO_TEAM       |               | Flag to indicate that the result do not count in team total | Used for Jumping Team events |
| ER_EQ/ EQ_J_J_PEN       |               | Jumping Penalty   | Always                       |
| ER_EQ/ EQ_J_T_PEN       |               | Time Penalty  | Always                       |
| ER_EQ/ EQ_J_IRM         |               | Jumping IRM   | When @ResultType=IRM         |
| ER_EQ/ EQ_J_TOTAL       |               | Total Penalties   | Always                       |
| ER_EQ/ EQ_J_JUMPOFF_PEN |               | Jump-Off Penalties  | If applies                   |



| Type /Code                  | CodeExtension | Description   | Expected   |
|-----------------------------|---------------|---------------|------------|
| ER_EQ/<br>EQ_J_JUMPOFF_TIME |               | Jump-Off Time | If applies |

The following table describes in more detail the Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription element in the case of Equestrian.

| Element: Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription |               |     |       |                                  |  |
|---|---------------|-----|-------|----------------------------------|--|
| Type  | Code          | Pos | Value | Description                      |  |
| ED_EQ   | EQ_HORSE_NO   |     | N(3)  | For @Type:<br>Send proposed type |  |
|   |               |     |       | For @Code:<br>Send proposed code |  |
|   |               |     |       | For @Pos<br>Do not send anything |  |
|   |               |     |       | For @Value:<br>Send the Horse No |  |
|   | EQ_HORSE_NAME |     |       | S(25)                            | For @Type:<br>Send proposed type               |
|   |               |     |       |                                  | For @Code:<br>Send proposed code               |
|   |               |     |       |                                  | For @Pos<br>Do not send anything               |
|   |               |     |       |                                  | For @Value:<br>Send horse's name in upper case |

#### 4.1.3.6 Message sort

Please, follow the general definition.



## 4.1.4 Cumulative Results

### 4.1.4.1 Description

This message is the Cumulative Results message as described in the ODF General Messages Interface Document.

### 4.1.4.2 Header Values

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

### 4.1.4.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.4.4 Message Structure

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

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription

### 4.1.4.5 Message Values

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

| Element   | Attribute         | M/O | Value                | Comments  |
|---|-------------------|-----|----------------------|---|
| CumulativeResult<br><br>Cumulative Result<br>/ResultItems<br>/ResultItem<br>/Result | Rank              | O   | Text                 | Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.  |
|   | RankEqual         | O   | Y/N                  | It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled.  |
|   | ResultType        | O   | CC<br>@ResultType    | Result type, either points or IRM for the cumulative result. Only used for the total result of the event.   |
|   | QualificationMark | O   | CC<br>@QualifiedMark | Qualification Mark  |
|   | IRM               | O   | CC @IRM              | IRM for the cumulative result<br><br>Send just in the case @ResultType is IRM   |
|   | Result            | O   | N(3)<br>990          | Result after the event unit   |
|   | SortOrder         | M   | Numeric              | This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. |

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_EQ  | EQ_J_AFTER_JUMP2 |                |     | N(3)<br>990 | For @Type:<br>Send proposed type   |
|  |                  |                |     |             | For @Code:<br>Send proposed code   |
|  |                  |                |     |             | For @Pos:<br>Do not send anything. |



| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult |                         |                |     |             |   |
|--|-------------------------|----------------|-----|-------------|---|
| Type   | Code                    | Extension Code | Pos | Value       | Description   |
|  |                         |                |     |             | For @Value:<br>Send the penalties after 2 <sup>nd</sup> jump  |
|  | EQ_J_AFTER_JUMP2_RANK   |                |     | N(2)<br>90  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send the rank after 2 <sup>nd</sup> jump                                   |
|  | EQ_J_AFTER_JUMP2_ERANK  |                |     | Y/N         | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send 'Y' if the rank after 2 <sup>nd</sup> jump is equalled, otherwise 'N' |
|  | EQ_J_AFTER_FINALB       |                |     | N(3)<br>990 | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send the penalties after Final B   |
|  | EQ_J_AFTER_FINALB_RANK  |                |     | N(2)<br>90  | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send the rank after Final B  |
|  | EQ_J_AFTER_FINALB_ERANK |                |     | Y/N         | For @Type:<br>Send proposed type<br>For @Code:<br>Send proposed code<br>For @Pos:<br>Do not send anything.<br>For @Value:<br>Send 'Y' if the rank after Final B is equalled, otherwise 'N'              |

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

| Type /Code                    | Description             | Expected |
|-------------------------------|-------------------------|----------|
| ER_EQ/EQ_J_AFTER_JUMP2        | Penalties after Jump 2  | Always   |
| ER_EQ/EQ_J_AFTER_JUMP2_RANK   | Rank after Jump 2       | Always   |
| ER_EQ/EQ_J_AFTER_JUMP2_ERANK  | Flag for equalled ranks | Always   |
| ER_EQ/EQ_J_AFTER_FINALB       | Penalties after Final B | Always   |
| ER_EQ/EQ_J_AFTER_FINALB_RANK  | Rank after Final B      | Always   |
| ER_EQ/EQ_J_AFTER_FINALB_ERANK | Flag for equalled ranks | Always   |



The following table describes in more detail the Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription element in the case of Equestrian.

| Element: Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription |               |     |       |  |
|---|---------------|-----|-------|--|
| Type  | Code          | Pos | Value | Description                                    |
| ED_EQ   | EQ_HORSE_NO   |     | N(3)  | For @Type:<br>Send proposed type               |
|   |               |     |       | For @Code:<br>Send proposed code               |
|   |               |     |       | For @Pos<br>Do not send anything               |
|   |               |     |       | For @Value:<br>Send the Horse No               |
|   | EQ_HORSE_NAME |     | S(25) | For @Type:<br>Send proposed type               |
|   |               |     |       | For @Code:<br>Send proposed code               |
|   |               |     |       | For @Pos<br>Do not send anything               |
|   |               |     |       | For @Value:<br>Send horse's name in upper case |

#### 4.1.4.6 Message sort

Please, follow the general definition.



## 4.1.5 Event Final Ranking

### 4.1.5.1 Description

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

### 4.1.5.2 Header Values

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

### 4.1.5.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.5.4 Message Structure

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

- Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription

### 4.1.5.5 Message Values

The following table describes in more detail the Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription element in the case of Equestrian.

| Element: Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription |               |     |       |  |
|---|---------------|-----|-------|--|
| Type  | Code          | Pos | Value | Description                                    |
| ED_EQ   | EQ_HORSE_NAME |     | S(25) | For @Type:<br>Send proposed type               |
|   |               |     |       | For @Code:<br>Send proposed code               |
|   |               |     |       | For @Pos<br>Do not send anything               |
|   |               |     |       | For @Value:<br>Send horse's name in upper case |

### 4.1.5.6 Message sort

Please, follow the general definition.



## 4.1.6 Event's Medallists

### 4.1.6.1 Description

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

### 4.1.6.2 Header Values

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

### 4.1.6.3 Trigger and Frequency

Please, follow the general definition.

### 4.1.6.4 Message Structure

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

- Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription

### 4.1.6.5 Message Values

The following table describes in more detail the Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription element in the case of Equestrian.

| Element: Competitor /Composition /Athlete /EmbeddedDataItems /ExtendedDescription |               |     |       |  |
|---|---------------|-----|-------|--|
| Type  | Code          | Pos | Value | Description                                    |
| ED_EQ   | EQ_HORSE_NAME |     | S(25) | For @Type:<br>Send proposed type               |
|   |               |     |       | For @Code:<br>Send proposed code               |
|   |               |     |       | For @Pos<br>Do not send anything               |
|   |               |     |       | For @Value:<br>Send horse's name in upper case |

### 4.1.6.6 Message sort

Please, follow the general definition.



## DOCUMENT CONTROL

### Version history

| Version | Date             | Comments                       |
|---------|------------------|--------------------------------|
| R2 v1.0 | 5 December 2013  | First version SFR              |
| R2 v1.1 | 17 January 2014  | SFA                            |
| R2 v1.2 | 27 January 2014  | Updated with reviewer comments |
| R2 v1.3 | 10 February 2014 | Updated with reviewer comments |
| R2 v1.4 | 28 February 2014 | APP                            |

**File reference:** ODF/INT312 R2 v1.4 APP (EQ)

### Change Log

| Version | Status | Changes on version  |
|---------|--------|---|
| R2 v1.0 | SFR    | <ul style="list-style-type: none"><li>• First version</li></ul>   |
| R2 v1.1 | SFA    | <ul style="list-style-type: none"><li>• Introduction: added reference to Nanjing 2014 Youth Olympics</li><li>• DT_CUMULATIVE_RESULT: added ExtendedResults EQ_J_AFTER_FINALB, EQ_J_AFTER_FINALB_RANK and EQ_J_AFTER_FINALB_ERANK</li></ul>  |
| R2 v1.2 | SFA    | <ul style="list-style-type: none"><li>• Removed DT_PARTIC_HORSES message</li><li>• DT_PARTIC: added EventEntry E_HORSE_NAME</li></ul>   |
| R2 v1.3 | SFA    | <ul style="list-style-type: none"><li>• DT_PARTIC: removed EventEntry E_HORSE_NAME</li><li>• DT_START_LIST: added /Competitor /Composition /Athlete /EmbeddedDataItems / ExtendedDescription element with: EQ_HORSE_NO, EQ_HORSE_NAME, EQ_HORSE_BREED, EQ_HORSE_SEX, EQ_HORSE_BORN, EQ_HORSE_SIRE</li><li>• DT_RESULT: added /Competitor /Composition /Athlete /EmbeddedDataItems / ExtendedDescription with: EQ_HORSE_NO, EQ_HORSE_NAME</li><li>• DT_CUMULATIVE_RESULT: added /Competitor /Composition /Athlete /EmbeddedDataItems / ExtendedDescription with: EQ_HORSE_NO, EQ_HORSE_NAME</li><li>• DT_RANKING: added /Competitor /Composition /Athlete /EmbeddedDataItems / ExtendedDescription with: EQ_HORSE_NAME</li><li>• DT_MEDALLISTS: added /Competitor /Composition /Athlete /EmbeddedDataItems / ExtendedDescription with: EQ_HORSE_NAME</li></ul> |
| R2 v1.4 | APP    | <ul style="list-style-type: none"><li>• Added DT_SCHEDULE_UPDATE message</li></ul>  |





*This page has been intentionally left blank*