INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Modern Pentathlon Data Dictionary

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Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Modern Pentathlon Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Modern Pentathlon, 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 Modern Pentathlon Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Modern Pentathlon 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, ~~Glasgow 2014,~~ ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
ODF	Olympic Data Feed
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/COD001	ODF Common Codes	This document describes the

	Document	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 Modern Pentathlon 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 Modern Pentathlon Data Dictionary is a particularization of this document.

In the following sections, for each ODF sport 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 Modern Pentathlon.

Any ODF Modern Pentathlon 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 @Country	Defined in ODF Common Codes Document See entity Country The entity's attribute to be used is Code	
CC @Discipline	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Discipline However, valid disciplines will be those which Non-Sport attribute='N'	
CC @DisciplineGender	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute to be used is Gender It will be related to Discipline	
CC @Event	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event It will be related to Discipline and Gender	
~~CC @HorseBreed~~	~~Defined in ODF Common Codes Document~~ ~~See entity Horse Breed~~ ~~The entity's attribute to be used is Horse Breed Code~~	
~~CC @HorseColour~~	~~Defined in ODF Common Codes Document~~ ~~See entity Horse Colour~~ ~~The entity's attribute to be used is Horse Colour Code~~	
~~CC @HorseSex~~	~~Defined in ODF Common Codes Document~~ ~~See entity Horse Sex~~ ~~The entity's attribute to be used is Horse Sex Code~~	
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
	DSQ	Disqualified
	EL	Eliminated

CC @Organisation	Defined in ODF Common Codes Document See entity Organization The entity's attribute to be used is Code	
~~CC @ObsPnl~~	**~~Code~~**	**~~Description~~**
	~~F~~	~~Fall~~
	~~K~~	~~Knock down~~
	~~R~~	~~Refusal~~
	~~RK~~	~~Refusal with Knock down~~
CC @Phase	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event	
CC @Piste	**Code**	**Description**
	A	Piste A
	B	Piste B
	C	Piste C
	D	Piste D
	E	Piste E
	F	Piste F
	G	Piste G
	H	Piste H
	I	Piste I
	R	Rest
CC @RecordType	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is Type It will be related to Discipline	
CC @ResultType	**Code**	**Description**
	POINTS	Points *(used also in records)*
	IRM	Invalid result mark (without points for DSQ)
	IRM_POINTS	For both, points and invalid result mark
	VIC_DEF	Victories and Defeats *(only used in records)*

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 Modern Pentathlon, as well as the category of each message, which identifies if the message structure definition can be found in the ODF General 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 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	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_TEAMS	List of teams	X	
~~DT_PARTIC_HORSES~~	~~List of equestrian horses~~	~~X~~	~~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 ~~of group in a team competition~~	X	X
DT_RANKING	Event Final ranking	X	
DT_MEDALLISTS	Medallists of one event	X	
DT_BRACKETS	Brackets		

4.1.1 List of participants by discipline

4.1.1.1 Description

This message is the List of participants by discipline, for that discipline it is the list of athletes, as described in the ODF General Messages Interface Document.

4.1.1.2 Header Values

The definition in the ODF General Messages Interface Document is valid

4.1.1.3 Trigger and Frequency

Please, follow the general definition in the ODF General Messages Interface Document, taking also into account the following:

- (With bib numbers): at latest one (1) hour before the Technical Meeting

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 Modern Pentathlon 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 participants by discipline" optional attributes (defined in the ODF General Messages Interface Document) that are used in the case of Modern Pentathlon, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant	GivenName	M	S(25)	Given name in WNPA format (mixed case)
	BirthDate	O	YYYYMMDD	Date of birth
Discipline	InternationalFederationId	O	S(4)	Athlete's Bib number. It will be included if this information is available (only will be sent in the update message).
Discipline /RegisteredEvent	Bib	O	S(4)	Athlete's Bib number. It will be included if this information is available (only will be sent in the update message).

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

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: World Ranking
	~~E_MQS~~		~~N(4)~~	~~For @Type:~~ ~~Send proposed type~~
				~~For @Code:~~ ~~Send proposed code~~

Element: Participant /Discipline /RegisteredEvent /EventEntry				
Type	**Code**	**Pos**	**Value**	**Description**
				~~For @Pos :~~ ~~Do not send anything~~
				~~For @Value:~~ ~~Qualification score~~
	E_100_SWIM_TIME		MM:SS.tt (99:90.00)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: 100m Swimming time
	E_200_SWIM_TIME		MM:SS.tt (99:90.00)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: 200m Swimming time

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

Type /Code	Description	Expected
E_ENTRY /E_RANK	Pentathlon World Ranking	Always, as soon as this information is known and this athlete has ranking (this information can be sent in both messages)
~~E_ENTRY /E_MQS~~	~~Pentathlon World Ranking points~~	~~Always, as soon as this information is known and this athlete has ranking (this information can be sent in both messages)~~
E_ENTRY /E_100_SWIM_TIME	100m Swim Time	Always, as soon as this information is known
E_ENTRY /E_200_SWIM_TIME	200m Swim Time	Always, as soon as this information is known

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, taking also into account the following:

For Fencing and Swimming discipline phases:

- Thirty (30) minutes after the end of the Technical Meeting and after approval

For Combined discipline phase:

- Ten (10) minutes after the swimming results are approved

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 Modern Pentathlon are:

- PhaseInfos /PhasetInfo (for discipline phases of Fencing pairs, Swimming)
- PhaseInfos /PhaseInfo /Extensions (for discipline phases of Fencing pairs, Swimming)
- UnitInfos /UnitDateTime (following the general rules for this element)
- UnitInfos /UnitInfo (only for Fencing discipline)
- UnitInfos /UnitInfo /Extensions (only for Fencing discipline)
- Start /Competitor /Composition /Athlete /EventUnitEntry (for all discipline phases; in case of the Fencing pairs, its members' detailed information).

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 Modern Pentathlon, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Start	StartOrder	M	N(4) Or (for Swimming disciplines phases): N(2)+N(2) (09+09)	Start order (the draw number of fencing's pair / swimming's lane per heat / / the combined start order/bib number) of the competitor in the start list, depending on the discipline phase: -For the Fencing phase, just individual events: send the Draw number for pairs. -For the Fencing, just Teams events: send the Start number for teams. -For the Swimming phase: send the Heat Number + Lane Number -For the Combined phase, just individual events: send the Start Order/Bib number (sequential number starting by 1 according to the total number of competitors) -For the Combined Teams phase, just teams events: send the Start number, team member gender (sequential number starting by 1 according to the total number of competitors)
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor (just for pairs of Fencing discipline phase, the competitor is a -GROUP-) (for the rest of discipline phases, the competitor is an ATHLETE or TEAM, follow the general sport rules)	Code	M	CC @Organisation Or "MIXn"	Organisation's ID when both components of the group (pair) have the same NOC. Otherwise, it will be the text "MIXn" (where "n" is a sequential number) to indicate it is a mixed group (pair) of NOCs.
	Type	M	G-Group	"G" for groups that are not a team's ID (as Fencing's pairs in Modern Pentathlon).
Start /Competitor /Composition /Athlete	Bib	M	S(4)	Athlete's bib number.
Start /Competitor	Bib	M	S(4)	Teams' number.

The following table describes in more detail the PhaseInfos /PhaseInfo element and its child element Extensions in the case of Modern Pentathlon (for discipline phases of Fencing pairs, Swimming).

Element: PhaseInfos /PhaseInfo (for disciplines of Fencing pairs, Swimming)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
PI_MP	MP_GROUP		N(2) 99		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies each Group, from 1 to the total number of groups defined (according to the discipline phase, and will correspond to the defined value of MP_NUM_GROUPS in the "Discipline Configuration" message, for phases of Swimming).

Element: PhaseInfos /PhaseInfo (for disciplines of Fencing pairs, Swimming)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					-For the Swimming phase: send the Heat Number (e.g.: from 1 to 4, for 36 competitors).
					For @Value: Do not send anything
		MP_ATH_ID	N(2) 99	S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Sequential number to indicate the order of the different athletes who compete in this group. -For the Swimming phase: send the Lane Number (e.g.: from 1 to 9 per heat).
					For @Value: Athlete's ID (to identify an athlete) that competes in this group (Heat or Round, depending on the discipline phase).
		MP_TEAM_ID	N(2) 99	S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Sequential number to indicate the order of the different athletes who compete in this group. -For the Swimming phase: send the Lane Number (e.g.: from 1 to 9 per heat).
					For @Value: Team's ID (to identify an athlete) that competes in this group (Heat or Round, depending on the discipline phase).
	MP_FE_GROUP		N(2) 99	N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequential number to indicate the bouts between different fencing pairs in all rounds. There will be eighteen rounds and different bouts for each one (depending on the number of competitors and on pistes).
					For @Value: The number that identifies each Group (round), from 0 to the total number of groups defined (according to the discipline phase, and will correspond to the defined value of MP_NUM_GROUPS in the "Discipline Configuration" message for Fencing phase). -For the Fencing phase: send the Round Number (e.g.: from 0 to 17, for 36 competitors).
		MP_PISTE		CC @Piste	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos :

Element: PhaseInfos /PhaseInfo (for disciplines of Fencing pairs, Swimming)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Do not send anything
					For @Value: Piste identification (see codes section) (e.g.: A for “Piste A”, B for “Piste B” …)
		MP_ID_1		CC @Organisation Or “MIXn”	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Code’s ID for pair (to identify a group (pair), NOC or Mixed code, corresponding to the @Code competitor, @type=”G”) that competes in this bout as the First pair (in Fencing).
		MP_ID_2		CC @Organisation Or “MIXn” Or blank	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Code’s ID for pair (to identify a group (pair), NOC or Mixed code, corresponding to the @Code competitor, @type=”G”) that competes in this bout as the Second pair (in Fencing). Send blank for second pair when it has just one pair at this bout.

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

Type /Code /Extension Code	Description	Expected
PI_MP /MP_GROUP /MP_ATH_ID	The defined groups (heats/rounds) according to the discipline phase, identifying the number of heat/round and the ID of the athletes who compete in each one.	Always, when this information is available (just for discipline phases of Swimming , just for individual events)
PI_MP /MP_GROUP /MP_TEAM_ID	The defined groups (heats/rounds) according to the discipline phase, identifying the number of heat/round and the ID of the team who compete in each one.	Always, when this information is available (just for discipline phases of Swimming, just for teams events)
PI_MP /MP_FE_GROUP /MP_PISTE /MP_ID_1 /MP_ID_2	The defined groups (rounds) according to the Fencing discipline phase, identifying the number of round and each of the different bouts that take place (ID of the pairs who compete and the corresponding piste in each one).	Always, when this information is available (just for Fencing discipline phase)

The following table describes in more detail the UnitInfo element in the case of Modern Pentathlon (only for Fencing discipline).

Element: UnitInfos /UnitInfo (only for Fencing discipline)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
UI_MP	MP_FE_BOUT		N(3) 999		For @Type: Send proposed type
					For @Code: Send proposed code

Element: UnitInfos /UnitInfo (only for Fencing discipline)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Pos: Bout's Number of each one of the different bouts of Fencing (per round and piste).
					For @Value: Do not send anything
		MP_ROUND		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Round number for the bout in the Fencing discipline (e.g.: from 0 to 17, for 36 competitors)
		MP_PISTE		CC @Piste	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos : Do not send anything
					For @Value: Piste identification for the bout in the Fencing discipline (see codes section) (e.g.: A for "Piste A", B for "Piste B" …)
		MP_ATH_ID1		S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Athlete's ID (to identify an athlete) that competes in this bout as a first competitor.
		MP_ATH_ID2		S(20) with no leading zeroes Or blank	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Athlete's ID (to identify an athlete) that competes in this bout as a second competitor. Send blank for second competitor when it has just one athlete at this bout.
		MP_TEAM_ID1		S(20) with no leading zeroes	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Teams's ID (to identify an athlete) that competes in this bout as a first competitor.

Element: UnitInfos /UnitInfo (only for Fencing discipline)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
		MP_TEAM_ID2		S(20) with no leading zeroes Or blank	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Teams's ID (to identify an athlete) that competes in this bout as a second competitor. Send blank for second competitor when it has just one athlete at this bout.

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

Type /Code /Extension Code	Description	Expected
UI_MP /MP_FE_BOUT /MP_ROUND /MP_PISTE /MP_ATH_ID1 /MP_ATH_ID2	The bouts in Fencing discipline (among each round and piste), identifying the bout number, the round number, the piste identification and the ID of the athletes who compete in each one.	Always, when this information is available (just for Fencing discipline phase, just for individual events)
UI_MP /MP_FE_BOUT /MP_ROUND /MP_PISTE /MP_TEAM_ID1 /MP_TEAM_ID2	The bouts in Fencing discipline (among each round and piste), identifying the bout number, the round number, the piste identification and the ID of the teams who compete in each one.	Always, when this information is available (just for Fencing discipline phase, just for teams events)

The following table describes in more detail the Start /Competitor /Composition /EventUnitEntry element in the case of Modern Pentathlon (for all discipline phases except Fencing, Just for Teams events).

Element: Start /Competitor /Composition /EventUnitEntry (for all disciplines except Fencing)				
Type	**Code**	**Pos**	**Value**	**Description**
EUE_MP	MP_SW_HEAT		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Heat number in the Swimming discipline phase.
	MP_SW_LANE		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Lane number of the athlete in the Swimming discipline phase.
	MP_HND_TIME		M:SS 0:00	For @Type: Send proposed type
				For @Code:

Element: Start /Competitor /Composition /EventUnitEntry (for all disciplines except Fencing)				
Type	**Code**	**Pos**	**Value**	**Description**
				Send proposed code
				For @Pos : Do not send anything
				For @Value: Handicap Time for the athlete in the Combined discipline phase. Use Time format: M is minutes SS is seconds
	MP_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send in case of invalid result mark (usually for DSQ) in a previous discipline that may affect the subsequent disciplines.

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

Type /Code	Description	Expected
EUE_MP /MP_SW_HEAT	Athlete's competition Heat Number in the Swimming discipline.	Always, when this information is known (just for Swimming discipline phase).
EUE_MP /MP_SW_LANE	Athlete's Lane Number in the Swimming discipline.	Always, when this information is known (just for Swimming discipline phase).
EUE_MP /MP_HND_TIME	Handicap Time for the Athlete in the Combined discipline.	Always, when this information is known (just for Combined discipline phase).
EUE_MP /MP_IRM	Send in the case of DNS or other possible results before the race.	If applies

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Modern Pentathlon (for all discipline phases except Fencing, Just for individual events).

Element: Start /Competitor /Composition /Athlete /EventUnitEntry (for all disciplines except Fencing)				
Type	**Code**	**Pos**	**Value**	**Description**
EUE_MP	MP_SW_HEAT		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Heat number in the Swimming discipline phase.
	MP_SW_LANE		N(2) 99	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything

Element: Start /Competitor /Composition /Athlete /EventUnitEntry (for all disciplines except Fencing)				
Type	**Code**	**Pos**	**Value**	**Description**
				For @Value: Lane number of the athlete in the Swimming discipline phase.
	MP_HND_TIME		M:SS 0:00	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Handicap Time for the athlete in the Combined discipline phase. Use Time format: M is minutes SS is seconds
	MP_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos : Do not send anything
				For @Value: Send in case of invalid result mark (usually for DSQ) in a previous discipline that may affect the subsequent disciplines.

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

Type /Code	Description	Expected
EUE_MP /MP_SW_HEAT	Athlete's competition Heat Number in the Swimming discipline.	Always, when this information is known (just for Swimming discipline phase).
EUE_MP /MP_SW_LANE	Athlete's Lane Number in the Swimming discipline.	Always, when this information is known (just for Swimming discipline phase).
EUE_MP /MP_HND_TIME	Handicap Time for the Athlete in the Combined discipline.	Always, when this information is known (just for Combined discipline phase).
EUE_MP /MP_IRM	Send in the case of DNS or other possible results before the race.	If applies

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 to the ODF Common Codes document (header values sheet).

4.1.3.3 Trigger and Frequency

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

~~For Jumping Test event:~~

- ~~before the Technical Meeting~~

For Fencing, Swimming, & Combined discipline phases:

- After each phase

Then proceed with UNOFFICIAL / OFFICIAL results, as expected.

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 Modern Pentathlon are:

- PhaseInfos /PhaseInfo (for discipline phases of Fencing)
- UnitInfos /UnitDateTime (following the general rules for this element)
- ~~UnitInfos /UnitInfo (for Jumping Test event)~~
- Result /RecordIndicators /RecordIndicator (for disciplines phases of Fencing, Swimming and Combined)
- ~~Result /Competitor /ExtendedResults /ExtendedResult (for Jumping Test event)~~
- ~~Result /Competitor /ExtendedResults /ExtendedResult /Extensions (for Jumping Test event)~~
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for all discipline phases).
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions (for all discipline phases)

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Text	Rank of the competitor in the corresponding discipline phase. This attribute is optional because the competitor could get an invalid rank mark (in the case of DSQ in a discipline, it will be blank). For Fencing, it should be sent as soon as the competition starts.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with/out points for the corresponding discipline phase~~, or Time (for the Jumping Test)~~ (see codes section)
	Result	O	N(4) 9990 ~~Or~~ ~~SSS.tt~~ ~~990.00~~ ~~(just for Jumping Test event)~~	Result of the competitor in the particular discipline phase, i.e. Modern Pentathlon points achieved in the corresponding discipline phase. Send just in the case @ResultType is Points or IRM with points (see codes section). ~~Or (for Jumping Test event):~~ ~~Time result achieved by the horse in the Jumping Test.~~ ~~Send just in the case @ResultType is TIME (see codes section).~~ ~~Use Time format:~~ ~~SSS is seconds~~ ~~tt is hundredths of second~~
	IRM	O	CC @IRM	Invalid Result Mark for the particular discipline phase, in case it is assigned. Send just in the case @ResultType is IRM or both IRM and points. (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular discipline phase, 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. ~~For the Jumping Test event it is the Horse number.~~
Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always "1" for records broken/equalled in this Event Unit.
	Code	M	CC @RecordCode	Code which describes the record broken by the discipline phase result value (for disciplines of Fencing, Swimming and Combined).
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Result /Competitor	Code	M	S(20) with no leading zeroes	~~Horse's ID (just for Jumping Test event),~~ Competitor's ID
	Type	M	S(1) (~~H,~~ A)	~~H for horse (just for Jumping Test event),~~ A for athlete

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the PhaseInfos /PhaseInfo element in the case of Modern Pentathlon (for discipline phases of Fencing).

Element: PhaseInfos /PhaseInfo (for disciplines of Fencing)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
PI_MP	MP_AFTER_ROUND			N(2) 99	For @Type: Send proposed type

Element: PhaseInfos /PhaseInfo (for disciplines of Fencing)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Result after this Round, it is the Number of the completed round.
	MP_ATH_SEQ		N(2) 99	S(20) with no leading zeroes	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequence Number associated to each athlete that competes in a bout of the Fencing discipline. It's a sequential number starting by 1 according to the total number of competitors.
					For @Value: Athlete's ID (to identify an athlete) that competes in a bout of the Fencing discipline.
	MP_TEAM_SEQ		N(2) 99	S(20) with no leading zeroes	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos : Sequence Number associated to each athlete that competes in a bout of the Fencing discipline. It's a sequential number starting by 1 according to the total number of competitors.
					For @Value: Competitor's ID (to identify an competitor) that competes in a bout of the Fencing discipline.

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

Type /Code /Extension Code	Description	Expected
PI_MP /MP_AFTER_ROUND	The number of the completed round, after which the result is in disciplines of Fencing .	Always, at the end of each round (except for the last one) in disciplines of Fencing
PI_MP /MP_ATH_SEQ	Each of the athletes who compete in the Fencing discipline with its sequence number associated.	Always, when this information is available (just for Fencing discipline) Just for individual
PI_MP /MP_TEAM_SEQ	Each of the athletes who compete in the Fencing discipline with its sequence number associated.	Always, when this information is available (just for Fencing discipline) Just for Team

~~The following table describes in more detail the UnitInfos /UnitInfo element in the case of Modern Pentathlon (only for Jumping Test event).~~

~~Element: UnitInfos /UnitInfo (for Jumping Test event)~~

Type	Code	Extension Code	Pos	Value	Description
UI_MP_EQ	MP_OBSTACLE		N(2)	S(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Obstacle number (the order in which to be jumped).
					For @Value: Obstacle identification (number or number+letter optionally, for double and triple obstacles), (e.g.: "1A", "1B", "2A", "2B", "2C", "3", "4"...).

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

Type /Code /Extension Code	Description	Expected
UI_MP_EQ /MP_OBSTACLE	The identification and order of the obstacles in the Jumping Test.	When this information is available (just for Jumping Test event)

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions (only for Jumping Test event).

Element: Result /Competitor /ExtendedResults /ExtendedResult (for Jumping Test event)					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP_EQ	MP_JUMP_OBS		N(2) 99		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Obstacle number (the order in which to be jumped).
					For @Value: Do not send anything
		MP_OBS_PNL	N(1) 9	CC @ObsPnl	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Sequential number to indicate the different penalties at this obstacle jump.
					For @Value: Obstacle penalties within the Jumping Test event. Send in the case the jump has a penalty at this obstacle. (see codes section) (e.g.: if it have 3 penalties at the obstacle number (order) 10: 1 – RK *"Refusal with knock down"*,

~~Element: Result /Competitor /ExtendedResults /ExtendedResult (for Jumping Test event)~~					
~~Type~~	~~Code~~	~~Extension Code~~	~~Pos~~	~~Value~~	~~Description~~
					~~2 – R "Refusal",~~ ~~3 – F "Fall")~~

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

~~Type /Code /Extension Code~~	~~Description~~	~~Expected~~
~~ER_MP_EQ /MP_JUMP_OBS /MP_OBS_PNL~~	~~Jump penalty results at each obstacle.~~	~~Just for Jumping Test event (in case of obstacle penalties)~~

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element and its child element Extensions (for all discipline phases, just for teams events).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP_FE	MP_NUM_VIC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative number of victories (number of bouts won) that this competitor has within the Fencing discipline.
	MP_NUM_DEF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative number of defeats (number of bouts lost) that this competitor has within the Fencing discipline.
	MP_NUM_PNL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the Fencing discipline.
	MP_BOUTS		N(2) 99		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Sequence Number to indicate the number of bouts in which the competitor competes in Fencing, from

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					1 to the total number of bouts for the athlete. The total number of bouts for the athlete is the number of athletes competing – 1. For example, if there are 36 competitor in the competition, each athlete has 35 bouts.
					For @Value: Do not send anything
		MP_BOUT_NUMBER		N(3) 999	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos : Do not send anything
					For @Value: Bout's Number of each one of the different bouts of Fencing where this athlete competes.
		MP_BOUT_RESULT		S(1) ("V","D",'N' or blank)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Bout Result of each one of the different bouts for this competitor in the Fencing discipline. Send "V" for Victory, "D" for Defeat and "N for Double defeat, or blank for no result (due to an IRM for example).
		MP_IRM		CC @IRM	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send in the case the result has an IRM (invalid result mark) at this bout, besides the result. (see codes section)
		MP_WINNER		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Bout's winner. Send "Y" when this competitor is the winner at this bout (the fencer that has the victory of the bout result).
ER_MP_SW	MP_SPLIT		N(1) 9		For @Type: Send proposed type
					For @Code:

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Send proposed code
					For @Pos: The number that identifies the split point, from 1 to the total number of splits result points.
					For @Value: Do not send anything
		MP_RANK		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative rank at this split point.
		MP_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It identifies if the cumulative rank at this split point has been equalled; send “Y” in this case.
		MP_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Time result from the start of the race up to this split point. It is a cumulative result time for Swimming discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_HEAT_RANK			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final rank achieved by the team in his/her SW heat.
	MP_HEAT_ERANK			S(1) (Y)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value:

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					It identifies if the final rank has been equalled; send “Y” in this case.
	MP_HEAT_SORT			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Team’s sort order in this SW heat.
	MP_F_TIME			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final time achieved in the Swimming discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_NUM_PNL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the Swimming discipline.
ER_MP_CO	MP_F_TIME			MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final Time result for the first place or difference with the first place (delta) in the Combined discipline (net time). Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_NUM_PNL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Combined discipline.
	MP_RN_TIME			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Running Time result in the Combined discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_SH_TIME			SSS.tt 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Shooting Time result in the Combined discipline. Use Time format: SSS is seconds tt is hundredths of second
	MP_SH_STATION			N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of the Shooting Station in the Combined discipline.
	MP_SPLIT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the split point (shooting/running range), from 1 to the total number of splits result points.
					For @Value: Do not send anything
		MP_R_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Running time at the running range of

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					this split. Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_CUM_R_TIME		MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative split time (shooting and running time) for the first place or difference with the first place (delta) at each split point (raw time of race, it will be a time for the first one and an ascending delta for the rest). Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_R_ORDER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Sort Order according to the Cumulative split time –shooting and running time- at the running range (MP_CUM_R_TIME) of this split.
		MP_V_SHOTS		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of valid shots at the shooting range of this split.
		MP_M_SHOTS		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of missed shots at the shooting range of this split.
		MP_T_SHOTS		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Pos: Do not send anything
					For @Value: Number of total shots at the shooting range of this split.
		MP_S_TIME		SSS.tt 990.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting time at the shooting range of this split. Use Time format: SSS is seconds tt is hundredths of second
		MP_CUM_S_TIME		MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative split time (shooting and running time) or difference with the first place (delta) at the exit of the shooting range of this split (raw time of race, it will be a time for the first one and an ascending delta for the rest). Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_S_ORDER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Sort Order according to the Cumulative split time -shooting and running time- at the shooting range (MP_CUM_S_TIME) of this split.
	MP_SHOT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the split point (shooting/running range), from 1 to the total number of splits result points (except for the last split, the finish, just running).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Do not send anything
		MP_STATUS	N(2) 99	S(1) (M,V)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Shot status at this shot of the split. Send “M” for Missed shot, or “V” for a valid one.
		MP_CUM_TIME	N(2) 99	SSS.tt 990.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Cumulative shot time at this shot of the split. Use Time format: SSS is seconds tt is hundredths of second
		MP_TIME	N(2) 99	SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Shot time at this shot of the split. Use Time format: SS is seconds tt is hundredths of second
	MP_TOT_SHOTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Do not send anything
		MP_VALID		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Number of the total valid shots in the Combined discipline.
		MP_MISSED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of the total missed shots in the Combined discipline.
		MP_TOTAL		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of the total shots in the Combined discipline.
		MP_AVG_VALID		SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time of the valid shots in the Combined discipline Use Time format: SS is seconds tt is hundredths of second
		MP_AVG_MISSED		SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time of the missed shots in the Combined discipline. Use Time format: SS is seconds tt is hundredths of second
		MP_AVG_TOTAL		SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time by total shots in the Combined discipline.

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Use Time format: SS is seconds tt is hundredths of second

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

Type /Code /Extension Code	Description	Expected
ER_MP_FE /MP_NUM_VIC	Cumulative number of victories for the competitor in the Fencing discipline.	Just for Fencing discipline phase
ER_MP_FE /MP_NUM_DEF	Cumulative number of defeats for the competitor in the Fencing discipline.	Just for Fencing discipline phase
ER_MP_FE /MP_NUM_PNL	Number of penalties for the athlete in the Fencing discipline.	Just for Fencing discipline phase (in case of penalties)
ER_MP_FE /MP_BOUTS /MP_BOUT_NUMBER /MP_BOUT_RESULT /MP_IRM /MP_WINNER	Bouts' Results for the competitor, of each of the bouts in which this athlete competes against the rest of the competitors (identifying in each one the sequence number of the other athlete, the bout number and the corresponding result -indicating if it is the winner- for each one).	Just for Fencing discipline phase (after the last round, after the fencing results)
ER_MP_SW /MP_SPLIT /MP_RANK /MP_ERANK /MP_TIME	Athlete's Rank, equalled rank indicator (if it applies) and Time result from the start of the race up to each of the split points defined for the Swimming discipline in the "Discipline Configuration" message, according to the event distance, usually 200m.	Just for Swimming discipline phase
ER_MP_SW /MP_HEAT_RANK	Final rank achieved by the team in his/her SW heat.	Just for Swimming discipline phase
ER_MP_SW /MP_HEAT_ERANK	Equalled rank indicator (if it applies)	Just for Swimming discipline phase
ER_MP_SW /MP_HEAT_SORT	Team's sort order in this SW heat	Just for Swimming discipline phase
ER_MP_SW /MP_F_TIME	Final time achieved by the team in the Swimming discipline.	Just for Swimming discipline phase
ER_MP_SW /MP_NUM_PNL	Number of penalties for the team in the Swimming discipline.	Just for Swimming discipline phase (in case of penalties)
ER_MP_CO /MP_F_TIME	Final Time result achieved by the team in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_NUM_PNL	Number of penalties for the team in the Combined discipline.	Just for Combined discipline phase (in case of penalties)
ER_MP_CO /MP_RN_TIME	Total Running Time result by the team in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SH_TIME	Total Shooting Time result by the team in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SH_STATION	Number of the Shooting Station for the team in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SPLIT /MP_R_TIME /MP_CUM_R_TIME /MP_R_ORDER /MP_V_SHOTS /MP_M_SHOTS /MP_T_SHOTS /MP_S_TIME /MP_CUM_S_TIME	team's split data (running time, cumulative split time at running -and its order-, number of valid, missed and total shots, shooting time and cumulative split time at shooting -and its order-) for each of the split result points (shooting/running range) defined for the Combined discipline (in the "Discipline Configuration" message).	Just for Combined discipline phase

Type /Code /Extension Code	Description	Expected
/MP_S_ORDER		
ER_MP_CO /MP_SHOT /MP_STATUS /MP_CUM_TIME /MP_TIME	Teams's shot details (shot status, cumulative shot time and shot time) at each shot for each of the split result points (shooting/running range) defined for the Combined discipline (in the "Discipline Configuration" message).	Just for Combined discipline phase
ER_MP_CO /MP_TOT_SHOTS /MP_VALID /MP_MISSED /MP_TOTAL /MP_AVG_VALID /MP_AVG_MISSED /MP_AVG_TOTAL	Totals of shots (number of total valid shots, total missed shots and total shots) and averages time (of valid shots, missed shots and by total shots) for the athlete in the Combined discipline.	Just for Combined discipline phase

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element and its child element Extensions (for all discipline phases).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP_FE	MP_NUM_VIC			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative number of victories (number of bouts won) that this competitor has within the Fencing discipline.
	MP_NUM_DEF			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Cumulative number of defeats (number of bouts lost) that this competitor has within the Fencing discipline.
	MP_NUM_PNL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the Fencing discipline.
	MP_BOUTS		N(2) 99		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					Sequence Number to indicate the number of bouts in which the athlete competes in Fencing, from 1 to the total number of bouts for the athlete. The total number of bouts for the athlete is the number of athletes competing – 1. For example, if there are 36 athletes in the competition, each athlete has 35 bouts.
					For @Value: Do not send anything
		MP_BOUT_NUMBER		N(3) 999	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos : Do not send anything
					For @Value: Bout's Number of each one of the different bouts of Fencing where this athlete competes.
		MP_BOUT_RESULT		S(1) ("V","D",'N' or blank)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Bout Result of each one of the different bouts for this athlete in the Fencing discipline. Send "V" for Victory, "D" for Defeat and "N for Double defeat, or blank for no result (due to an IRM for example).
		MP_IRM		CC @IRM	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Send in the case the result has an IRM (invalid result mark) at this bout, besides the result. (see codes section)
		MP_WINNER		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Bout's winner. Send "Y" when this athlete is the winner at this bout (the fencer that has the victory of the bout result).
ER_MP_SW	MP_SPLIT		N(1)		For @Type:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
			9		Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the split point, from 1 to the total number of splits result points. <u>For teams events:</u> Send always 1. Supposed that for this events we only have one split.
					For @Value: Do not send anything
		MP_RANK		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative rank at this split point.
		MP_ERANK		S(1) (Y)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: It identifies if the cumulative rank at this split point has been equalled; send “Y” in this case.
		MP_TIME		MM:SS.tt 99:90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Time result from the start of the race up to this split point. It is a cumulative result time for Swimming discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_HEAT_RANK			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final rank achieved by the athlete in his/her SW heat.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
	MP_HEAT_ERANK			S(1) (Y)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: It identifies if the final rank has been equalled; send “Y” in this case.
	MP_HEAT_SORT			N(1) 9	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Athlete’s sort order in this SW heat.
	MP_F_TIME			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final time achieved in the Swimming discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_NUM_PNL			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the Swimming discipline.
ER_MP_CO	MP_F_TIME			MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Final Time result for the first place or difference with the first place (delta) in the Combined discipline (net time). Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_NUM_PNL			N(3)	For @Type:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				990	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of penalties within the Combined discipline.
	MP_RN_TIME			MM:SS.tt 99:90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Running Time result in the Combined discipline. Use Time format: MM is minutes SS is seconds tt is hundredths of second
	MP_SH_TIME			SSS.tt 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Total Shooting Time result in the Combined discipline. Use Time format: SSS is seconds tt is hundredths of second
	MP_SH_STATION			N(2) 99	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Number of the Shooting Station in the Combined discipline.
	MP_SPLIT		N(1) 9		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: The number that identifies the split point (shooting/running range), from 1 to the total number of splits result points.
					For @Value: Do not send anything
		MP_R_TIME		MM:SS.tt	For @Type:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				99:90.00	Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Running time at the running range of this split. Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_CUM_R_TIME		MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative split time (shooting and running time) for the first place or difference with the first place (delta) at each split point (raw time of race, it will be a time for the first one and an ascending delta for the rest). Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_R_ORDER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Sort Order according to the Cumulative split time –shooting and running time- at the running range (MP_CUM_R_TIME) of this split.
		MP_V_SHOTS		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of valid shots at the shooting range of this split.
		MP_M_SHOTS		N(1) 9	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Number of missed shots at the shooting range of this split.
		MP_T_SHOTS		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of total shots at the shooting range of this split.
		MP_S_TIME		SSS.tt 990.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Shooting time at the shooting range of this split. Use Time format: SSS is seconds tt is hundredths of second
		MP_CUM_S_TIME		MM:SS.tt 99:90.00 Or +SS.tt +90.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Cumulative split time (shooting and running time) or difference with the first place (delta) at the exit of the shooting range of this split (raw time of race, it will be a time for the first one and an ascending delta for the rest). Use Time format: MM is minutes SS is seconds tt is hundredths of second
		MP_S_ORDER		N(2) 99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Sort Order according to the Cumulative split time -shooting and running time- at the shooting range (MP_CUM_S_TIME) of this split.
	MP_SHOT		N(1) 9		For @Type: Send proposed type

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Code: Send proposed code
					For @Pos: The number that identifies the split point (shooting/running range), from 1 to the total number of splits result points (except for the last split, the finish, just running).
					For @Value: Do not send anything
		MP_STATUS	N(2) 99	S(1) (M,V)	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Shot status at this shot of the split. Send “M” for Missed shot, or “V” for a valid one.
		MP_CUM_TIME	N(2) 99	SSS.tt 990.00	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Cumulative shot time at this shot of the split. Use Time format: SSS is seconds tt is hundredths of second
		MP_TIME	N(2) 99	SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: The number that identifies the shot, from 1 to the total number of shots at the shooting range of this split.
					For @Value: Shot time at this shot of the split. Use Time format: SS is seconds tt is hundredths of second
	MP_TOT_SHOTS				For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
					For @Value: Do not send anything
		MP_VALID		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of the total valid shots in the Combined discipline.
		MP_MISSED		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of the total missed shots in the Combined discipline.
		MP_TOTAL		N(2) 90	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Number of the total shots in the Combined discipline.
		MP_AVG_VALID		SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time of the valid shots in the Combined discipline Use Time format: SS is seconds tt is hundredths of second
		MP_AVG_MISSED		SS.tt 99.99	For @Type: Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time of the missed shots in the Combined discipline. Use Time format: SS is seconds tt is hundredths of second
		MP_AVG_TOTAL		SS.tt	For @Type:

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				99.99	Send proposed code (as type)
					For @Code: Send proposed extension code
					For @Pos: Do not send anything
					For @Value: Average time by total shots in the Combined discipline. Use Time format: SS is seconds tt is hundredths of second

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

Type /Code /Extension Code	Description	Expected
ER_MP_FE /MP_NUM_VIC	Cumulative number of victories for the athlete in the Fencing discipline.	Just for Fencing discipline phase
ER_MP_FE /MP_NUM_DEF	Cumulative number of defeats for the athlete in the Fencing discipline.	Just for Fencing discipline phase
ER_MP_FE /MP_NUM_PNL	Number of penalties for the athlete in the Fencing discipline.	Just for Fencing discipline phase (in case of penalties)
ER_MP_FE /MP_BOUTS /MP_BOUT_NUMBER /MP_BOUT_RESULT /MP_IRM /MP_WINNER	Bouts' Results for the athlete, of each of the bouts in which this athlete competes against the rest of the competitors (identifying in each one the sequence number of the other athlete, the bout number and the corresponding result - indicating if it is the winner- for each one).	Just for Fencing discipline phase (after the last round, after the fencing results)
ER_MP_SW /MP_SPLIT /MP_RANK /MP_ERANK /MP_TIME	Athlete's Rank, equalled rank indicator (if it applies) and Time result from the start of the race up to each of the split points defined for the Swimming discipline in the "Discipline Configuration" message, according to the event distance, usually 200m. In case of teams events: * Supposed we only have 1 split (MP_SPLIT @pos=1). * Not needed the elements /MP_RANK, /MP_ERANK	Just for Swimming discipline phase
ER_MP_SW /MP_HEAT_RANK	Final rank achieved by the athlete in his/her SW heat.	Just for Swimming discipline phase, just for individual events
ER_MP_SW /MP_HEAT_ERANK	Equalled rank indicator (if it applies)	Just for Swimming discipline phase, just for individual events
ER_MP_SW /MP_HEAT_SORT	Athlete's sort order in this SW heat	Just for Swimming discipline phase, just for individual events
ER_MP_SW /MP_F_TIME	Final time achieved by the athlete in the Swimming discipline.	Just for Swimming discipline phase
ER_MP_SW /MP_NUM_PNL	Number of penalties for the athlete in the Swimming discipline.	Just for Swimming discipline phase (in case of penalties)
ER_MP_CO /MP_F_TIME	Final Time result achieved by the athlete in the Combined discipline.	Just for Combined discipline phase

Type /Code /Extension Code	Description	Expected
ER_MP_CO /MP_NUM_PNL	Number of penalties for the athlete in the Combined discipline.	Just for Combined discipline phase (in case of penalties)
ER_MP_CO /MP_RN_TIME	Total Running Time result by the athlete in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SH_TIME	Total Shooting Time result by the athlete in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SH_STATION	Number of the Shooting Station for the athlete in the Combined discipline.	Just for Combined discipline phase
ER_MP_CO /MP_SPLIT /MP_R_TIME /MP_CUM_R_TIME /MP_R_ORDER /MP_V_SHOTS /MP_M_SHOTS /MP_T_SHOTS /MP_S_TIME /MP_CUM_S_TIME /MP_S_ORDER	Athlete's split data (running time, cumulative split time at running -and its order-, number of valid, missed and total shots, shooting time and cumulative split time at shooting -and its order-) for each of the split result points (shooting/running range) defined for the Combined discipline (in the "Discipline Configuration" message).	Just for Combined discipline phase
ER_MP_CO /MP_SHOT /MP_STATUS /MP_CUM_TIME /MP_TIME	Athlete's shot details (shot status, cumulative shot time and shot time) at each shot for each of the split result points (shooting/running range) defined for the Combined discipline (in the "Discipline Configuration" message).	Just for Combined discipline phase
ER_MP_CO /MP_TOT_SHOTS /MP_VALID /MP_MISSED /MP_TOTAL /MP_AVG_VALID /MP_AVG_MISSED /MP_AVG_TOTAL	Totals of shots (number of total valid shots, total missed shots and total shots) and averages time (of valid shots, missed shots and by total shots) for the athlete in the Combined discipline.	Just for Combined discipline phase

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).

Moreover, the header's attribute DocumentSubtype will be informed at discipline phase level, would be the cumulative results up to the end of the referenced discipline phase (DDGEEEP00).

4.1.4.3 Trigger and Frequency

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

The message will be sent when each discipline has finished with unofficial and official results:

For Fencing discipline phase:

- After the last fencing round, after the fencing results are approved, the message will be sent with "UNOFFICIAL" / "OFFICIAL" results, as expected.

For Swimming discipline phase:

- After the swimming results are approved, the message will be sent with "UNOFFICIAL" / "OFFICIAL" results, as expected.

For Combined discipline phase:

- When the event has finished (after all disciplines), after the combined running/shooting results are approved, the message will be sent with "UNOFFICIAL" / "OFFICIAL" results, as expected.

4.1.4.4 Message Structure

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

- CumulativeResult /RecordIndicators /RecordIndicator
- CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator
- CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Text	Rank of the competitor in the cumulative result (at the end of the corresponding phase). This attribute is optional because the competitor could get an invalid rank mark (in the case of DSQ in a discipline, it will remain blank). For Fencing, it should be sent as soon as the competition starts.
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with/out points for the cumulative result (see codes section)
	Result	O	N(4) 9990	The cumulative Result of the competitor, i.e. Modern Pentathlon points achieved at the end of the corresponding discipline phase. Send just in the case @ResultType is Points or IRM with points (see codes section).
	IRM	O	CC @IRM	The Invalid Result Mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM or both IRM and points. (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result (at the end of the corresponding discipline phase), 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.
CumulativeResult /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value (for Overall).
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
CumulativeResult /ResultItems /ResultItem	Phase	M	CC @Phase	Phase code of the latest RSC schedule item to which the cumulative result is updated to.
	Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to (in this case will be "00").
CumulativeResult /ResultItems /ResultItem /Result	Rank	O	Text	Rank of the competitor in the corresponding discipline phase. This attribute is optional because the competitor could get an invalid rank mark (in the case of DSQ in a discipline, it will be blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with/out points for the corresponding discipline phase (see codes section)
	Result	O	N(4) 9990	Result of the competitor in the particular discipline phase, i.e. Modern Pentathlon points achieved in the corresponding discipline phase. Send just in the case @ResultType is Points or IRM with points (see codes section).
	IRM	O	CC @IRM	The invalid rank mark (IRM) for the particular discipline phase, in case it is assigned. Send just in the case @ResultType is IRM or both IRM and points. (see codes section)

Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular discipline phase, 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.
CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Deprecated: For London, Order is always "1" for the latest (best) record of each type broken/equalled in this event unit.
	Code	M	CC @RecordType	Code which gives the nature of the record broken or equalled by the discipline phase result value (for disciplines of Fencing, Swimming and Combined).

The following table describes in more detail the CumulativeResult /Competitor /ExtendedResults /ExtendedResult element (for all discipline phases, just for teams).

Element: CumulativeResult /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP	MP_DIFF			MM:SS 90:00 Or "0:00" (for leader)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The time difference behind of the leader corresponding to the result in the last discipline phase in which has competed. Do not send: - after combined - for Result @IRM=DSQ Send "0:00" if the athlete is the leader (for Result @Rank=1). Use Time format: MM is minutes SS is seconds

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

Type /Code /Extension Code	Description	Expected
ER_MP /MP_DIFF	The time difference to the leader (score behind the leader converted to run handicap time behind the leader) corresponding to the result in the last discipline phase in which has competed.	Always (after each discipline, except after Combined)

The following table describes in more detail the CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (for all discipline phases, just for individual events).

Element: CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP	MP_DIFF			MM:SS	For @Type:

Element: CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
				90:00 Or “0:00” (for leader)	Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The time difference behind of the leader corresponding to the result in the last discipline phase in which has competed. Do not send: - after combined - for Result @IRM=DSQ Send “0:00” if the athlete is the leader (for Result @Rank=1). Use Time format: MM is minutes SS is seconds

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

Type /Code /Extension Code	Description	Expected
ER_MP /MP_DIFF	The time difference to the leader (score behind the leader converted to run handicap time behind the leader) corresponding to the result in the last discipline phase in which has competed.	Always (after each discipline, except after Combined)

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, taking also into account the following

- When the event has finished (after all disciplines):
  - Then proceed with UNOFFICIAL / OFFICIAL results, as expected.

4.1.5.4 Message Structure

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

- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

4.1.5.5 Message Values

The following table lists the Event Final Ranking 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	Text	Rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark (in the case of DSQ in a discipline, already it will remain blank).
	RankEqual	O	S(1) (Y)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type, either points or IRM with/out points for the corresponding event (see codes section)
	Result	O	N(4) 9990	Result of the competitor in the corresponding event, i.e. Total Modern Pentathlon points achieved. Send just in the case @ResultType is Points or IRM with points (see codes section).
	IRM	O	CC @IRM	Invalid Result Mark for the corresponding event, in case it is assigned. Send just in the case @ResultType is IRM or both IRM and points. (see codes section)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the Result /Competitor /ExtendedResults /ExtendedResult element (just for teams events).

Element: Result /Competitor /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP	MP_DIFF			MM:SS 90:00 Or “0:00” (for leader)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The time difference behind of the leader corresponding to the result in the last discipline phase in which has competed. Do not send for Result @IRM=DSQ Send “0:00” if the athlete is the leader (for Result @Rank=1). Use Time format: MM is minutes SS is seconds

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

Type /Code /Extension Code	Description	Expected
ER_MP /MP_DIFF	The time difference to the leader.	Always

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (just for individual events).

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	**Code**	**Extension Code**	**Pos**	**Value**	**Description**
ER_MP	MP_DIFF			MM:SS 90:00 Or “0:00” (for leader)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: The time difference behind of the leader corresponding to the result in the last discipline phase in which has competed. Do not send for Result @IRM=DSQ Send “0:00” if the athlete is the leader (for Result @Rank=1). Use Time format: MM is minutes SS is seconds

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

Type /Code	Description	Expected

/Extension Code		
ER_MP /MP_DIFF	The time difference to the leader.	Always

4.1.5.6 Message sort

Please, follow the general definition.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	8 November 2013	First version SFR
R2 v1.1	22 November 2013	SFA
R2 v1.2	28 February 2014	APP, some minor issues
R2 v1.3	4 June 2014	Conformance Test issues 729 and 738

File reference: ODF/INT322 R2 v1.3 APP (MP)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v1.1	SFA	• All reference to horses should be deleted not having MP at YOG the ride event. ▪ Delete: CC @HorseBreed, CC @HorseColour, CC @HorseSex, CC @ObsPnl ▪ Delete DT_PARTIC_HORSE message • 4.1.4.3/ 4.1.4.4/ 4.1.4.5: Delete Jumping Test reference
R2 v1.2	APP	• Update the description for DT_POOL_STANDING description • Update the “This document”, “Objective” and “Main Audience” sections • Remove the DT_PARTIC_HORSES message • Add the DT_SCHEDULE_UPDATE message
R2 v1.3	APP	• E_100_SWIM_TIME and E_200_SWIM_TIME event entries added • E_MQS event entry deleted

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