INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Sochi 2014

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

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
NOC	National Olympic Committee recognized as such by the IOC
NPC	National Paralympic Committee as recognized by the IPC
ODF	Olympic Data Feed
ODF Light	It is a type of ODF message that includes extensions to standard ODF messages in order to resolve references between messages and common codes. These extensions facilitate the message processing for ODF customers
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
OPNS	Olympic and Paralympic News Service
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/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT004	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 Biathlon Data Dictionary.

2.2 End to End data flow

In the following chapters, for each ODF message the general description, header values, triggers and frequency, structure, values and sort of the message will be defined.

3 Messages

3.1 Applicable Messages

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

•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 “Feed” identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)

•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. 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	Feed	Message extended
DT_SCHEDULE	Competition schedule	PiT	
DT_SCHEDULE_UPDATE	Competition schedule update	PiT	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	PiT	X
DT_MEDALS	Medal standings	PiT	
DT_MEDALLISTS_DAY	Medallists of the day	PiT	
DT_GLOBAL_GM	Global good morning	PiT	
DT_GLOBAL_GN	Global good night	PiT	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event’s Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_COMMUNICATION	Official Communication	PiT	
DT_GM	Discipline/venue good morning	PiT	
DT_GN	Discipline/venue good night	PiT	
DT_CONFIG	Discipline Configuration	PiT	X
DT_WEATHER	Event Unit Weather Conditions	PiT	X
DT_SERIAL	List of Current PiT Serial	PiT	
DT_PHOTOFINISH	Photofinish	PiT	
DT_PRESSPHOTOFINISH_LK	Press Photo finish	PiT	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	

Message Type	Message Name	Feed	Message extended
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	
DT_PDF_GN	PDF Discipline/Venue good night	PDF	
DT_PDF_SERIAL	List of Current PDF Serial	PDF	
DT_RT_GM	RT Discipline/venue good morning	RT	
DT_RT_GN	RT Discipline/venue good night	RT	

3.2 Messages

3.2.1 List of participants by discipline / List of participants by discipline Update

3.2.1.1 Description

A participant is considered as an individual competitor (type athlete, participating or not in the current games) or as an official in one or several disciplines or as a competitor being part of a team (team member).

Although the participant participates in more than one event or more than one discipline, this message just contains all the information for the discipline of the message, although listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to point out that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID as it is being sent in the List of athletes by discipline message. The historical athletes will be used to match historical athlete information as it is in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

This message also includes the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must mbe sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

3.2.1.2 Header Values

3.2.1.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message

Attribute	Value	Comment
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

3.2.1.3 Trigger and Frequency

3.2.1.3.1 PiT Triggers

The DT_PARTIC message is sent as a bulk message one month before the Games. It is sent several times up to the date from what only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in a DT_PARTIC bulk message sent before.

3.2.1.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Participant (1,N)			
		Code		
		Parent		
		Status		
		GivenName		
		FamilyName		
		PrintName		
		PrintInitialName		
		TVName		
		TVInitialName		
		Gender		
		Organisation		
		BirthDate		
		Height		
		Weight		
		PlaceofBirth		
		CountryofBirth		
		PlaceofResidence		
		CountryofResidence		
		Nationality		
		MainFunctionId		
		Current		
		OlympicSolidarity		
		ModificationIndicator		
		Discipline		
			Code	
			InternationalFederationId	
			RegisteredEvent (0,N)	

Level 1	Level 2	Level 3	Level 4	Level 5
				Gender
				Event
				Bib
				Class
				Guide
		OfficialFunction (0,N)		
			FunctionId	

3.2.1.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Participant

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @AccreditationStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Attribute	M/O	Value	Comments
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the

Attribute	M/O	Value	Comments
			participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Participant /Discipline
Although any participating athlete will be assigned at least one discipline, it could be more. Any accredited official will be assigned at least one discipline, but it could be more. However, it will be listed the discipline of the message

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Participant /Discipline /RegisteredEvent
Any accredited athlete will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	For team members: N(3)-N(1) 990-9 Or For single athletes: N(3) 999	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current=”true”.
Class	O	CC @SportClass	Not used for Olympics
Guide	O	S(20) with no leading zeroes	Not used for Olympics

Participant /OfficialFunction
Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Comments
FunctionId	M	CC @Function	Additional officials’ function code

3.2.1.6 Message Sort

The message is sorted by Participant @Code

3.2.2 List of teams / List of teams update

3.2.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

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

The key of the information updated consists of the following attribute: Team @Code. Therefore, any new or updated Team Discipline-Event will be identified by all these attributes.

3.2.2.2 Header Values

3.2.2.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where

Attribute	Value	Comment
		the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

3.2.2.3 Trigger and Frequency

3.2.2.3.1 PiT Triggers

The DT_PARTIC_TEAMS message is sent as a bulk message one month before the Games. It is sent several times up to the date from what only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in a DT_PARTIC_TEAMS bulk message sent before.

3.2.2.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		Gender		
		Current		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (1,N)	
				Code
				Order
		Discipline (0,1)		
			Code	
			RegisteredEvent (0,1)	
				Event
				Gender
				Bib

3.2.2.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Team

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553)
Organisation	M	CC @Organisation	Team organisation's ID
Number	M	N(2)	Team's number. In the case there is not more than one team for one organisation participating in one event, it will be 1. For BT it will be 1
Name	M	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (True) or it is a Historical team (False)
ModificationIndicator	M	N, U, D	N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Team /Composition /Athlete

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Team /Discipline

Each team is assigned just to one discipline.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Team /Discipline /RegisteredEvent
Each team is assigned at least to one event, except for a historical team, which will not be registered to any event.

Attribute	M/O	Value	Comments
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	M	N(3) 990	Bib number mandatory for relay event

3.2.2.6 Message Sort

The message is sorted by Team @Code.

3.2.3 Start List

3.2.3.1 Description

The Start List is a message containing the list of competitors for one particular event unit (individual or team event unit).

The Start List is a mandatory message for all disciplines.

Each ODF Sport Data Dictionary will include the mandatory attributes /elements of this message and redefine the optional ones.

3.2.3.2 Header Values

3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_START_LIST	Start List message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT

Attribute	Value	Comment
		message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

The general rule is that this message is sent as soon as some of the information arriving in this message and associated to the event unit (PhaseInfos, UnitInfos, and Officials) is known and also when all the competitors for one particular event unit are known.

For team event units this message should send as soon as the teams are available (maybe first teams, and after another message with team members).

Trigger also after any major change.

Please, follow the general definition above, taking also into account the following:
- For Individual/Sprint events - after the draw.

- For Relay event – after de entry deadline.

- For Pursuit event - after the Sprint results.

- For Mass Start - before the start of competition.

3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	Code					
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		UnitInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Competitor (0,N)			
				Organisation		
				Order		
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
	Start (0,N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Bib			
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		
				Value		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
			Composition (0,1)			
				Athlete (1,N)		
					Code	
					Order	
					Bib	
					EventUnitEntry (0,N)	
						Type
						Code
						Pos
						Value

3.2.3.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

UnitInfos /UnitDateTime

Scheduled start date and time.

Attribute	M/O	Value	Comments
StartDate	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_BT	BT_ST_PROVISIONAL		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: In case of Relay send 0 In case of Mass Start: send the number of competitions that are complete
	BT_ZEROING_ALLOCATION	N(2) 90	“P” or “S”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the lane number (1..30) For @Value: Send proposed value, P for Prone and S for Standing
	BT_RANGE_ALLOCATION	N(2) 90	“P” or “S”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the lane number (1..30) For @Value: Send proposed value, P for Prone and S for Standing
	BT_P_CONFIRM		DateTime	For @Type: Send proposed type For @Code: Send proposed code For @Value: Date time when ahtlete must confirm the participation
	BT_BIB_DIST		DateTime	For @Type: Send proposed type For @Code: Send proposed code For @Value:

Type	Code	Pos	Value	Description
				Bib numbers distribution

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

Type/Code	Description	Expected
UI_BT/ BT_ST_PROVISIONAL	Provisional Start List	Send in the case of provisional Start List only
UI_BT/ BT_ZEROING_ALLOCATION	Allocation of lanes for zeroing of rifles	Send always, except for Official Training and provisional start list (mass start)
UI_BT/ BT_RANGE_ALLOCATION	Range Allocation	In the case of official training only
UI_BT/ BT_P_CONFIRM	Participation confirmation by athletes	Send in the case of mass start list (also provisional start list)
UI_BT/ BT_BIB_DIST	Bib number distribution	Send in the case of mass start list (also provisional start list)

UnitInfos /UnitInfo /Competitor

UnitInfo /Competitor /Composition is optional, because sometimes it is known the teams related to a UnitInfo, but not the team members related to this UnitInfo.

Attribute	M/O	Value	Comments
Organisation	M	CC @Organisation	Organisation ID
Order	O	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise

Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @Function	Send the function code for: IBU Technical Delegate - Chairman IBU Assistant Technical Delegate International Referee for Course Member
Order	M	Numeric	Official's order following the Sport Rules

Start

This element is optional (due to the information availability, the information related to the event unit can be sent before the competitors information).

Attribute	M/O	Value	Comments
StartOrder	O	Numeric	Start order of the competitor in the start list (do not send for mass start lists or relay).
SortOrder	M	Numeric	Same as @Bib. However, in the case of provisional mass start lists, the sort order should also consider In the case of provisional start list (mass start), the order would be according to:

Attribute	M/O	Value	Comments
			For medal winners: 1 – Number of gold medals 2 – Number of silver medals 3 – Number of bronze medals 4 –Family name 5 – Given name For top 15 athletes qualified by world cup total score: 1 – World cup rank 2 - Family name 3 – Given name For athletes qualified in these Games: 1 – Olympic Games Points 2 - Family name 3 – Given name For reserve athletes:: 1 – Olympic Games points 2 - Family name 3 – Given name

Start /Competitor
Competitor participating in the event unit

Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of relay event units

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
EU_BT	BT_START_ROW		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start row

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

Type/Code	Description	Expected
EU_BT/ BT_START_ROW	Start row	Always, for relay event units

Start /Competitor /Composition /Athlete
Athlete or team member's extended information.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	In the case of relay, it will be: 1 – r(ed), 2 – g(reen), 3 – y(ellow), 4 – b(lue).
Bib	M	For team	Skier bib number. If the bib is not known that field

Attribute	M/O	Value	Comments
		members: N(3)-N(1) 990-9 Or For single athletes: N(3) 999	should be empty (Attribute = "").

Start /Competitor /Composition /Athlete /EventUnitEntry
Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
EU_ENTRY	BT_START_ROW		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start row
	BT_LEG_NUMBER		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Leg number of the team member
	BT_COLOUR		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Bib colour ("b", "g", "r" or "y")
	BT_START_TIME		HH:MM:SS 00:00:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start time for the competitor
	BT_START_GROUP		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start group for the competitor
	BT_START_BEHIND		MM:SS 90:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start behind for the competitor, where MM=minutes and SS=seconds
	BT_LANE		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Lane number
	BT_PROVISIONAL_BIB		N(3)	For @Type:

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

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

Type/Code	Description	Expected
EU_ENTRY/ BT_START_ROW	Start row	Always, for mass event units except for the provisional start list (mass start)
EU_ENTRY/ BT_LEG_NUMBER	Leg number of the team member	Always, for relay
EU_ENTRY/ BT_COLOUR	Bib colour	Bib colour ("b", "g", "r" or "y"), for relay
EU_ENTRY/ BT_START_TIME	Start time	Always, for individual and sprint
EU_ENTRY/ BT_START_GROUP	Start group	Always, for individual and sprint
EU_ENTRY/ BT_START_BEHIND	Start behind time	Always, for pursuit
EU_ENTRY/ BT_LANE	Lane number	Always, for pursuit
EU_ENTRY/ BT_PROVISIONAL_BIB	Provisional bib number	Send always in the case of mass start list (for provisional start list). Once the official start list for mass start is known, send also with the last provisional bib number used.
EU_ENTRY/ BT_MS_GROUP	Group for provisional mass start list	Send in the case of mass start list (also provisional start list)
EU_ENTRY/ BT_WC_RANK	World cup rank	Send in the case of mass start list (also provisional start list)

Type/Code	Description	Expected
EU_ENTRY/ BT_OG_POINTS	Olympic games points	Send in the case of mass start list (also provisional start list)

3.2.3.6 Message Sort

The message is sorted by the Start@SortOrder attribute.

3.2.4 Event Unit Results

3.2.4.1 Description

The Event Unit Results is a message containing the results of the competitors in one (individual or team) event unit.

The Event Unit Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw…).

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). “OFFICIAL” / “UNOFFICIAL” / “INTERMEDIATE” / “INTERIM”/ “PARTIAL”
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.

Attribute	Value	Comment
		Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases in result messages (for example TIE BREAK in GA,…) because there are a lot of data.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). “LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.

Attribute	Value	Comment
		Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.3 Trigger and Frequency

3.2.4.3.1 PiT Triggers

Every 5 minutes during competition, the message will be sent with intermediate results.
o ResultStatus in the headers will have the value “INTERIM” for Sprint and Individual Events and “INTERMEDIATE” for the rest.

Once the first competitors arrive, the message will be sent with partial results.
o ResultStatus in the headers will have the value “PARTIAL”.

o The message will be resent with partial results every 10 minutes until the last competitor completes the race (mass start and relay). For team sprint, after the 5 top teams finish (semifinals), or after the 3 top teams finish (final).

Then proceed with unofficial and official results, as expected.

3.2.4.3.2 RT Triggers

The following is the trigger for this message in ODF-RT:
•ResultStatus=”LIVE_UPDATE”
o T1: Trigger at the beginning of the day.

o T2: Trigger when a competitor passes through an intermediate point.

o T3: Trigger when the leader crosses a timing point.

o T4: Trigger after each shot of a competitor.

o T5 : Trigger when a competitor leaves a shooting range. This trigger is not currently used. For the moment T4 (a much harder trigger than T5) should be tested in order to test stress performance. However, T5 would be enough in the case of BT if T4 was problematic).

o T6: Trigger when a competitor arrives to finish.

o T7: Trigger when a competitor finishes a loop.

o T8: Trigger when a competitor crosses a pre-timing point for Sprint and Individual events only.

- T9: Trigger when an athlete finishes a leg for Relay only.
- T10: Trigger when an athlete arrives to the end of a sector.
- T11: Trigger at the beginning of the competition with initial values.
- T12: keep the Y for 30 sec and send N then but only for the interval starts events.

For the other ResultStatus we should follow the general definition.

3.2.4.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			EndDate				
		UnitInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		SortOrder					
		ResultType					
		Competitor (1,N)					
			Code				
			Type				
			Bib				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Code		
					Order		
					Bib		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.4.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

UnitInfos /UnitDateTime
Actual start –and/or end- dates and times.

This element is just for PiT.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
StartDate	O	DateTime	Actual start date-time. For multi-day units, the start date-time is on the first day. Not needed for Real Time.	N	When available
EndDate	O	DateTime	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time.	N	When available

UnitInfos /UnitInfo
Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_RESULTS	BT_CURRENT_INTERMEDIATE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Last intermediate point reached by the first competitor (1,2,3,..). Finish line is considered as an intermediate point.
	BT_CURRENT_LEG		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Current Leg

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

Type/Code	Description	Expected	RT Only	RT Trigger
UI_RESULTS/ BT_CURRENT_INTERMEDIATE	Event unit's last intermediate point reached by the first competitor	Always, for all event units	N	T2,T11
UI_RESULTS/ BT_CURRENT_LEG	Current leg reached by the first competitor	Always, just for Relay event	N	T3, T11

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the competitor could get an invalid rank mark. The Rank attribute will be filled with empty rank "" in case the competitor is pending of a Photo Finish decision	N	T2, T5
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	Only if necessary
Result	O	HH:MM:SS.t 99:99:90.0	Result for the particular event unit. Send just in the case @ResultType is Time or both Time and IRM (see codes section) HH is hours MM is minutes, SS is seconds, t is tenth of second	N	T2, T5
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM, or both time and IRM (see codes section)	N	T2, T5
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. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in the attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).	N	T2, T5
ResultType	O	CC @ResultType	Result type, either time, IRM or IRM+time for the corresponding event unit	N	Only if necessary

Result /Competitor
Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID	N	When available
Type	M	T,A	T for team A for athlete	N	When available
Bib	O	Numeric	Team's bib number, to be sent mandatory just in the case of team event units	N	When available

Result /Competitor /ExtendedResults /ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_BT	BT_DIFF			+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Event unit’s time difference for the whole team (for Result @Rank=1, send “0.0”, however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	BT_SHOOTING			N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Do not send anything
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					anything For @Value: Total penalties so far of all shooting sessions for the whole team
		BT_TOT_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total spare round so far of all shooting sessions for the whole team.
		BT_TOT_PENALTY_PRONE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total prone penalties for team (Relay)
		BT_TOT_PENALTY_STANDING		N(2) 90	For @Type: Send proposed type (that is, the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total standing penalties for team (Relay)
		BT_TOT_SPARE_PRONE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Prone spare rounds for team (Relay)
		BT_TOT_SPARE_STANDING		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Standing spare rounds for team (Realy)
		BT_TOT_SHOOTINGTIME		HH:MM:SS.t	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				99:99:90.0	Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Shooting time for this shooting session
	BT_TIME_ADJUSTMENT		Numeric	(+)HH:MM:SS.t (+)99:99:90.0	For @Type: Send proposed type For @Code: Send proposed extension code For @Pos: Send intermediate Number in which time was adjusted For @Value: Time adjustment, sent only from the shooting range
	BT_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Potential DSQ.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send N when decision is made.
	BT_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: IBU rule number
	BT_FF			S(1) (Y,P,N)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send Y for Evaluated Status and P for Pending Status for the Photo finish. Send N if Pending and no photo decision is needed.
	BT_TOT_PENALTIES			Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total cumulative penalties of all

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					shooting sessions for the whole team regardless of the shooting position. In case of DNF, and not all shooting sessions are completed, send blank (Value="") to clean any value
	BT_TOT_SPARE			Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total cumulative spare rounds of all shooting sessions for the whole team regardless of the shooting position. In case of DNF, and not all shooting sessions are completed, send blank (Value="") to clean any value

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_BT/ BT_DIFF	Event unit's result time difference (whole team)	Always, just for relay event units	N	T2, T5
ER_BT/ BT_SHOOTING	Cumulative information for the whole team after the shooting	Always, just for relay event units	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_TOT_PENALTIES	Total penalties so far of all shooting sessions for the whole team	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_SPARE	Total spare round so far of all shooting sessions for the whole team	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_PENALTY_PRONE	Total prone penalties for team (Relay)	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_PENALTY_STANDING	Total standing penalties for team (Relay)	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_SPARE_PRONE	Prone spare rounds for team (Relay)	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_SPARE_STANDING	Standing spare rounds for team (Realy)	Always, just for relay event units	N	N/A
ER_BT/ BT_SHOOTING/ BT_TOT_SHOOTINGTIME	Shooting time for this shooting session	Always, just for relay event units	N	N/A
ER_BT/ BT_TIME_ADJUSTMENT	An addition or subtraction of time from a competitor's or a team competition time as decided by the Jury	N/A	N	Only if necessary
ER_BT/ BT_POT_DSQ	Potential team disqualification, time adjustment or protest	For relay event units, send just if potential DSQ	N	T2, T5
ER_BT/ BT_RULE	IBU rule number, only for Jury decisions	Only if it is available	N	T2, T5
ER_BT/ BT_FF	Photo finish status	Just if applies	N	T2, T5
ER_BT/ BT_TOT_PENALTIES	Total cumulative penalties of all shooting sessions for the whole team regardless of the shooting position. In case of DNF, and not all shooting sessions are completed, send blank (Value="") to clean any value	Always, just for relay event units	N	Only if necessary
ER_BT/ BT_TOT_SPARE	Total cumulative spare rounds of all shooting sessions for the whole team regardless of the shooting position. In case of DNF, and not all shooting sessions are completed, send blank (Value="") to clean any value	Always, just for relay event units	N	Only if necessary

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no	Athlete's ID. Can belong to a team	N	When

Attribute	M/O	Value	Comments	RT Only	RT Trigger
		leading zeroes	member or an individual athlete.		available
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	When available
Bib	M	For team members: N(3)-N(1) 990-9 Or For single athletes: N(3) 999	Athlete's bib number	N	When available

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Team member or individual athlete's extended result.

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

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed extension code For @Pos: Do not send anything For @Value: Send 'Y' in the case of most recent time departure after shooting. otherwise send N. Just for RT.
		BT_CURRENT_SHOOT		S(1) (Y,N)	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send 'Y' if the competitor is currently in the range. otherwise send N
		BT_LAST_SHOOT		S(1) (Y,N)	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send 'Y' if case of the most recent time (The athlete has completed shooting). Otherwise send N
		BT_PENALTY		N(1) 0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of shooting penalties for this shooting session (0..5)
		BT_SPARE		N(1) 0	For @Type: Send proposed type (that is,

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

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		BT_TOT_SHOOTING TIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total cumulative shooting times of all shooting sessions
		BT_DEPARTURE_TIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Range departure time for current shoot (after the penalty loop)
		BT_DEPARTURE_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Range departure time behind leader (current shoot)
		BT_ARRIVING_TIME		HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Competitors arriving time at the range area
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case.otherwise send N
		BT_CUM_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: The cumulative team penalties so far for this shooting position. It applies just to relay event units.
		BT_CUM_SPARE		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: The cumulative team spare rounds so far for this shooting position. It applies just to relay event units.
	BT_INTERMEDIATE		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points For @Value: Cumulative time at the @Pos intermediate result point for the single athlete. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_RECENT_TIME		S(1) Y,N	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Send 'Y' in the case of most recent time. Otherwise send N For interval starts send BT_RECENT_TIME=Y for the most recent time of each athlete, send BT_RECENT_TIME=N after 30 seconds. For mass starts send BT_RECENT_TIME=Y for the most recent time of each split. Just for RT.
		BT_PENALTY		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Penalties (not cumulative) at this intermediate result point
		BT_TOT_PENALTIES		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element)

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Cumulative Penalties after this intermediate result point
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. Otherwise send N
		BT_IDX		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on rank for each intermediate point.
		BT_IDX_POS		Numeric	For @Type: Send proposed type For @Code:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed code For @Pos: Do not send anything For @Value: Index based on the athletes order of arrival to the intermediate point.
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the intermediate
	BT_LEG		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the leg or round, from 1 to 4 For @Value: Cumulative time after the @Pos leg or round for the athletes HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_PENALTY		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Number of shooting penalties at this leg
		BT_SPARE		N(2) 90	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Number of shooting spare rounds at this leg
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		N(3) 990	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the team member on the leg
		BT_IRM		CC @IRM	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	BT_LOOP		N(2) 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the loop, from 1 to the total number of loops For @Value: Time for the Pos loop. It is not cumulative. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index to sort according to BT_RANK
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the loop
	BT_COURSE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the loop, starting from 1. For @Value: Course time (not cumulative) for the referred intermediate. It is the skiing time only without shooting range time.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader.
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos: Do not send anything For @Value: Rank of the athlete when arriving at the end of the loop according to the cumulative time at the end of the loop.
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the athlete
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the loop.
	BT_SECTOR		Numeric 90 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector or loop, starting from 1. For @Value: Time for the Pos sector or loop. It is not cumulative. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes,

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader at the sector or loop.
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the sector or loop.
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the athlete
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Do not send anything For @Value: IRM at the sector or loop.
	BT_LEG_SECTOR		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops For @Value: Sector time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the leg or round for the team member in the leg (relay) or round (team sprint), according to BT_LEG_SECTOR time.
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the team member in the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					leg (relay) or round (team sprint).
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference after the leg or round for the team member in the leg (relay) or round (team sprint). Send “0.0” if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	BT_TOT_COURSE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total time on course (skiing only without shooting range time)
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader at the end of the leg
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Sort order of the athlete according to BT_RANK
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the total course
	BT_TOT_RANGE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Total range time.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				Or “0.0”	element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the total range
	BT_ISOLATED_PURSUIT			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @ Pos: Do not send anything For @Value: Isolated pursuit time. It applies just to pursuit event units, and it is the difference of the event unit result, and the start behind time HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Index based on the rank to sort
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the course (pursuit)
	BT_SKI_TIME			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Ski time regardless of the penalties. It applies just to Indidivual event. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the course
	BT_PRETIMING		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the pre-timing point, from 1 to the total number of intermediate result points For @Value: Cumulative time at the @Pos pre-timing point for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the pre-timing point for the single athlete, according to BT_INTERMEDIATE_RESULT_TIME
		BT_ERANK		S(1)	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				(Y,N)	Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		BT_IDX_POS		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the athletes order of arrival to the pre-timing point.
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the pre-timing point for the single athlete (send “0.0” if the pre-timing rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: IRM at the @Pos intermediate
	BT_POT_DSQ			S(1)	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				(Y,N)	Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Potential DSQ. Send N when decision is made.
	BT_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: IBU rule number
	BT_TIME_ADJUSTMENT		Numeric	(+)HH:MM:SS.t (+)99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Send intermediate Number in which time was adjusted For @Value: Time adjustment, sent only from the shooting range
	BT_FF			S(1) (P,Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y for Evaluated Status and P for Pending Status for the Photo finish. Send N if Pending and no photo decision is needed.
	BT_PENALTY_TIME		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate, starting from 1. For @Value: Penalty time (not cumulative). HH is hours MM is minutes, SS is seconds, t is tenth of

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					second In case of no penalties send 0.0
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the athlete
	BT_RANGE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate, starting from 1. For @Value: Range time (not cumulative). Time of staying in shooting range area number @Pos (range time + course time = total time). Send just in the intermediate with shooting. For the other intermediates, do not include this extension
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Rank of the athlete
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the athlete
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the range.
	BT_TOT_PENALTIES			Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total cumulative penalties of all shooting sessions regardless of the shooting position In case of DNF, and not all shooting sessions are completed, send blank (Value=“”) to clean any value
	BT_TOT_SPARE			Numeric	For @Type: Send proposed type (that is, the same

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					@Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Total cumulative spare of all shooting sessions regardless of the shooting position In case of DNF, and not all shooting sessions are completed, send blank (Value=“”) to clean any value
	BT_CUM_PENALTIES			Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: The cumulative team penalties so far for this athlete regardless his shooting position. It applies just to relay event units
	BT_CUM_SPARE			Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: The cumulative team spare rounds so far for this athlete regardless his shooting position. It applies just to relay event units.
	BT_SHOOTING_SECTOR		Numeric 90	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the shooting position 1…8. For @Value: Time for the Pos. It is not

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					cumulative. It will be for team member. HH is hours MM is minutes, SS is seconds, t is tenth of second
		BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or “0.0”	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the leader at the sector for the current shoot.
		BT_RANK		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the sector for the current shoot.
		BT_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send “Y” in this case. otherwise send N
		BT_IDX		Numeric	For @Type: Send proposed type (that is, the same @Code as the parent ExtendedResult element) For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the rank to sort the athlete

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		BT_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the sector for the current range.

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_BT/ BT_DIFF	Event unit's result time difference	Always, except relay event units	N	T2, T5
ER_BT/ BT_SHOOTING	Information of current shooting session	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_RECENT_DEPARTURE	Send 'Y' in the case of most recent time departure after shooting.	Always	Y	Only if necessary, T12
ER_BT/ BT_SHOOTING/ BT_CURRENT_SHOOT	Send 'Y' if the competitor is currently in the range. otherwise send N	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_LAST_SHOOT	Send 'Y' if case of the most recent time (The athlete has completed shooting).	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_PENALTY	Number of shooting penalties for this shooting session (0..5)	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_SPARE	Number of shooting spare rounds for this shooting session (0..5). It applies just to relay event units.	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_SHOOTINGTIME	Shooting time for this shooting session	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_TOT_PENALTIES	Total penalties so far of all shooting sessions	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_TOT_SPARE	Total spare round so far of all shooting sessions. It applies just to relay event units.	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_TOT_SHOOTINGTIME	Total cumulative shooting times of all shooting sessions	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_DEPARTURE_TIME	Range departure time for current shoot (after the penalty loop)	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_DEPARTURE_DIFF	Range departure time behind leader (current shoot)	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_ARRIVING_TIME	Competitors arriving time at the range area	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/ BT_RANK	Rank of the athlete	Always	N	Only if necessary
ER_BT/ BT_SHOOTING/	It identifies if the rank at this point	Always	N	Only if

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
BT_ERANK	has been equalled, send “Y” in this case.			necessary
ER_BT/ BT_SHOOTING/ BT_CUM_PENALTIES	The cumulative team penalties so far for this shooting position.	Only for relay events	N	T4
ER_BT/ BT_SHOOTING/ BT_CUM_SPARE	The cumulative team spare rounds so far for this shooting position.	Only for relay events	N	T4
ER_BT/ BT_INTERMEDIATE	Cumulative time, rank, time difference, penalties, cumulative penalties at the intermediate result point	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_RECENT_TIME	Send ‘Y’ in the case of most recent time. For interval starts send BT_RECENT_TIME=Y for the most recent time of each athlete, send BT_RECENT_TIME=N after 30 seconds. For mass starts send BT_RECENT_TIME=Y for the most recent time of each split. Just for RT.	Always, for all event units	Y	T2, T5, T12
ER_BT/ BT_INTERMEDIATE/ BT_PENALTY	Penalties (not cumulative) at this intermediate result point	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_TOT_PENALTIES	Cumulative Penalties after this intermediate result point	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_DIFF	Time difference to the leader	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_RANK	Rank of the athlete	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_IDX	Index based on rank for each intermediate point.	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_IDX_POS	Index based on the athletes order of arrival to the intermediate point.	Always, for all event units	N	T2, T5
ER_BT/ BT_INTERMEDIATE/ BT_IRM	IRM at the intermediate	Always, for all event units	N	T2, T5
ER_BT/ BT_LEG	Total time, rank, time difference, penalties, spare rounds, etc. of the team member (leg)	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_PENALTY	Number of shooting penalties at this leg	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_SPARE	Number of shooting spare rounds at this leg	Always, just in the case of relay event units	N	T2, T5

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_BT/ BT_LEG/ BT_DIFF	Time difference to the leader at the end of the leg	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_RANK	Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_IDX	Index based on the rank to sort the team member on the leg	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LEG/ BT_IRM	IRM at the leg or round	Always, just in the case of relay event units	N	T2, T5
ER_BT/ BT_LOOP	Time (not cumulative), rank, sort order at the @Pos loop (according to loop time) and time difference in a particular loop. For single athlete if not relay, or team member if relay.	Always	N	T2, T5
ER_BT/ BT_LOOP/ BT_DIFF	Time difference to the leader	Always	N	T2, T5
ER_BT/ BT_LOOP/ BT_RANK	Rank of the athlete	Always	N	T2, T5
ER_BT/ BT_LOOP/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always	N	T2, T5
ER_BT/ BT_LOOP/ BT_IDX	Index to sort according to BT_RANK	Always	N	T2, T5
ER_BT/ BT_LOOP/ BT_IRM	IRM at the loop	Always	N	T2, T5
ER_BT/ BT_COURSE	Course time	Always	N	When available
ER_BT/ BT_COURSE/ BT_DIFF	Time difference to the leader	Always	N	When available
ER_BT/ BT_COURSE/ BT_RANK	Rank of the athlete when arriving at the end of the loop according to the cumulative time at the end of the loop.	Always	N	When available
ER_BT/ BT_COURSE/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always	N	When available
ER_BT/ BT_COURSE/ BT_IDX	Index based on the rank to sort the athlete	Always	N	When available
ER_BT/ BT_COURSE/ BT_IRM	IRM at the loop	Always	N	When available
ER_BT/ BT_SECTOR	Sector time	Always, except Relay event units	N	When available
ER_BT/ BT_SECTOR/ BT_DIFF	Time difference to the leader at the sector or loop.	Always, except Relay event units	N	When available
ER_BT/ BT_SECTOR/ BT_RANK	Rank at the sector or loop.	Always, except Relay event units	N	When available
ER_BT/ BT_SECTOR/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this	Always, except Relay event units	N	When available

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
	case.			
ER_BT/ BT_SECTOR/ BT_IDX	Index based on the rank to sort the athlete	Always, except Relay event units	N	When available
ER_BT/ BT_SECTOR/ BT_IRM	IRM at the sector or loop.	Always, except Relay event units	N	When available
ER_BT/ BT_LEG_SECTOR	Time for a particular leg (not cumulative) after the @Pos leg for the team member in the leg (relay)	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_LEG_SECTOR/ BT_RANK	Rank at the leg or round for the team member in the leg (relay) or round (team sprint), according to BT_LEG_SECTOR time	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_LEG_SECTOR/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_LEG_SECTOR/ BT_IDX	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_LEG_SECTOR/ BT_DIFF	Time difference after the leg or round for the team member in the leg (relay) or round (team sprint). Send “0.0” if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_LEG_SECTOR/ BT_IRM	IRM at the leg or round	Always just in the case of relay event units (legs)	N	T2
ER_BT/ BT_TOT_COURSE	Total time on course	Always	N	T2, T5
ER_BT/ BT_TOT_COURSE/ BT_DIFF	Time difference to the leader at the end of the leg	Always	N	T2, T5
ER_BT/ BT_TOT_COURSE/ BT_RANK	Rank of the athlete when arriving at the end of the leg according to the cumulative time at the end of the leg	Always	N	T2, T5
ER_BT/ BT_TOT_COURSE/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always	N	T2, T5
ER_BT/ BT_TOT_COURSE/ BT_IDX	Sort order of the athlete according to BT_RANK	Always	N	T2, T5
ER_BT/ BT_TOT_COURSE/ BT_IRM	IRM at the total course	Always	N	T2, T5
ER_BT/ BT_TOT_RANGE	Total range time	Always	N	T2, T5
ER_BT/ BT_TOT_RANGE/ BT_DIFF	Time difference to the leader	Always	N	T2, T5
ER_BT/ BT_TOT_RANGE/ BT_RANK	Rank of the athlete	Always	N	T2, T5
ER_BT/ BT_TOT_RANGE/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always	N	T2, T5

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_BT/ BT_TOT_RANGE/ BT_IDX	Index based on the rank to sort	Always	N	T2, T5
ER_BT/ BT_TOT_RANGE/ BT_IRM	IRM at the total range	Always	N	T2, T5
ER_BT/ BT_ISOLATED_PURSUIT	Isolated pursuit time, rank (according to the isolated pursuit time) and time difference.	Send just in pursuit event units	N	T6
ER_BT/ BT_ISOLATED_PURSUIT/ BT_DIFF	Time difference to the leader	Send just in pursuit event units	N	T6
ER_BT/ BT_ISOLATED_PURSUIT/ BT_RANK	Rank of the athlete	Send just in pursuit event units	N	T6
ER_BT/ BT_ISOLATED_PURSUIT/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Send just in pursuit event units	N	T6
ER_BT/ BT_ISOLATED_PURSUIT/ BT_IDX	Index based on the rank to sort	Send just in pursuit event units	N	T6
ER_BT/ BT_ISOLATED_PURSUIT/ BT_IRM	IRM at the course (pursuit)	Send just in pursuit event units	N	T6
ER_BT/ BT_SKI_TIME	Ski time regardless of the penalties time, rank, time difference and sort order	Send just in Individual event	N	T6
ER_BT/ BT_SKI_TIME/ BT_DIFF	Time difference to the leader	Send just in Individual event	N	T6
ER_BT/ BT_SKI_TIME/ BT_RANK	Rank of the athlete	Send just in Individual event	N	T6
ER_BT/ BT_SKI_TIME/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Send just in Individual event	N	T6
ER_BT/ BT_SKI_TIME/ BT_IDX	Index based on the rank to sort	Send just in Individual event	N	T6
ER_BT/ BT_SKI_TIME/ BT_IRM	IRM at the course	Send just in Individual event	N	T6
ER_BT/ BT_PRETIMING	Cumulative time at the pre-timing point	For Individual and Sprint events	N	T1
ER_BT/ BT_PRETIMING/ BT_RANK	Rank at the pre-timing point for the single athlete, according to BT_INTERMEDIATE_RESULT_TIME	For Individual and Sprint events	N	T1
ER_BT/ BT_PRETIMING/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	For Individual and Sprint events	N	T1
ER_BT/ BT_PRETIMING/ BT_IDX	Index based on the Rank to sort the single athletes	For Individual and Sprint events	N	T1
ER_BT/ BT_PRETIMING/ BT_IDX_POS	Index based on the athletes order of arrival to the pre-timing point.	For Individual and Sprint events	N	T1
ER_BT/ BT_PRETIMING/ BT_DIFF	Time difference at the pre-timing point for the single athlete (send “0.0” if the pre-timing rank for that point is 1)	For Individual and Sprint events	N	T1

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
	HH is hours MM is minutes, SS is seconds, t is tenth of second			
ER_BT/ BT_PRETIMING/ BT_IRM	IRM at the @Pos intermediate	For Individual and Sprint events	N	T1
ER_BT/ BT_POT_DSQ	Potential disqualification, time adjustment or protest	For all event units except for relay units, send just if potential DSQ	N	When available
ER_BT/ BT_RULE	IBU rule number, only for Jury decisions	Only if it is available	N	When available
ER_BT/ BT_TIME_ADJUSTMENT	Time adjustment	Just if applies	N	When available
ER_BT/ BT_FF	Photo finish status	Just if applies	N	When available
ER_BT/ BT_PENALTY_TIME	Penalty Time	Always	N	When available
ER_BT/ BT_PENALTY_TIME/ BT_IDX	Index based on the rank to sort the athlete	Always	N	When available
ER_BT/ BT_RANGE	Range Time	Always	N	T2, T5
ER_BT/ BT_RANGE/ BT_DIFF	Time difference to the leader	Always	N	T2, T5
ER_BT/ BT_RANGE/ BT_RANK	Rank of the athlete	Always	N	T2, T5
ER_BT/ BT_RANGE/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Always	N	T2, T5
ER_BT/ BT_RANGE/ BT_IDX	Index based on the rank to sort the athlete	Always	N	T2, T5
ER_BT/ BT_RANGE/ BT_IRM	IRM at the range.	Always	N	T2, T5
ER_BT/ BT_TOT_PENALTIES	Total cumulative penalties of all shooting sessions regardless of the shooting position In case of DNF, and not all shooting sessions are completed, send blank (Value=“”) to clean any value	Always	N	Only if necessary
ER_BT/ BT_TOT_SPARE	Total cumulative spare of all shooting sessions regardless of the shooting position In case of DNF, and not all shooting sessions are completed, send blank (Value=“”) to clean any value	Always	N	Only if necessary
ER_BT/ BT_CUM_PENALTIES	The cumulative team penalties so far for this athlete regardless his shooting position.	Only for relay events	N	T4
ER_BT/ BT_CUM_SPARE	The cumulative team spare rounds so far for this athlete regardless his shooting position	Only for relay events	N	T4
ER_BT/ BT_SHOOTING_SECTOR	Sector Time for the current shoot	Only for relay events	N	When available
ER_BT/	Sector Time difference to the leader	Only for relay	N	When

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
BT_SHOOTING_SECTOR/ BT_DIFF	for the current shoot	events		available
ER_BT/ BT_SHOOTING_SECTOR/ BT_RANK	Sector Rank of the athlete for the current shoot	Only for relay events	N	When available
ER_BT/ BT_SHOOTING_SECTOR/ BT_ERANK	It identifies if the rank at this point has been equalled, send “Y” in this case.	Only for relay events	N	When available
ER_BT/ BT_SHOOTING_SECTOR/ BT_IDX	Index based on the rank to sort the athlete	Only for relay events	N	When available
ER_BT/ BT_SHOOTING_SECTOR/ BT_IRM	Sector IRM for the current shoot.	Only for relay events	N	When available

3.2.4.6 Message Sort

Sort by Result @SortOrder

3.2.5 Event Final Ranking

3.2.5.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.
The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

The general rule is that this message is sent just at the end of the last event unit of one particular event.

Trigger also after any major change.

If there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionaries

3.2.5.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.5.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Result

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

Attribute	M/O	Value	Comments
Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time or IRM (or both) for the corresponding event.
Result	O	HH:MM:SS.t 99:99:90.0	Final result for the particular event Send just in the case @ResultType is Time, or both Time and IRM (see codes section) HH is hours MM is minutes, SS is seconds, t is tenth of second
IRM	O	CC @IRM	IRM for the particular event Send just in the case @ResultType is IRM, or both time and IRM (see codes section)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Result /Competitor

Competitor related to one final event result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID. If NOC or NPC, the value will be NOC ID. If the competitor is not known or does not exist, the value will be TBD.
Type	M	T,A, N	T for team A for athlete N for NOC's or NPC's

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Value	Description
ER_BT	BT_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Value: Event's time difference for the whole team (for Result @Rank=1, send "0.0", however)

Type	Code	Pos	Value	Description
				HH is hours MM is minutes, SS is seconds, t is tenth of second

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

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

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

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

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

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

3.2.5.6 Message Sort

Sort by Result @SortOrder

3.2.6 Event's Medallists

3.2.6.1 Description

The "Event's Medallists" is a message containing the list of medallists awarded in one particular event.

3.2.6.2 Header Values

3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. "OFFICIAL" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

The message is sent with ResultStatus=PARTIAL when the information of the medallist is know but the final event Unit is not yet finished.

The message is sent with ResultStatus=OFFICIAL when the medallists are official known.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.

3.2.6.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Medal (1,N)				
		Code			
		Phase			
		Unit			
		Competitor			
			Type		
			Code		
			Order		
			Composition		
				Athlete (1,N)	
					Code
					Order

3.2.6.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Medal /Competitor

Attribute	M/O	Value	Comments
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Medal /Competitor /Composition /Athlete

(Include all members that won the medal according to sport rules if Competitor @Type="T")

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

3.2.6.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

3.2.7 Discipline Configuration

3.2.7.1 Description

The Discipline Configuration is a message containing discipline general configuration.

Ideally the configuration for the discipline should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

3.2.7.2 Header Values

3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

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

3.2.7.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Configs			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

3.2.7.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Configs /Config

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Gender code
Event	M	CC @Event	Event code
Phase	O	CC @Phase	Phase code
Unit	O	CC @Unit	Unit code

Configs /Config /ExtendedConfig

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EC_BT	BT_COURSE_NAME			S(60)	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Course Name
	BT_ALTITUDE			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Altitude in meters, at the level of the stadium

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	BT_HEIGHT_DIFF			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Height difference between the highest and the lowest altitude, in meters
	BT_LENGTH			N(5) 99990	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Length of course in meters
	BT_MAX_CLIMB			N(4) 9990	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Maximum climb in the course, in meters
	BT_TOT_CLIMB			N(4)	For @Type: Send

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				9990	proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: Total climb in the course, in meters (adding all climbs)
	BT_SHOOTING		N(1) 0	N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Numeric from 1 to N for each of the shooting sessions (8 for relay, 4 for the rest of events except for sprint -2-) For @Value: Do not send anything
		BT_SHOOTINGPOSITION		“P” or “S”	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send either prone or

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					standing for the referred shooting session
	BT_PRETIMING		N(2) 90	Numeric	For @Type: Send proposed type For @Code: Send proposed code For Pos: A pretiming point For @Value: Number of pre-timing points
		BT_DISTANCE		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value Distance in Kilometers with one decimal digital of the pretiming result point (e.g.: 2.6) in the case of interval start.
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For

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

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					for intermediate points or F for the Finish Point
	BT_INTERMEDIATE		N(2) 90	Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos An intermediate point For @Value: Number of intermediate points. Finish line has to be managed as an additional intermediate point.
		BT_DISTANCE		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value Distance from start at this intermediate point in kilometers
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos: Do not send anything For @Value: Number of shooting sessions done so far when passed at this pre-timing point (from 0 to 4)
		BT_ISSHOOTINGENTRANCE		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.
		BT_ISSHOOTINGEXIT		N(1)	For @Type: Send

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				0	proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is not a shooting exit. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.
		BT_ISEXCHANGE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Exchange number, 1 or 2 or 3 only for Relay, this

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					is the last intermediate for the leg
		BT_LOOP		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value Number for the loop (1..n) for the referred intermediate point Number of loop (1..n) for the referred pre-time point. Up to 3 in sprint, 12 for relay and 5 for the rest of events
	BT_FINISH			N/A	For @Type: Send proposed type For @Code: Send proposed code (information at the finish line) For @Pos: Do not send anything For @Type: Do not send anything
		BT_DISTANCE		N(2).N(1) 99.9	For @Type: Send proposed typee For @Code: Send

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					proposed code For @Pos: Do not send anything For @Value: Distance from start until finish line in kilometers
		BT_SHOOTINGSCOMPLETED		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of shooting sessions up to the finish line (from 1 to n)
		BT_LOOP		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total number of loops up to the finish line. Up to 3 in sprint, 12 for relay and 5 for the rest of events.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	BT_LOOP		N(2) 90	N/A	For @Type: Send the proposed type For @Code: Send proposed code For @Pos: Send the loop number to identify each of the loops. Up to 3 in sprint, 12 for relay and 5 for the rest of events. For @Value: Do not send anything
		BT_LENGTH		N(2).N(1) 99.9	For @Type: Send the proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Length in kilometers of the loop
		BT_COLOUR		String	For @Type: Send proposed type For @Code: Send proposed code Por @Pos: Do not send anything For @Value: Send loop

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					colour in text, English name, and lower case.
		BT_LETTER		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course letter in upper case
	BT_SECTOR		N(2) 90	N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the numeric identifying each of the sectors, from 1 to N For @Value: Do not send anything
		BT_INTERMEDIATE_START		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Distance from the start of the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					race to the start of the sector in kilometers
		BT_INTERMEDIATE_END		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Distance from the start of the race to the end of the sector in kilometers
		BT_ISSHOOTINGENTRANCE		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: For

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.
		BT_ISSHOOTINGEXIT		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is not a shooting exit. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.
	BT_LEG_INTERMEDIATE		Numeric	N(2) 90	For @Type: Send proposed type For @Code: Send the proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos Leg number For @Value: Number of intermediate points for this leg
		BT_DISTANCE	Numeric	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos An intermediate point number For @Value: Distance in kilometers with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Team Relay
		BT_ISSHOOTINGENTRANCE	N(1) 0	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point number. For @Value: Shooting session number, only if this intermediate point is placed just

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: from 1 to 2.
		BT_ISSHOOTINGEXIT	N(1) 0	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point number. For @Value: Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is not a shooting exit. Otherwise, send: from 1 to 2.

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

Type/Code/Extension Code	Description	Expected
EC_BT/ BT_COURSE_NAME	Course Name	Always
EC_BT/ BT_ALTITUDE	Altitude in meters, at the level of the stadium	Send always, except for Official Training and provisional start list (mass start)

Type/Code/Extension Code	Description	Expected
EC_BT/ BT_HEIGHT_DIFF	Height difference between the highest and the lowest altitude, in meters	Send always, except for Official Training and provisional start list (mass start)
EC_BT/ BT_LENGTH	Length of course in meters	Send always, except for Official Training and provisional start list (mass start)
EC_BT/ BT_MAX_CLIMB	Maximum climb in the course, in meters	Send always, except for Official Training and provisional start list (mass start)
EC_BT/ BT_TOT_CLIMB	Total climb in the course, in meters (adding all climbs)	Send always, except for Official Training and provisional start list (mass start)
EC_BT/ BT_SHOOTING	Cumulative information of current shooting.	Always
EC_BT/ BT_SHOOTING/ BT_SHOOTINGPOSITION	Send either prone or standing for the referred shooting session	Always
EC_BT/ BT_PRETIMING	A Pre-Timing point for Sprint and Individual events only.	Only for individual and sprint
EC_BT/ BT_PRETIMING/ BT_DISTANCE	Distance in Kilometers with one decimal digital of the pretiming result point (e.g.: 2.6) in the case of interval start.	Only for individual and sprint
EC_BT/ BT_PRETIMING/ BT_SHOOTINGSCOMPLETED	Number of shooting sessions done so far when passed at this pre-timing point (from 0 to n)	Only for individual and sprint
EC_BT/ BT_PRETIMING/ BT_LOOP	Number of loop (1..n) for the referred pre-time point. Up to 3 in sprint, 12 for relay and 5 for the rest of events	Only for individual and sprint
EC_BT/ BT_PRETIMING/ BT_NEXT_INTERMEDIATE	The next point intermediate (or final point) to the actual pre-timing point send a numeric for intermediate points or F for the Finish Point	Only for individual and sprint
EC_BT/ BT_INTERMEDIATE	An Intermediate Timing Point.	Always
EC_BT/ BT_INTERMEDIATE/ BT_DISTANCE	Distance from start at this intermediate point in kilometers	Always
EC_BT/ BT_INTERMEDIATE/ BT_SHOOTINGSCOMPLETED	Number of shooting sessions done so far when passed at this pre-timing point (from 0 to 4)	Always
EC_BT/ BT_INTERMEDIATE/ BT_ISSHOOTINGENTRANCE	Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.	Always
EC_BT/ BT_INTERMEDIATE/ BT_ISSHOOTINGEXIT	Shooting session number, only if this intermediate point is placed just after shooting.	Always

Type/Code/Extension Code	Description	Expected
	Send 0 if the intermediate point is not a shooting exit. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.	
EC_BT/ BT_INTERMEDIATE/ BT_ISEXCHANGE	Exchange number, 1 or 2 or 3 only for Relay, this is the last intermediate for the leg	Always
EC_BT/ BT_INTERMEDIATE/ BT_LOOP	Number for the loop (1..n) for the referred intermediate point Number of loop (1..n) for the referred pre-time point. Up to 3 in sprint, 12 for relay and 5 for the rest of events	Always
EC_BT/ BT_FINISH	The finish line.	Always
EC_BT/ BT_FINISH/ BT_DISTANCE	Distance from start until finish line in kilometers	Always
EC_BT/ BT_FINISH/ BT_SHOOTINGSCOMPLETED	Total number of shooting sessions up to the finish line (from 1 to n)	Always
EC_BT/ BT_FINISH/ BT_LOOP	Total number of loops up to the finish line. Up to 3 in sprint, 12 for relay and 5 for the rest of events.	Always
EC_BT/ BT_LOOP	Loop number @Pos	Always
EC_BT/ BT_LOOP/ BT_LENGTH	Length in kilometers of the loop	Always
EC_BT/ BT_LOOP/ BT_COLOUR	Send loop colour in text, English name, and lower case.	Always
EC_BT/ BT_LOOP/ BT_LETTER	Course letter in upper case	Always
EC_BT/ BT_SECTOR	Data between two consecutive intermediate points for each Timing and Shooting point	Always for all events
EC_BT/ BT_SECTOR/ BT_INTERMEDIATE_START	Distance from the start of the race to the start of the sector in kilometers	Always for all events
EC_BT/ BT_SECTOR/ BT_INTERMEDIATE_END	Distance from the start of the race to the end of the sector in kilometers	Always for all events
EC_BT/ BT_SECTOR/ BT_ISSHOOTINGENTRANCE	Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.	Always for all events
EC_BT/ BT_SECTOR/ BT_ISSHOOTINGEXIT	Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is	Always for all events

Type/Code/Extension Code	Description	Expected
	not a shooting exit. Otherwise, send: For Relay, from 1 to 8. For Sprint, from 1 to 2. For other, from 1 to 4.	
EC_BT/ BT_LEG_INTERMEDIATE	Intermediate result point for Team Relay	Only in case of Relay and Mixed Relay events at Event Unit level
EC_BT/ BT_LEG_INTERMEDIATE/ BT_DISTANCE	Distance in kilometers with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Team Relay	Only in case of Relay and Mixed Relay events at Event Unit level
EC_BT/ BT_LEG_INTERMEDIATE/ BT_ISSHOOTINGENTRANCE	Shooting session number, only if this intermediate point is placed just before shooting. Send 0 if the intermediate point is not a shooting entrance. Otherwise, send: from 1 to 2.	Only in case of Relay and Mixed Relay events at Event Unit level
EC_BT/ BT_LEG_INTERMEDIATE/ BT_ISSHOOTINGEXIT	Shooting session number, only if this intermediate point is placed just after shooting. Send 0 if the intermediate point is not a shooting exit. Otherwise, send: from 1 to 2.	Only in case of Relay and Mixed Relay events at Event Unit level

3.2.7.6 Message Sort

There is no general message sorting rule.

3.2.8 Event Unit Weather Conditions

3.2.8.1 Description

The “Event Unit Weather Conditions” is a message containing the weather conditions in the Event Unit.

3.2.8.2 Header Values

3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

The message is sent if weather data conditions change during an event unit.

3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Weather			
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Prec_Type	
			Condition (0,3)	
				Code
				Value
			Temperature (0,N)	
				Code
				Unit
				Value
			Wind (0,N)	
				Code
				Unit
				Value

3.2.8.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Weather /Conditions

Attribute	M/O	Value	Comments
Code	M	CC @WeatherPoints	Weather Points
Humidity	O	N(3)	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	SKY, SNOW	Weather conditions type
Value	M	CC @SnowConditions Or CC @WeatherConditions	Defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions

Weather /Conditions /Temperature

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	AIR, SNOW	Air, Snow
Unit	M	CC @TemperatureUnit	Temperature in Celsius and Fahrenheit degrees
Value	M	-N(3).N(1) -990.0 or N(3).N(1) 990.0	Temperature in Celsius and Fahrenheit degrees (in case of positive temperature, do not send '+')

Weather /Conditions /Wind

Attribute	M/O	Value	Comments
Code	M	SPEED	Wind Speed
Unit	M	CC @SpeedUnit	Metric system unit for Wind: kmh or ms
Value	M	N(3).N(1) 990.0	Wind speed value

3.2.8.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

4 Messages Sequence

1. All Events

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id	Link
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Id	Link
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	Link
CC @Discipline	S(2)	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'	Link
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender	Link
CC @Event	S(3)	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	Link
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id	Link
CC @MedalType	S(9)	ME_BRONZE : Bronze ME_GOLD : Gold ME_SILVER : Silver	
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Id	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @PrecType	S(1)	R : Rain S : Snow	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id	Link
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is RecordTye • It will be related to Discipline	Link
CC @ResultStatus	S(15)	INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point. INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured.	
CC @SportClass	S(8)	Defined in ODF Common Codes Document See entity Sport Class • The entity's attribute to be used is Id	
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit • The entity's attribute to be used is Eventunit • It will be related to Discipline, Gender, Event and Phase	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id	Link
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Id	

5.2 Biathlon Codes

Code Entity	Format	Entity Description
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DSQ : Disqualified LAP : Lapped (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).
CC @MassGroup	S(8)	MW : Medal winners Q_OGP : Qualified by Olympic Games Points RA_Q_OGP : Reserve athletes qualified by Olympic Games points WCTS15 : World Cup Total Score - top 10
CC @ResultType	S(13)	IRM : Invalid Result Mark IRM_TIME : For both, time and invalid result mark TIME : Time
CC @SpeedUnit	S(3)	KMH : Km/h MS : m/s
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	STD : Stadium point

6 General definitions

6.1 ODF Message Structure

ODF interface defines ODF messages. ODF messages are data structures based on standard XML.

```
<?xml version="1.0" encoding="UTF-8"?>      ←Declaration
<OdfBody                                    ←ODF Header
DocumentType=…
DocumentCode=… >
[body]                          ←ODF Body
</OdfBody>
```

6.1.1 ODF Declaration

The first line in an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

6.1.2 ODF Header

The next line after the declaration is the ODF header.

ODF header is the root element and it is always introduced by the element Odfbody.

Header attributes identifies ODF messages uniquely.
The message unique identifier is the aggregation of the following attributes:

- DocumentCode,
- DocumentSubcode (Optional)
- DocumentType and
- DocumentSubtype (Optional)

The following table describes the ODF header attributes. “M” designates mandatory attributes that must appear in all ODF messages. “O” designates optional attributes. Optional attributes can be required depending on other attributes in the header.

Attribute	M/O	Value	Comment

DocumentCode	M	S(9)	RSC for Results messages DDGEEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute.
DocumentSubcode	O	S(10)	Extension for the DocumentCode It is used when the RSC is not enough and it is required several different messages with the same RSC.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULTS)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version of the message
ResultStatus	O	CC @ResultStatus	Status of the messages for results message
Language	O	CC @Language	Language of the content of the message. If the message accepts multi-language and the attribute is not included, then by default the language is English If the message does not accept multi-language, then the attribute must not be included
FeedFlag	M	"P"-Production "T"-Test	Test message or production message.
Date	M	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	M	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

LogicalDate	M	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced.
Venue	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	Sequence number for ODF-RT messages. RTSerial starts with 1 each Real Time session at every different venue.
Serial	M	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information.

6.1.3 ODF Body

The next line after the ODF header is the body of the ODF Message.

Declaration	<?xml version="1.0" encoding="UTF-8"?>
Header	<OdfBody DocumentType=… >
Body	<Competition Code= …> …. ← <Competition> element </Competition> <Message> Athlete nnnn disqualified… ← <Message> element

```
        </Message>
</OdfBody>
```

Some important considerations for the ODF messages:

Mandatory elements are sent always.

- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they do not have any value then they are sent empty (Attribute =””)
- Empty optional attributes are sent either empty (Attribute = “”) or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.
- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

<Competition> Element
An ODF message contains a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition

<Message> Element
All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

<Competitor> Element
ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they are not considered a team and their results are individuals.

Element	Attribute	M/O	Value	Comment
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A, G	T = Team A = Athlete G = Group

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type** = "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT_PARTIC message.
- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "A1" Type="A">
   <Composition>

     <Athlete Code="A1"  Order="1"/>

   </Composition>
</Competition>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** ="T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT_PARTIC_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT_PARTIC (athletes) message.
- Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.

- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team's **Bib** (if applicable) will be sent in Competitor element.
- Team members' **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "T1" Type="T">
    <Composition>

      <Athlete Code="A1"  Order=…/>

      <Athlete Code="A2"  Order=…/>

      …

    </Composition>
</Competition>
```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC/NPC when the athletes belong to the same organization, otherwise MIXn.
- There will be several Competitor /Composition /Athlete elements, containing the group competitor members.

6.2 ODF Data Types and Formats

This chapter describes data types and formats for the attributes in the ODF messages.

Format	Format Description
CC @CodeEntity	Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes.
String	Text strings without a predetermined length
S(n)	Text strings with a length of up to n characters
Date	YYYYMMDD
MillisTime	HHMMSSmmm • HH: hour • MM: minutes • SS: seconds

Format	Format Description
	• mmm: milliseconds All formatted with leading zeroes (example: 090303020).
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) • YYYY: year • MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset
Boolean	'true' or 'false'
Numeric	Number with no predetermined length • If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3. • If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03. • If nothing is stated, it is assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	Number with decimal • N(n) integer part up to n digits • N(m) decimal part up to m digits
Specific pattern	Attributes with an specific pattern not specified in this table
Free text	Free text is never used in a message attribute, but it can be used inside the element content Example <element>Free text goes in here</element>

6.2.1 Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless other rules are specified in the sport documentation. (sport rules are applied before the transmission of the data)

- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,54**4** = 1, 5**4**)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,54**5** = 1, 5**5**)

6.2.2 Measures format

This chapter describes the measure formats and the conversion rules to use in all messages, unless other formats or rules are specified in the sport documentation.

Measure	Value	Format	Example
Height/Distance	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'09''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)ºC N(3)ºF	90ºC 990ºF	35ºC 95ºF
Distance	N(3).N(3)km N(3).N(3)mi	90.000km 90.000m	1.789km 6.123mi
Speed	N(2).N(3)m/s N(3).N(3)mph N(3).N(3)km/h	90.000m/s 90.000mph 90.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	N(2)cm N(2)in	90cm 90in	2cm 1in

6.2.3 Rules for measures conversion

This chapter describes measure the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights and fore mentioned rounding rules must be applied.

Measure	Conversion Rules
Distance	1 in = 0,0254 m 1 ft = 12 in = 0,3048 m 1 yd = 3 ft = 36 in = 0,9144 m 1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m 1 nmi (nautical mile) **=** 1,852 m
Speed	1 km/h = 3,6 m/s 1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg

Measure	Conversion Rules
Temperature	T[°F] = 1,8 × T[°C] + 32 T[°C] = (T[°F] – 32) / 1.8

6.3 ODF Message Update

An update occurs when it is received a message whose identification is coinciding with the identification of an already received message.

Message identification is the combination of the header attributes: *DocumentCode* + *DocumentSubcode* + *DocumentType* + *DocumentSubtype.*

ODF PiT:

The latest message substitutes completely the previous received message.

There are specific messages, (with an UPDATE suffix) for updating some elements and keep the rest of the message, e.g. DT_SCHEDULE_UPDATE, DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_ UPDATE or DT_PARTIC_HORSES_UPDATE.

ODF RT:

When the message header contains the attribute **ResultStatus** = LIVE_FULL or LIVE_LAST or LIVE_MANDATORY, the latest message substitutes completely the previous received message.

When the message header contains the attribute **ResultStatus** = LIVE_UPDATE, only the elements and attributes in the new message must be updated by message receiver. Elements and attributes provided before must be kept by message receiver.

- New message only includes the changed attributes, with the exception of the mandatory attributes that are always sent even if there is no modification.

When an attribute sent in the past has no value anymore, send the same message with ResultStatus=LIVE_MANDATORY and

- If the attribute is mandatory send it empty (Attribute="")
- If the attribute is optional either do not send it or send it empty

7 DOCUMENT CONTROL

7.1 File Reference

ODF/INT006 R3-v6.10 APP(BT)

7.2 Version history

Version	Date	Comments
R2 v1.0	16 Nov 2011	Submitted for review version.
R2 v1.1	27 Jan 2012	Reviewer comments included.
R3 v2.0	17 Feb 2012	Reviewer comments included. SFA Version.
R3 v2.1	12 Mar 2012	Reviewer comments included.
R3 v3.0	05 Apr 2012	Pre Integration Test comments.
R3 v4.0	08 May 2012	Some minor changes.
R3 v5.0	16 Jul 2012	Pre-Integration comments. APP version.
R3 v6.0	31 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal. SFR version.
R3 v6.1	17 Aug 2012	Some minor changes. SFR version.
R3 v6.2	17 Aug 2012	Some minor changes. SFR version.
R3 v6.3	28 Sep 2012	CR306 applied. SFR version.
R3 v6.4	08 Oct 2012	Additional reviewer comments included. SFR version.
R3 v6.5	11 Oct 2012	Additional reviewer comments included. SFA version.
R3 v6.6	14 Dec 2012	Additional reviewer comments included. APP version.
R3 v6.7	07 Jan 2013	Additional reviewer comments included. APP version.
R3 v6.8	31 Jan 2013	Additional reviewer comments included. APP version.
R3 v6.9	15 Mar 2013	Additional reviewer comments included. APP version.
R3 v6.10	17 Apr 2013	Document geneated using the CMS tool
R3 v6.11	10 May 2013	CR660 applied. APP version
R3 v6.12	11 june 2013	CR831, CR921, CR814, CR944 and CR738 applied. APP version.
R3 v6.13	02 July 2013	CRs applied
R3 v7.0	23 Aug. 2013	CRs applied
R3 v7.1	20 Sept. 2013	CRs and defects applied
R3 v7.2	11 Oct 2013	CR/defect applied
R4 v7.3	12 Dec. 2013	CR/defects applied

7.3 Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version.
R2 v1.1	SFR	• Reviewer comments included. • Document structure changed.
R3 v2.0	SFA	• Reviewer comments included.
R3 v2.1	SFA	• Added Competitor Current flag. • DT_RESULTS UnitInfo element contains now what was defined in UnitInfo/Extensions/Extension.
R3 v3.0	SFA	• DT_PARTIC_TEAMS_UPDATE. Team Element. Team's number is always 1. It has been changed to mandatory. • DT_RESULTS. Added @Pos to BT_SHOOTING at Competitor level. • Added BT_LEG_SECTOR code in order to have a not cumulative time for a particular leg. • DT_CONFIG. Distance has been defined in kilometres instead of meters. • BT_LEG_INTERMEDIATE. Added @Pos to have the distances of the intermediate points of a particular leg. It is sent at event unit level.
R3 v4.0	SFA	• DT_RESULTS / DT_RT_RESULTS. Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element. BT_PRE_TIMING code name is incorrect. The correct name is BT_PRETIMING. • Added the next clarification for SortOrder attribute: "This field should be informed for all the competitors." • BT_POT_DSQ is send with value "N" when decision about the potential disqualification is made.
R3 v5.0	APP	• BT_INTERMEDIATE. Removed "number of participants still to come". No extension for this value. • BT_SECTOR is not needed in Relay events. Some definitions have been modified. • BT_LAST_SHOOT. The ODF message bounds the highlighting turn on/off behavior. • DT_CONFIG message. BT_INTERMEDIATE. Finish line has to be managed as an additional intermediate point. • DT_RESULT message. Added BT_COURSE as ExtendedResult. • DT_CONFIG message. BT_INTERMEDIATE code. The BT_ISSHOOTINGENTRANCE and BT_ISSHOOTINGEXIT descriptions have been described for events. • CURRENT_INTERMEDIATE. Finish line is considered as an intermediate point. It is not needed to send "0" when the athlete reaches that point.
R3 v6.0	SFR	• New messages proposal: Added DT_CUMULATIVE_RESULT, DT_PHASE_RESULT, DT__RT_CUMULATIVE_RESULT and DT_RT_PHASE_RESULT messages (marked in blue color) at the Applicable Messages table. These messages should be taking into account at the moment that these changes are approved until then the deprecated message should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY (marked in pink color). This message should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used.

Version	Status	Changes on version
R3 v6.1	SFR	• DT_CONFIG message. BT_SECTOR code. The values of BT_INTERMEDIATE_START and BT_INTERMEDIATE_END are distances in kilometers.
R3 v6.2	SFR	• DT_CONFIG message. BT_SECTOR code. Updated the format of the BT_INTERMEDIATE_START and BT_INTERMEDIATE_END extensions.
R3 v6.3	SFR	• Applicable messages section. The DT_HIST_REC_UPDATE message doesn't exist anymore. • Updated the format of the distance values in kilometres. • Light extension: ODF Light extensions from the DT_START_LIST Message marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from this message and included in new message. • Light Extensions: DT_START_LIST PreviousResults defined as non-light extension. • DT_EXTRA_DATA / DT_RT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY / DT_RT_PLAY_BY_PLAY • Sortorder attribute clarified so that any result sort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT message (this includes ranked, none-ranked and IRM athletes/team).
R3 v6.4	SFR	• DT_RESULT message. CC_FF code. Added a new state in order to reset the flag if Pending and no photo finish decision is needed. • BT_RECENT_TIME code is just for RT. • DT_RESULT message (Pit and RT). EndDate attribute changed to optional. • DT_RESULT message (Pit and RT). Sorting by UnitActions is not needed. • DT_RT_RESULT message. UnitDateTime. This element is just for PiT.
R3 v6.5	SFA	• DT_RESULT message. BT_SHOOTING code. Added BT_RECENT_DEPARTURE extension code. Flag indicating the athlete receives "departure time" after shooting. • DT_RESULT message. BT_SHOOTING code. Updated the BT_CURRENT_SHOOT and BT_LAST_SHOOT definitions.
R3 v6.6	APP	• DT_CONFIG message. Added the following extensions to BT_LEG_INTERMEDIATE code: BT_ISSHOOTINGENTRANCE and BT_ISSHOOTINGEXIT. • DT_RESULT message. BT_PRETIMING and BT_INTERMEDIATE codes. BT_IDX_POS index defined to sort the athletes in order of arrival to the Pre-timing/Intermediate points.
R3 v6.7	APP	• BT_LAST_SHOOT. The ODF message does not bound the highlighting turn off behavior. • DT_START_LIST message. UnitInfo /Competitor Element is needed in order to have the information about organization for zeroing allocation. • ResultType "TIME" is used at Event Final Ranking message. • Biathlon codes. Added the CC @WeatherPoints codes.
R3 v6.8	APP	• Biathlon codes. Updated CC @Functions by CC @Function. • DT_CONFIG message. Added missing extensions in BT_SECTOR code (BT_ISSHOOTINGENTRANCE and BT_ISSHOTINGEXIT). • ER_BT: BT_SHOOTING. "Pos" removed. Extension BT_SHOOTINGTIME renamed to BT_TOT_SHOOTINGTIME and updated its definition.
R3 v6.9	APP	• DT_START_LIST message. Officials /Official Element included. • DT_RESULT message. Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element, in BT_SHOOTING Code,

Version	Status	Changes on version
		Extension Codes BT_TOT_SPARE_PRONE and BT_TOT_SPARE_STANDING in case of relay, team members detailed results deleted. No totals needed at this level.
R3 v6.10	APP	Document geneated using the CMS tool
R3 v6.11	APP	CR660 Addition of the Photo Finish messages in the matrix of the DT_PHOTOFINISH and DT_PRESSPHOTOFINISH_LK Applicable Messages
R3 v6.12	APP	• DT_RESULT message. Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Element: CR831 Added the possibility to send the values 'Y' or 'N' for the Sub Extensions: BT_CURRENT_SHOOT, BT_LAST_SHOOT and BT_RECENT_TIME. • DT_RESULT message. Competitor /ExtendedResults /ExtendedResult and Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Elements: CR921 Added ER_BT/ BT_TOT_PENALTIES for athletes and relay events units. Value with the total cumulative penalties of all shooting sessions regardless of the shooting position. And CR814, in case of DNF, and not all shooting sessions are completed, send blank (Value=“”) to clean any value for this new extension ER_BT/BT_TOT_PENALTIES. • DT_RESULT message. Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Elements: Added ER_BT/ BT_TOT_SPARE for relay events units. Value with the total cumulative spare of all shooting sessions regardless of the shooting position. • DT_RESULT message. Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Elements: CR944 Added details to the Description of BT_RECENT_TIME: For interval starts send BT_RECENT_TIME=Y for the most recent time of each split. For mass starts send BT_RECENT_TIME=Y only for the most recent time of the whole competition. • Biathlon Codes: CR738 Deleted GEN, HIGH and LOW as Entity Descriptions in Code Entity WeatherPoints, and left only STD.
R3 v6.13	APP	CR666 applied: Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS messages. CR906: Removed ODF Light elements from DT_START_LIST message. CR974 : Remove "+" symbol in weather attributes, when sending values above 0 degrees. Change applies to DT_WEATHER message. CR001107: new trigger created T11 (Result message RT). Trigger added in the BT_CURRENT_INTERMEDIATE and BT_CURRENT_LEG definition. CR000981: DT_WEATHER message updated with the Wind information and the Weather Point General. CR001007: defect 89704 fixed. "N" value added as option for the following attributes: bt_recent_time in bt_intermediate element bt_current_shoot, bt_recent_departure, bt_last_shoot in bt_shooting element bt_erank in bt_intermediate, bt_shooting, bt_leg, bt_loop, bt_course, bt_sector, bt_leg_sector, bt_tot_course, bt_tot_range, bt_isolated_pursuit, bt_ski_time, bt_pretiming and bt_range elements
R3 v7.0	APP	CR1281: "Competition Chief" removed from DT_START_LIST

Version	Status	Changes on version
		Officials/Official/Function attribute CR944: red highlights 30 sec automatic 'switch off' implemented: 1. Create new trigger T12: keep the Y for 3 sec and send N then but only for the interval starts events. 2. Add this trigger in the definition of the codes involves in the red highlight definition: - Athlete extension /BT_INTERMEDIATE/BT_RECENT_TIME - Athlete extension/BT_SHOOTING/BT_RECENT_DEPARTURE CR1267/defect 94201: BT_TIME_ADJUSTMENT updated with (+)HH:MM:SS.t /(+)99:99:90.0 .
R3 v7.1	APP	CR001459/Defect 98650 applied: in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element we should add: 1. At the BT_SHOOTING level: i. BT_CUM_PENALTIES: the cumulative team penalties so far for this shooting position ii. BT_CUM_SPARE: the cumulative team spare rounds so far for this shooting position 2. At the athlete extension level: i. BT_CUM_PENALTIES: the cumulative team penalties so far for this athlete regardless his shooting position ii. BT_CUM_SPARE: the cumulative team spare rounds so far for this athlete regardless his shooting position The codes will be triggered by the T4: Trigger after each shot of a competitor. CR001404 applied: the CC @MassGroup Code "WCTS10" updated with "WCTS15". CR1544 applied: in the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element we should add: BT_SHOOTING_SECTOR with the sector shooting information (Time, BT_IDX, BT_ERANK, BT_RANK, BT_DIFF, BT_IRM) of the leg.
R3 v7.2	APP	CR001530 applied: new highlight rule applied for the mass start screens and interval startscreen. Definition updated for the BT_RECENT_TIME code.
R4 v7.3	APP	CR001564 applied: 1) DT_WEATHER: Weather /Conditions /Condition@Value defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions 2) DT_WEATHER: Weather /Conditions /Wind@Value defined as N(3).N(1) without plus/minus symbols 3) DT_WEATHER: Weather /Conditions@Wind_Direction value defined as CC @WindDirection without possibility of being N(3) CR001207 applied: in DT_RESULTS and DT_RT_RESULTS message indicates that the Rank attribute will be filled with empty rank "" in case competitor is pending of a Photo Finish decision. CR002499 applied: Defect 100811: small update in the definition of the DT_weather/Temperature element. The temperature in F should be included in the description of the codes.

Version	Status	Changes on version
		CR001683 applied: Defect 98015: the trigger of the Start List corrected for the Pursuit event. Defect 98017: BT_OG_POINTS definition corrected to 'Send Olympic games points, if information available'. Defect 98179: Bib set to optional in the DT_PARTIC message.

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