



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT411 R-WOG-2018-ALP-v2.2 APP

# Olympic Data Feed



**ODF Alpine Skiing Data Dictionary**  
**PyeongChang – XXIII Olympic Winter Games**  
Technology and Information Department  
© International Olympic Committee

ODF/INT411 R-WOG-2018-ALP-v2.2 APP  
25 May 2017



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## Table of Contents

1 Introduction.....	6
1.1 This document.....	6
1.2 Objective.....	6
1.3 Main Audience.....	6
1.4 Glossary.....	6
1.5 Related Documents.....	6
2 Messages.....	8
2.1 Message Summary.....	8
2.2 Applicable Messages.....	9
2.3 Messages.....	11
2.3.1 List of participants by discipline / List of participants by discipline update.....	11
2.3.1.1 Description.....	11
2.3.1.2 Header Values.....	11
2.3.1.3 Trigger and Frequency.....	12
2.3.1.4 Message Structure.....	12
2.3.1.5 Message Values.....	14
2.3.1.6 Message Sort.....	17
2.3.2 List of teams / List of teams update.....	18
2.3.2.1 Description.....	18
2.3.2.2 Header Values.....	18
2.3.2.3 Trigger and Frequency.....	19
2.3.2.4 Message Structure.....	19
2.3.2.5 Message Values.....	20
2.3.2.6 Message Sort.....	22
2.3.3 Event Unit Start List and Results.....	23
2.3.3.1 Description.....	23
2.3.3.2 Header Values.....	23
2.3.3.3 Trigger and Frequency.....	24
2.3.3.4 Message Structure.....	24
2.3.3.5 Message Values.....	28
2.3.3.6 Message Sort.....	45
2.3.4 Current Information.....	46
2.3.4.1 Description.....	46
2.3.4.2 Header Values.....	46
2.3.4.3 Trigger and Frequency.....	47
2.3.4.4 Message Structure.....	47
2.3.4.5 Message Values.....	48



2.3.4.6	Message Sort.....	<u>53</u>
2.3.5	Cumulative Results.....	<u>54</u>
2.3.5.1	Description.....	<u>54</u>
2.3.5.2	Header Values.....	<u>54</u>
2.3.5.3	Trigger and Frequency.....	<u>55</u>
2.3.5.4	Message Structure.....	<u>56</u>
2.3.5.5	Message Values.....	<u>58</u>
2.3.5.6	Message Sort.....	<u>62</u>
2.3.6	Brackets.....	<u>63</u>
2.3.6.1	Description.....	<u>63</u>
2.3.6.2	Header Values.....	<u>63</u>
2.3.6.3	Trigger and Frequency.....	<u>64</u>
2.3.6.4	Message Structure.....	<u>64</u>
2.3.6.5	Message Values.....	<u>66</u>
2.3.6.6	Message Sort.....	<u>72</u>
2.3.7	Event Final Ranking.....	<u>73</u>
2.3.7.1	Description.....	<u>73</u>
2.3.7.2	Header Values.....	<u>73</u>
2.3.7.3	Trigger and Frequency.....	<u>74</u>
2.3.7.4	Message Structure.....	<u>74</u>
2.3.7.5	Message Values.....	<u>75</u>
2.3.7.6	Message Sort.....	<u>81</u>
2.3.8	Configuration.....	<u>82</u>
2.3.8.1	Description.....	<u>82</u>
2.3.8.2	Header Values.....	<u>82</u>
2.3.8.3	Trigger and Frequency.....	<u>83</u>
2.3.8.4	Message Structure.....	<u>83</u>
2.3.8.5	Message Values.....	<u>83</u>
2.3.8.6	Message Sort.....	<u>87</u>
2.3.9	Federation Ranking.....	<u>89</u>
2.3.9.1	Description.....	<u>89</u>
2.3.9.2	Header Values.....	<u>89</u>
2.3.9.3	Trigger and Frequency.....	<u>90</u>
2.3.9.4	Message Structure.....	<u>90</u>
2.3.9.5	Message Values.....	<u>92</u>
2.3.9.6	Message Sort.....	<u>98</u>
2.3.10	Event Unit Weather conditions.....	<u>99</u>
2.3.10.1	Description.....	<u>99</u>
2.3.10.2	Header Values.....	<u>99</u>
2.3.10.3	Trigger and Frequency.....	<u>100</u>
2.3.10.4	Message Structure.....	<u>100</u>



2.3.10.5	Message Values.....	<a href="#">100</a>
2.3.10.6	Message Sort.....	<a href="#">102</a>
3	Message Timeline.....	<a href="#">103</a>
3.1	Preparation Phase.....	<a href="#">103</a>
3.2	Before (Team Captains Meeting).....	<a href="#">103</a>
3.3	During each Unit.....	<a href="#">104</a>
3.4	After each unit.....	<a href="#">105</a>
3.5	After each Team Event heat (4 units).....	<a href="#">105</a>
3.6	At the end of a phase (except Team Event).....	<a href="#">105</a>
3.7	At the end of a Team Event phase.....	<a href="#">106</a>
3.8	At the end of the event.....	<a href="#">106</a>
4	Document Control.....	<a href="#">107</a>



# 1 Introduction

## 1.1 This document

This document includes the ODF Alpine Skiing Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Alpine Skiing.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
		used across all ODF documents.
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 2 Messages

### 2.1 Message Summary

The general plan for messages in this sport is:

#### **Individual One Run Events**

- DT\_RESULT for the full event (unit)
- DT\_CURRENT during each unit

#### **Individual Two Run Events**

- DT\_RESULT for each run (unit)
- DT\_CURRENT during each unit
- DT\_CUMULATIVE\_RESULT for overall result of the event

#### **Team Event [if added to the program]**

- DT\_PARTIC\_TEAM for the roster for each team
- DT\_RESULT for each run in each heat (unit). Two athletes.
- DT\_CURRENT during each unit where win criteria apply
- DT\_RESULT for overall result of the heat (multiple runs)
- DT\_BRACKETS for the progression in the event





## 2.2 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<a href="#">X</a>
DT_CURRENT	Current Information	<a href="#">X</a>
DT_CUMULATIVE_RESULT	Cumulative Results	<a href="#">X</a>
DT_BRACKETS	Brackets	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	<a href="#">X</a>
DT_FED_RANKING	Federation Ranking	<a href="#">X</a>
DT_WEATHER	Event Unit Weather conditions	<a href="#">X</a>
DT_MEDALLISTS	Event's Medallists	



DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.3 Messages

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

#### 2.3.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists, etc.) will always match the athlete ID with the athlete ID in this message.

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 and Reserves.

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 be 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.

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline 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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

The DT\_PARTIC\_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Participant (1,N)</a>				



Code
Parent
Status
GivenName
FamilyName
PrintName
PrintInitialName
TVName
TVInitialName
LocalFamilyName
LocalGivenName
Gender
Organisation
BirthDate
Height
Weight
PlaceofBirth
CountryofBirth
PlaceofResidence
CountryofResidence
Nationality
MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
<a href="#">Discipline (1,1)</a>
Code
IFId
<a href="#">RegisteredEvent (0,N)</a>
Event
Bib
<a href="#">EventEntry (0,N)</a>



	Code Type Pos Value
<u>OfficialFunction (0..N)</u>	
	FunctionId

### 2.3.1.5 Message Values

Element: Participant (1..N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or</p>



			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	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute 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)
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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	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	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence



Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or '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 participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

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

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).





<b>Element: Participant /Discipline /RegisteredEvent (0,N)</b>			
<b>All accredited athletes 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 registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(5)	Bib number. Send only in the Case of Current="true".

<b>Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)</b>				
<b>Send if there are specific athlete's event entries.</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ENTRY	RANK_WLD	N/A	Element Expected: When available. In _UPDATE message only. (only generic events are collected in sports entries)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(4)	FIS Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available. In _UPDATE message only (only generic events are collected in sports entries)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(6)	FIS points (for this event). Send "-" for the competitors who do not have points. Usually in format ##0.00.

<b>Element: Participant /OfficialFunction (0,N)</b>			
<b>Send if the official has optional functions. Do not send, otherwise.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
FunctionId	M	<a href="#">CC @ResultsFunction</a>	Additional officials' function code

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 List of teams / List of teams update

### 2.3.2.1 Description

The List of teams message 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 be different teams.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, 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 data of a team being modified.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.



		<p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 Trigger and Frequency

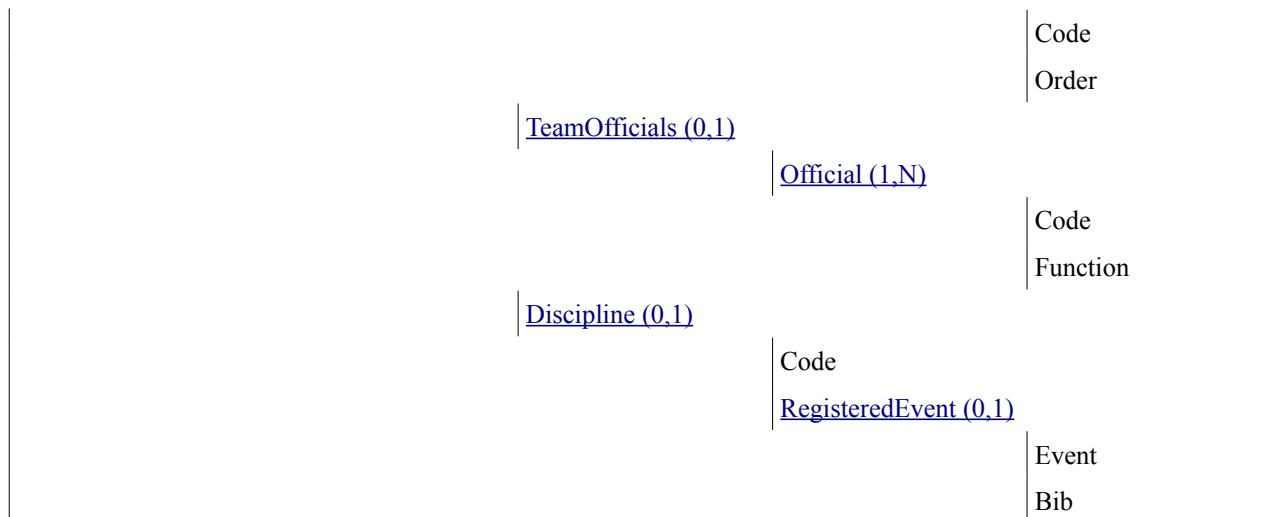
The DT\_PARTIC\_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	<a href="#">Team (1,N)</a>	Code Organisation Number Name TVTeamName Gender Current ModificationIndicator	<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>



### 2.3.2.5 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4x400m--ESP01, 393553)  When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	O	S(73)	Team's name.  Send the Description of the code <a href="#">CC@Organisation</a> . It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
TVTeamName	O	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry)            U-Update team            D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

**Element: Team /Composition /Athlete (0,N)**

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Athlete's ID of the listed team's member.</p> <p>Therefore, he/she makes part of the team's composition.</p>
Order	O	Numeric 0	Team member order

**Element: Team /TeamOfficials /Official (1,N)**

**Send if there are specific officials for the team. Does not apply to historical teams.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Official's ID of the listed team's official.</p> <p>Therefore, he/she makes part of the team's officials.</p>
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the team.

**Element: Team /Discipline (0,1)**

**Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline



<b>Element: Team /Discipline /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(5)	Team bib number to be sent in all the team event units

### 2.3.2.6 Message Sort

The message is sorted by Team @Code.



## 2.3.3 Event Unit Start List and Results

### 2.3.3.1 Description

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

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).  For individual events: - one message per race (unit). For team events: - one message per run in a heat (effectively a race) and - one message for each heat (NOC v NOC)
DocumentSubcode	N/A	Not used in ALP
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in ALP
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production	Test message or production message.



	"T"-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

This message is sent:

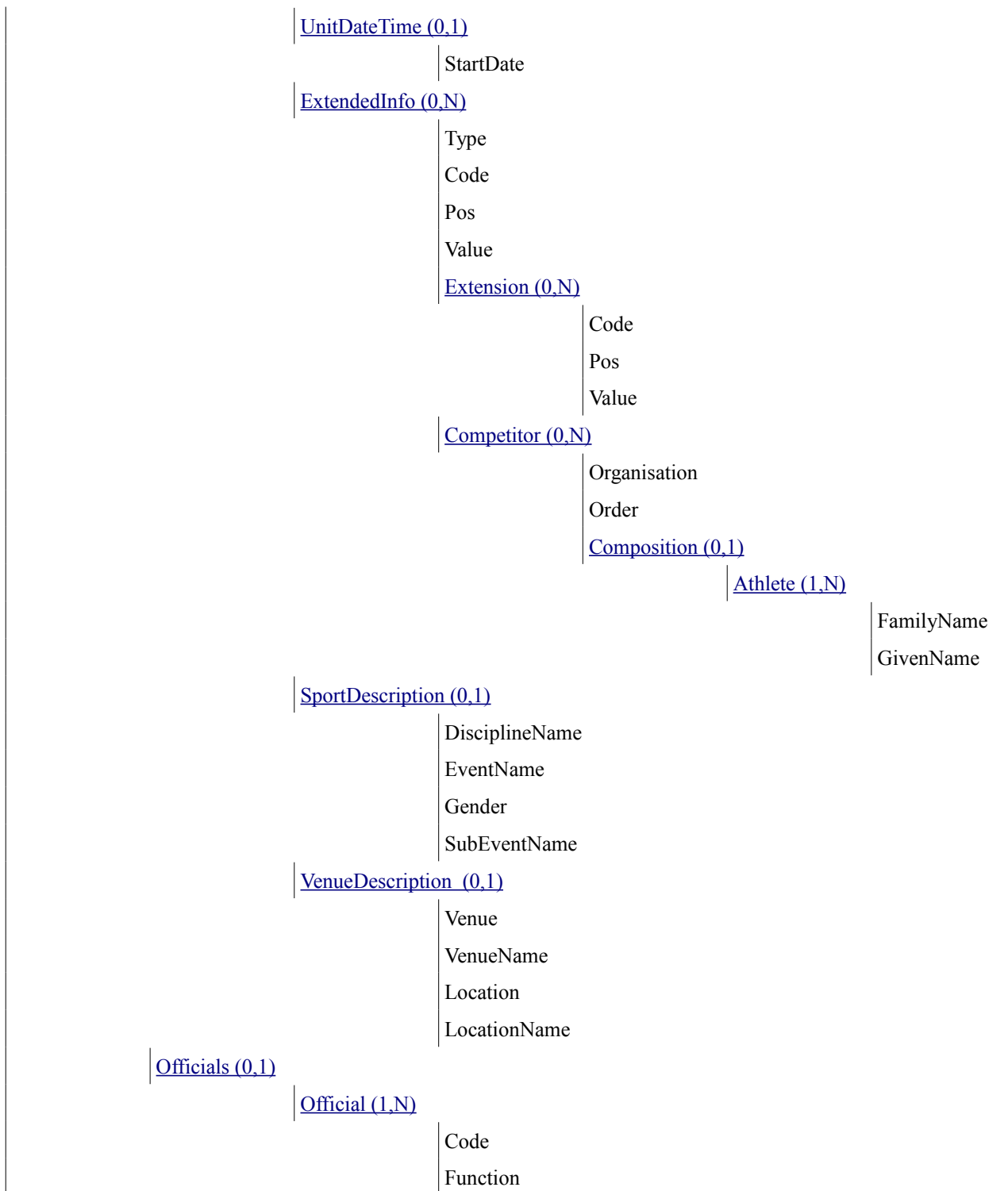
- \* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- \* When the competition starts and after every split for the current athlete(s) (LIVE)
- \* In individual events after every athlete has completed the run even if an athlete is on the course (INTERMEDIATE)
- \* In the team event message (not run) after each run is over (INTERMEDIATE)
- \* After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable. For the team event message this is after the last run only.
- \* After any change

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					







	Order	
	<u>Description (1,1)</u>	
		GivenName
		FamilyName
		Gender
		Organisation
<u>Result (1,N)</u>		
	Rank	
	RankEqual	
	Result	
	IRM	
	QualificationMark	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	Diff	
	<u>ExtendedResults (0,1)</u>	
		<u>ExtendedResult (1,N)</u>
		Type
		Code
		Pos
		Value
		ValueType
		Rank
		RankEqual
		SortOrder
		Diff
		<u>Extension (0,N)</u>
		Code
		Pos



			Value
	<u>ResultItems (0,1)</u>		
		<u>ResultItem (1,N)</u>	
		Unit	
		Order	
		<u>Result (1,1)</u>	
			Rank
			RankEqual
			ResultType
			Result
			IRM
			Diff
			WLT
			SortOrder
	<u>Competitor (1,1)</u>		
		Code	
		Type	
		Bib	
		Organisation	
		<u>Description (0,1)</u>	
			TeamName
		<u>EventUnitEntry (0,N)</u>	
		Type	
		Code	
		Pos	
		Value	
		<u>Composition (0,1)</u>	
		<u>Athlete (1,N)</u>	
			Code
			Order
			Bib
			<u>Description (1,1)</u>



	GivenName FamilyName Gender Organisation BirthDate IFId <a href="#">EventUnitEntry (0,N)</a> Type Code Pos Value
--	--

### 2.3.3.5 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day. (Do not include until unit has started)

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	GATES_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
UI	GATES_TURNING	N/A	Element Expected: Always except downhill
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0
UI	FORERUNNER	Numeric #0	Pos Description: Send the sequential number, (1..n), to sort the forerunners according to their



				bib letter  Element Expected: Always if forerunner.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @ForerunnerBib</a>	Forerunners bib letter (in upper case) (e.g.: A, B ...)
UI		RULE	Numeric #0	Pos Description: Sequential number (from 1 to n) for each of reasons for disqualification. Used for ordering.  Element Expected: If any athletes disqualified with rule reason.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Rule identifier for which the skier was disqualified (e.g.: "629.3"). (Links to ExtendedResults rule)
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
	<b>Expected: If any athletes disqualified with rule reason.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DESC		
	Pos	N/A		
	Value	String	Text of the reason for disqualification (in ENG), (e.g.: "Did not pass through a gate correctly (art. 661.4)")	
UI		STARTERS	N/A	Element Expected: Always after status START_LIST
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Sent the number of competitors on the start list
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
	<b>Expected: Always after status START_LIST</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LAST_UNIT	N/A	Element Expected: Always in team overall message after it



				has started
	Attribute	M/O	Value	Description
	Value	O	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message
UI		F-FACTOR	N/A	Element Expected: Always after status START_LIST (individual events - N/A for Training)
	Attribute	M/O	Value	Description
	Value	O	Numeric	F-Factor
DISPLAY		LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE
	Attribute	M/O	Value	Description
	Value	O	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

**Sample (Individual event)**

```

...
<ExtendedInfos>
  <UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
  <ExtendedInfo Type="UI" Code="GATES_NUM" Value="59" />
  <ExtendedInfo Type="UI" Code="GATES_TURNING" Value="58" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="A">
    <Competitor Organisation="RUS" Order="1" >
      <Composition>
        <Athlete FamilyName="ZAYTSEV" GivenName="S." />
      </Composition>
    </Competitor>
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="B">
    <Competitor Organisation="RUS" Order="2" >
      <Composition>
        <Athlete FamilyName="NIKITIN" GivenName="P." />
      </Composition>
    </Competitor>
  </ExtendedInfo>
  ...
...

```

**Element: ExtendedInfos /ExtendedInfo /Competitor (0,N)**  
**Used for forerunners and similar who do not participate in the competition. Not usually part of DT\_PARTIC.**



Attribute	M/O	Value	Description
Organisation	O	<a href="#">CC @Organisation</a>	Add in the extension FORERUNNER if the extension is applicable. Organisation ID of the forerunner
Order	M	Numeric #0	Order of the forerunner in the unit.

**Element: ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)**

Used when the ExtendedInfo is related to a person or a team member.

The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.

Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the forerunner
GivenName	O	S(25)	Given name of the forerunner

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

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit
SubEventName	M	S(40)	Event Unit short name (not code) from Common Codes

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

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code



Function	M	<a href="#">CC @ResultsFunction</a>	Official's function (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	O	Numeric	Order of officials.

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

**Officials extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

**Element: Result (1,N)**

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

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the event unit (not cumulative) for individual event. Do not send in team event (run or overall)
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send. Do not send in team event (run or overall)
Result	O	m:ss.ff Or S(1)	Time for the particular event unit (not cumulative) in individual events and runs in team event. Points in the team overall message. Send just in the case @ResultType is TIME or POINTS
IRM	O	<a href="#">SC @IRM</a>	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	For team overall only, when the team is qualified by points and it can't change anymore (Q), or when tie breaking rule is applied and is qualified by time (QT), or by bib (QB), or when the team won one of the final and it can't change anymore (W or w)
WLT	O	<a href="#">SC @WLT</a>	Code whether the competitor won, lost or tied the unit in head to head.
SortOrder	M	Numeric	This attribute is a sequential number with the order of





		##0	<p>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. Prior to the unit the order is the same as StartSortOrder (even if some have IRM)</p> <p>Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started.</p> <p>Sort order does not change in head-to-head units.</p>
StartOrder	O	Numeric ##0	The start order of the unit.
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		DIFF_M	N/A	Element Expected: When available in speed events and athlete sets a valid finish time
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Distance behind the leader (after run) in meters. Do not send for the leader.
ER		SPEED_AVG	N/A	Element Expected: When available in speed events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Average speed in km/h
ER		POT_DSQ	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send "Y" if the competitor is a potential disqualification in this unit, else do not send
ER		RE_RUN	N/A	Element Expected: If applicable



	Attribute	M/O	Value	Description
	Value	O	S(1)	Send "Y" if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete
ER		DSQ_GATE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	S(3)	Gate number at which the competitor was disqualified
ER		RULE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	O	String	Rule identifier for which the skier was disqualified (e.g.: "629.3"). (Links to ExtendedInfo description.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F).  Element Expected: When data is available (individual events)
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
	ValueType	O	<a href="#">SC @ResultType</a>	Send SC @ResultType (TIME)
	Rank	O	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.ff Or -s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When available (individual events)</b>				
	Attribute	Value	Description	



	Code	DIFF_FAST	
	Pos	N/A	
	Value	s.ff	The difference behind the fastest competitor at this intermediate point not considering IRMs. Send 0.0 for the leader.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only if the fastest has an IRM else do not send (individual events). At end of unit.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFF_FAST_IRM	
	Pos	N/A	
	Value	s.ff	The difference behind the fastest competitor if the fastest did not finish or DQ. Send 0.0 for the leader.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: At the end of the unit (individual events)</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ERANK_IRM	
	Pos	N/A	
	Value	S(1)	Send "Y" if the rank of the competitor at the intermediate point considering those with IRMs is equalled.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: At the end of the unit (individual events)</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	RANK_IRM	
	Pos	N/A	
	Value	S(2)	Send the rank of the competitor at the intermediate considering those with IRMs also.
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example 2 is the section from intermediate 1 to intermediate 2.  Element Expected: When available (individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	s.ff
	ValueType	O	<a href="#">SC @ResultType</a>
			<b>Description</b>
			Time for the section ending at the intermediate point @Pos.
			Send SC @ResultType



	Rank	O	S(2)	Send the rank of the competitor in the section not considering IRMs
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
	SortOrder	O	Numeric #0	Send the order of the competitor in the corresponding section.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: At the end of the unit (individual events)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ERANK_IRM		
	Pos	N/A		
	Value	S(1)	Send "Y" if the rank of the competitor in the section considering those with IRMs is equalled.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: At the end of the unit (individual events)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	RANK_IRM		
	Pos	N/A		
	Value	S(2)	Send the rank of the competitor in the section considering those with IRMs	
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..total number of speed positions  Element Expected: When available for speed event units (individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Speed at this point in km/h
	ValueType	O	S(3)	Send KMH
	Rank	O	S(2)	Send the speed rank of the competitor at this point not considering IRMs.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send. Not considering IRMs.
	SortOrder	O	Numeric #0	Send the speed order of the competitor
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				



<b>Expected: At the end of the unit (individual events)</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	ERANK_IRM			
Pos	N/A			
Value	S(1)	Send "Y" if the speed rank of the competitor considering those with IRMs is equalled.		
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>				
<b>Expected: At the end of the unit (individual events)</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	RANK_IRM			
Pos	N/A			
Value	S(2)	Send the speed rank of the competitor considering those with IRMs		
TIE_BREAK	TIME	N/A	Element Expected: If applicable (Only for overall Team Event) Always sent if Tie-break by time for both teams	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	m:ss.ff	Tie break Time (overall Team Event). Should be the tie-break time of the lowest combined time or the fastest single time depending on the criteria which breaks the tie. (used for the winner of the Tie-Break in case of broken by time)	
ValueType	O	<a href="#">SC @ResultType</a>	Send TIME	
Diff	O	s.ff	Tie break Time gap (Team Event). Should be the tie-break time gap of the lowest combined time or the fastest single time depending on the criteria which breaks the tie. (used for the loser of the Tie-Break in case of broken by time). Send 0.0 for the winner.	
TIE_BREAK	BIB	N/A	Element Expected: If applicable (Only for overall Team Event) Always sent if Tie-break by bib for both teams	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	O	S(3)	Tie break Bib (overall Team Event).	



				Should be the tie-break team number (bib) with the lowest bib number which breaks the tie (used for the winner of the Tie-Break in case of broken by bib)
CRITERIA	WIN		Numeric 0	Pos Description: Order of the criteria  Element Expected: If applicable (Only in the last run of the Team Event)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(2)	Send "Y" if the criteria is required to win the heat
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable (Only in the last run of the Team Event)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACHIEVED		
	Pos	N/A		
	Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	
CRITERIA	FASTER_THAN		Numeric 0	Pos Description: Order of the criteria  Element Expected: If applicable (Only in the last run of the Team Event)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Time required to win the overall Heat
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable (Only in the last run of the Team Event)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ACHIEVED		
	Pos	N/A		
	Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	
CRITERIA	FASTER_BY		Numeric 0	Pos Description: Order of the criteria  Element Expected: If applicable (Only in the last run of the Team Event)



Attribute	M/O	Value	Description
Diff	O	s.ff	Send the diff required to win the heat
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable (Only in the last run of the Team Event)</b>			
Attribute	Value	Description	
Code	ACHIEVED		
Pos	N/A		
Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	

**Sample (Individual event)**



```
...
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="+0.04" SortOrder="2" StartOrder="12"
StartSortOrder="12" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFF_M" Value="2.17" />
    <ExtendedResult Type="ER" Code="SPEED_AVG" Value="95.12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.34"
Value Type="TIME" Diff="0.05" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.19" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="41.68"
Value Type="TIME" Diff="0.11" Rank="5" RankEqual="Y" SortOrder="5">
      <Extension Code="DIFF_FAST" Value="0.35" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="56.04"
Value Type="TIME" Diff="-0.13" Rank="1" SortOrder="1">
      <Extension Code="DIFF_FAST" Value="0.00" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="1:13.26"
Value Type="TIME" Diff="0.07" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.11" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:42.68"
Value Type="TIME" Diff="0.04" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.31" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.34" Value Type="TIME"
Rank="10" SortOrder="10" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="14.36" Value Type="TIME"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="4" Value="17.22" Value Type="TIME"
Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="29.42" Value Type="TIME"
Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="97.65" Value Type="KMH"
Rank="9" SortOrder="9" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="99.11" Value Type="KMH"
Rank="5" SortOrder="5" />
  </ExtendedResults>
  <Competitor Code="2024039" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2024039" Order="1" Bib="22">
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER"
BirthDate="1994-12-15" IFId="50753" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```



**Sample (Run in Team Event)**

```
...
<Result ResultType="TIME" Result="42.68" Diff="0.04" SortOrder="1" StartOrder="1" StartSortOrder="1"
WLT="L">
  <Competitor Code="ALPXPLTEAM4-GER01" Type="T" Organisation="GER" Bib="1" >
    <Description TeamName="Germany" />
    <Composition>
      <Athlete Code="2024039" Order="3" Bib="11">
        <Description GivenName="Johana" FamilyName="SMITH" Gender="F" Organisation="GER"
BirthDate="1994-12-15" IFId="223231"/>
        <EventUnitEntry Type="EUE" Code="COURSE" Value="R" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result ResultType="TIME" Result="42.64" Diff="0.00" SortOrder="2" StartOrder="2" StartSortOrder="2"
WLT="W">
  <Competitor Code="ALPXPLTEAM4-SUI01" Type="T" Organisation="SUI" Bib="8" >
    <Description TeamName="Switzerland" />
    <Composition>
      <Athlete Code="1106860" Order="1" Bib="81">
        <Description GivenName="Lara" FamilyName="GUT" Gender="F" Organisation="SUI"
BirthDate="1994-12-15" IFId="223241"/>
        <EventUnitEntry Type="EUE" Code="COURSE" Value="B" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

**Sample (Heat in Team Event)**



```
...
<Result ResultType="POINTS" Result="2" SortOrder="1" StartOrder="1" StartSortOrder="1"
QualificationMark="Q">
  <ExtendedResults>
    <ExtendedResult Type="TIE_BREAK" Code="TIME" Value="35.38" ValueType="TIME" Diff="0.00" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="ALPXPLTEAM4-----QFNL00010001" Order="1" >
      <Result Rank="2" ResultType="TIME" Result="17.88" SortOrder="2" Diff="+0.96" WLT="L" />
    </ResultItem>
    <ResultItem Unit="ALPXPLTEAM4-----QFNL00010002" Order="2" >
      <Result Rank="1" RankEqual="Y" ResultType="TIME" Result="18.99" SortOrder="1" Diff="0.00"
WLT="W" />
    </ResultItem>
    <ResultItem Unit="ALPXPLTEAM4-----QFNL00010003" Order="3" >
      <Result Rank="1" ResultType="TIME" Result="16.99" SortOrder="1" Diff="0.00" WLT="W" />
    </ResultItem>
    <ResultItem Unit="ALPXPLTEAM4-----QFNL00010004" Order="4" >
      <Result Rank="1" ResultType="TIME" Result="17.99" SortOrder="1" Diff="0.00" WLT="W" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="ALPXPLTEAM4-SUI01" Type="T" Organisation="SUI" Bib="8" >
    <Description TeamName="Switzerland"/>
    <EventUnitEntry Type="EUE" Code="TEAM_LEADER" Value="1109567" />
    <Composition>
      <Athlete Code="1106860" Order="1" Bib="81">
        <Description GivenName="Marie" FamilyName="GUT" Gender="F" Organisation="SUI"
BirthDate="1994-12-15" IFId="223241"/>
      </Athlete>
      <Athlete Code="1106861" Order="2" Bib="82">
        <Description GivenName="Beat" FamilyName="FEUZ" Gender="M" Organisation="SUI"
BirthDate="1994-12-14" IFId="223242"/>
      </Athlete>
      <Athlete Code="1106863" Order="3" Bib="88">
        <Description GivenName="Lara" FamilyName="THOMAS" Gender="F" Organisation="SUI"
BirthDate="1994-12-13" IFId="223222"/>
      </Athlete>
      <Athlete Code="1106864" Order="4" Bib="89">
        <Description GivenName="Jenny" FamilyName="LOW" Gender="M" Organisation="SUI"
BirthDate="1994-12-12" IFId="223211"/>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

**Element: Result /ResultItems /ResultItem (1,N)**



**(only for team overall message)**  
**Identifier of unit, for the item included the result summary. ResultItem /Result will be for one particular previous unit.**

Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the unit. Only for Team overall message
Order	M	Numeric 0	Order of the sub-units in chronological order. Only in team overall message.

**Element: Result /ResultItems /ResultItem /Result (1,1)**  
**(only for team overall message)**  
**For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.**

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled, else do not send
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem
Result	O	m:ss.ff	The result of the competitor for the event unit identified by /ResultsItems /ResultItem. Send when the @ResultType is TIME
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned for the event unit identified by /ResultsItems /ResultItem. Send in the case @ResultType is IRM
Diff	O	+m:ss.ff	Time behind leader in the referenced unit (only for those with a result). 0.00 for the leader. Do not send leading zeros.
WLT	O	<a href="#">SC @WLT</a>	Code to indicate if the athlete won, lost or tied the result item.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem

**Element: Result /Competitor (1,1)**  
**Competitor related to the result of one event unit.**

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



		zeroes	For Competitor @Type=T, it will be Team's ID for the Team event. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Bib	O	S(3)	Team number (for team event)
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

(for Team event only)

Competitors extended information.

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

**Element: Result /Competitor /EventUnitEntry (0,N)**

For Overall team event only

Type	Code	Pos	Description
EUE	TEAM_LEADER	N/A	Element Expected: Always (for overall Team event - heat)

Attribute	M/O	Value	Description
Value	O	S(20) with no leading zeroes	Team leader ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)



Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)**

(for Individual events) Individual athletes entry information.

(for Team event - run only) Course information

Type	Code	Pos	Description
EUE	SNOWSEED	N/A	Element Expected: If applicable in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(1)
			Description
	Value	O	Send "Y" if the athlete is assigned a Snowseed else do not send.
EUE	COURSE	N/A	Element Expected: Always when available in team event only, for each run of the heat
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	<a href="#">SC @Course</a>
			Description
	Value	O	Course color indicator (R,B)

### 2.3.3.6 Message Sort

Sort by Result @SortOrder



## 2.3.4 Current Information

### 2.3.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per run in individual events.
DocumentSubcode	N/A	Not used in ALP
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases.
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p>



		Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

This message is sent in Individual Events:

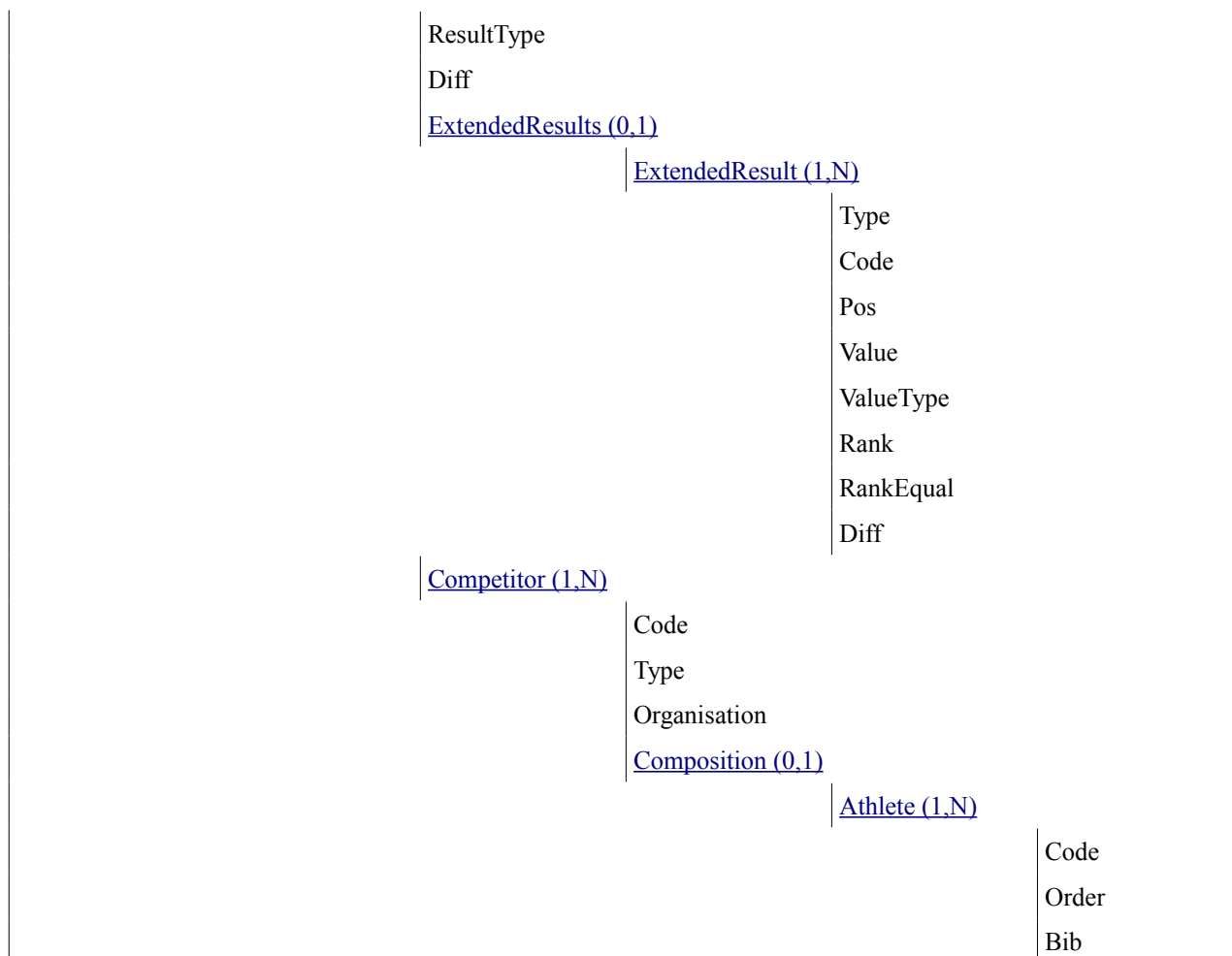
- \* At any time a competitor starts. (This athlete will be considered current along with any others already on the course) and there will be a new "next" (unless last athlete).
- \* Immediately after every addition/change in data during the run.
- \* Immediately after each competitor completes the course and the data is available (must be sent so a new leader receives a negative time relative to current leader).

Each message will only include the athletes currently on the course and the one to follow ("Next"); this is usually not more than three athletes.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">ExtendedInfos (0,1)</a>				
		<a href="#">ExtendedInfo (1,N)</a>			
			Type		
			Code		
			Pos		
			Value		
	<a href="#">Result (0,N)</a>				
		Rank			
		RankEqual			
		Result			
		IRM			
		SortOrder			
		StartOrder			
		StartSortOrder			



### 2.3.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	LEADER_TIME	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F). Include F for finishing time of the leader. Also if this unit is the second run then send "S" as the first value to provide the time of the leader before the start of current run.  Element Expected:





				Always (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Cumulative time at the intermediate point (or S,F) in the current run. If this is the second run then this will be the cumulative time of all runs). Do not send minutes if zero.
DISPLAY		CURRENT	Numeric 0	Pos Description: Send the order of the athletes currently on the course, 1 for the one nearer the finish line.  Element Expected: When available (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor.
DISPLAY		NEXT	N/A	Element Expected: When available (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY		STARTED	N/A	Element Expected: Once only (unless a restart) for each competitor (in individual units)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.

**Sample (Individual event)**

```

...
<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="LEADER_TIME" Pos="1" Value="58.62" />
  <ExtendedInfo Type="EI" Code="LEADER_TIME" Pos="2" Value="1:07.95" />
  <ExtendedInfo Type="EI" Code="LEADER_TIME" Pos="3" Value="1:24.00" />
  <ExtendedInfo Type="EI" Code="LEADER_TIME" Pos="4" Value="1:41.84" />
  <ExtendedInfo Type="EI" Code="LEADER_TIME" Pos="F" Value="1:58.24" />
</ExtendedInfos>
...

```



Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send
Result	O	m:ss.ff	Result. Either single run or is this is the second run then the result is the time over both runs. Send just in the case @ResultType is TIME
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark (IRM) for the event unit, in case it is assigned. Send only in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the file (1, 2, 3..). 1=the athlete most advanced on the course etc.
StartOrder	O	Numeric	The start order of the unit
StartSortOrder	M	Numeric	Same as SortOrder
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+m:ss.ff	Time behind leader based on the result (only for those with a result). 0.00 for the leader. Do not send leading zeros.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	RE_RUN	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(1)
			Send "Y" if the competitor is a Re-Run athlete else do not send. Do not send after Re-Run complete
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). Always send "S" to indicate the athlete started.  Element Expected: When data is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



	Value	O	m:ss.ff	Cumulative time at the intermediate point in the current run (if this is the second run this is the cumulative time considering the first run also). Do not send minutes if zero.
	ValueType	O	<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value. Send SC @ResultType
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
	Diff	O	s.ff Or -s.ff	The difference behind the race leader at this intermediate point (considering all runs). Send as negative if faster than race leader.
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..n over all speed traps on the course.  Element Expected: When available in speed units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Speed at this point in km/h
	ValueType	O	S(3)	Send KMH
	Rank	O	S(2)	Send the speed rank of the competitor at this point
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	Diff	O	Numeric +/-##0.00	The difference in speed behind the race leader at this speed trap. Send as negative if faster than race leader.

**Sample (Individual events)**



```

...
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="+0.04" SortOrder="2" StartOrder="12"
StartSortOrder="12" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.34"
Value Type="TIME" Diff="0.05" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="41.68"
Value Type="TIME" Diff="0.11" Rank="5" RankEqual="Y" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="56.04"
Value Type="TIME" Diff="-0.13" Rank="1" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="1:13.26"
Value Type="TIME" Diff="0.07" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:42.68"
Value Type="TIME" Diff="0.04" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="97.65" Value Type="KMH"
Rank="9" Diff="+0.18" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="99.11" Value Type="KMH"
Rank="5" Diff="-0.02" />
  </ExtendedResults>
  <Competitor Code="2024039" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2024039" Order="1" Bib="22">
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER"
BirthDate="1994-12-15" IFId="50753" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Element: Result /Competitor (1,N)**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID Athlete's ID (for Competitor @Type=A).
Type	M	A	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

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



		zeroes	
Order	M	Numeric	1 in individual events (if Competitor @Type="A")
Bib	O	S(5)	Bib number

### 2.3.4.6 Message Sort

Sort by Result @SortOrder.



## 2.3.5 Cumulative Results

### 2.3.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT\_PHASE\_RESULTS) and the Cumulative Results (DT\_CUMULATIVE\_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is be used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

The Cumulative Results message in Alpine Skiing is used to send the cumulative results of the competition for Individual Events (with more than one unit/run).

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values). It is only used in Individual events, the cumulative message is for an event.  Note that this message is not applicable to trainings or trials.
DocumentSubcode	N/A	Not used in ALP
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	Not used in ALP
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates the status of the results INTERMEDIATE LIVE UNCONFIRMED



		UNOFFICIAL OFFICIAL
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT\_RESULT message if the cumulative message applies (usually using same ResultStatus at DT\_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

The first version is generally triggered at the same time as the start list of the first unit is is triggered.

This message is sent in Individual Events:

- \* When the start list of the first unit is sent (INTERMEDIATE)
- \* After each competitor completes each run including the first run (LIVE)
- \* After the last unit is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL as appropriate)

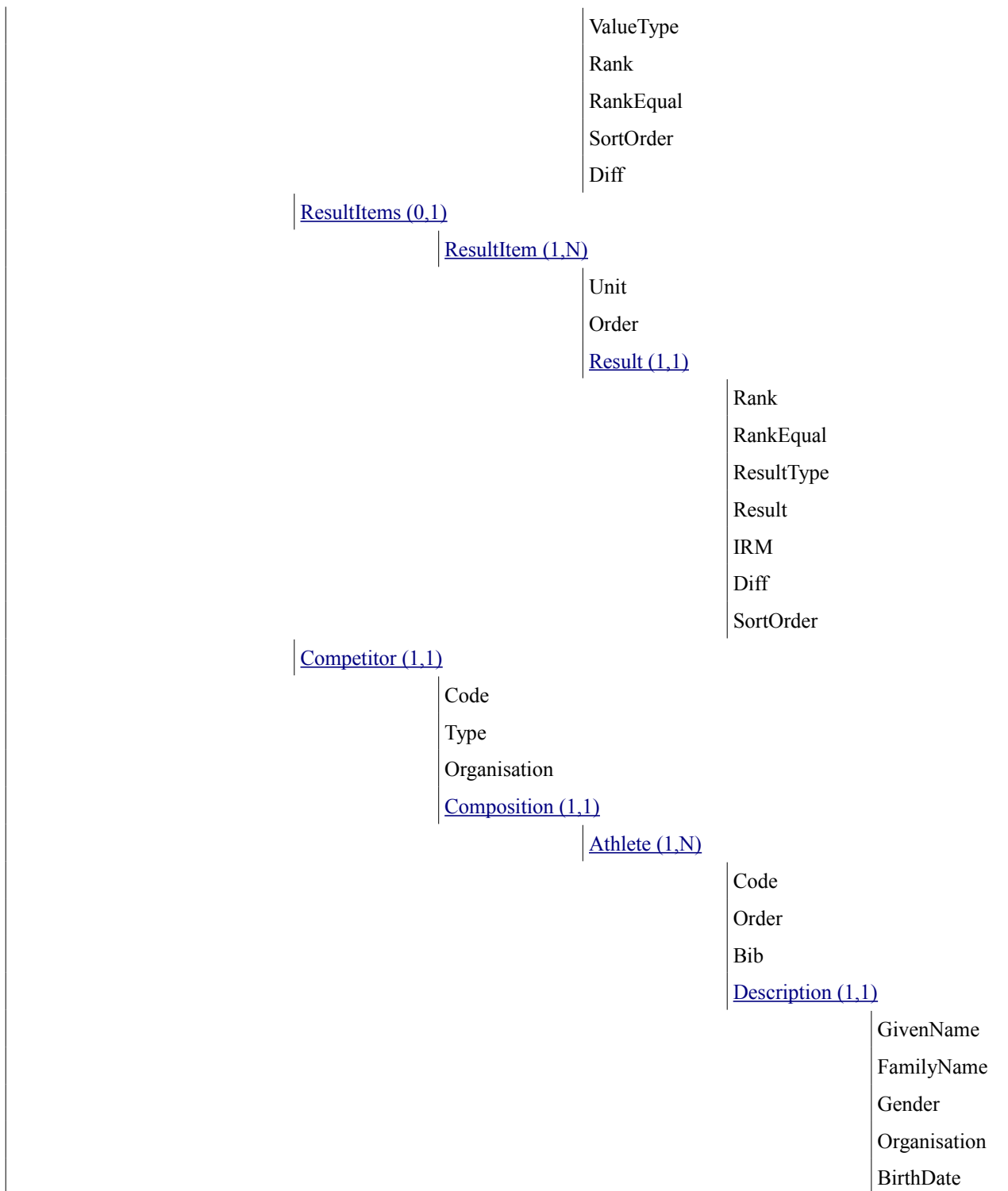


### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<u>Competition (0,1)</u>						
	<u>ExtendedInfos (0,1)</u>					
		<u>ExtendedInfo (0,N)</u>				
			Type			
			Code			
			Pos			
			Value			
		<u>SportDescription (0,1)</u>				
			DisciplineName			
			EventName			
			Gender			
		<u>VenueDescription (0,1)</u>				
			Venue			
			VenueName			
	<u>Result (1,N)</u>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		Diff				
		SortOrder				
		<u>ExtendedResults (0,1)</u>				
			<u>ExtendedResult (1,N)</u>			
				Type		
				Code		
				Pos		
				Value		







	IFId
--	------

### 2.3.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
EI		LAST_UNIT	N/A	Element Expected: Always
Attribute	M/O	Value	Description	
Value	O	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message	

Element: ExtendedInfos /SportDescription (0,1)				
Sport Descriptions in Text.				
Attribute	M/O	Value	Description	
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes	
EventName	M	S(40)	Event name (not code) from Common Codes	
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event	

Element: ExtendedInfos /VenueDescription (0,1)				
Venue Names in Text (only include if a single venue is used for the entire event)				
Attribute	M/O	Value	Description	
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code	
VenueName	M	S(25)	Venue short name (not code) from Common Codes	

Element: Result (1,N)				
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.				
Attribute	M/O	Value	Description	
Rank	O	S(3)	Rank of the competitor in the cumulative result. Do not include the rank during the second and subsequent units until the competitor has completed the unit. This attribute is optional because the competitor could get an invalid result mark.	



RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send. Do not include the rank during the second and subsequent units until the competitor has completed the unit. This attribute is optional because the competitor could get an invalid result mark.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
Result	O	m:ss.ff	The cumulative result of the competitor Send when the @ResultType is TIME
IRM	O	<a href="#">SC @IRM</a>	Invalid result mark (IRM) for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
Diff	O	+m:ss.ff	Total time behind leader. 0.00 for the leader. Do not send leading zeros. Do not send if @ResultType = IRM
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. During second and subsequent units those without rank will be ordered following their start order in the current unit.

**Element: Result /ExtendedResults /ExtendedResult (1,N)**

**Team competitor's extended results.**

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2..F).  Element Expected: When data is available in individual events with more than one run.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	m:ss.ff	Cumulative time (inc. previous runs) at the intermediate point in the second run. Do not send minutes if zero.
ValueType	O	<a href="#">SC @ResultType</a>	Send SC @ResultType
Rank	O	S(2)	Send the rank of the competitor at the



				intermediate point
RankEqual	O	S(1)		Send "Y" if rank is equalled, otherwise do not send
SortOrder	O	Numeric #0		Send the order of the competitor at the intermediate point
Diff	O	m:ss.ff		Total time behind the current overall event leader at this intermediate point. 0.00 for the leader. Do not send leading zeros.

**Sample (Individual two run event)**

```

...
<Result Rank="1" ResultType="TIME" Result="2:36.87" SortOrder="1" Diff="0.00" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Rank="2" SortOrder="2"
Value="1:45.65" ValueType="TIME" Diff="0.04" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Rank="1" SortOrder="1"
Value="2:04.68" ValueType="TIME" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Rank="1" SortOrder="1"
Value="2:19.81" ValueType="TIME" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Rank="1" SortOrder="1"
Value="2:36.87" ValueType="TIME" Diff="0.00" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="ALPMAC-----FNL-0001DH--" Order="1" >
      <Result Rank="1" ResultType="TIME" Result="1:17.88? SortOrder="1" Diff="0.00" />
    </ResultItem>
    <ResultItem Unit="ALPMAC-----FNL-0001SL--" Order="2">
      <Result Rank="11" ResultType="TIME" Result="1:18.99" SortOrder="11" Diff="0.35" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2041843" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2041843" Order="1" Bib="1">
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER"
BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Element: Result /ResultItems /ResultItem (1,N)**  
**Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.**



Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the unit
Order	M	Numeric 0	Order of the units (chronological)

**Element: Result /ResultItems /ResultItem /Result (1,1)**

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send "Y" in case of the Rank has been equalled, else do not send
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem
Result	O	m:ss.ff	The result of the competitor for the event unit identified by /ResultsItems /ResultItem. Send when the @ResultType is TIME
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send in the case @ResultType is IRM
Diff	O	+m:ss.ff	Time behind leader in the referenced unit (only for those with a result). 0.00 for the leader. Do not send leading zeros.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem

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

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID Athlete's ID (for Competitor @Type=A).
Type	M	A	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	1 in individual events (if Competitor @Type="A")
Bib	O	S(5)	Athlete's bib number

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

**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**2.3.5.6 Message Sort**

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results.

During a unit (particularly units where athletes participate one-by-one). Then the order should be:

- 1) All athletes finished the current unit ordered by overall rank
- 2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
- 3) All athlete still to start in the current unit (start order)
- 4) All athletes not qualified, but having a score from previous units
- 5) All athletes with IRM (sorting according to Discipline/ORIS standard order)



## 2.3.6 Brackets

### 2.3.6.1 Description

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent according to the ODF Common Codes document (header values). This message is only used in the Team Event.
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.  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 message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

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

Send when a match/event unit is completed, including Unofficial and Official status. Therefore it is triggered up to two times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

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

This message is sent in Team event:

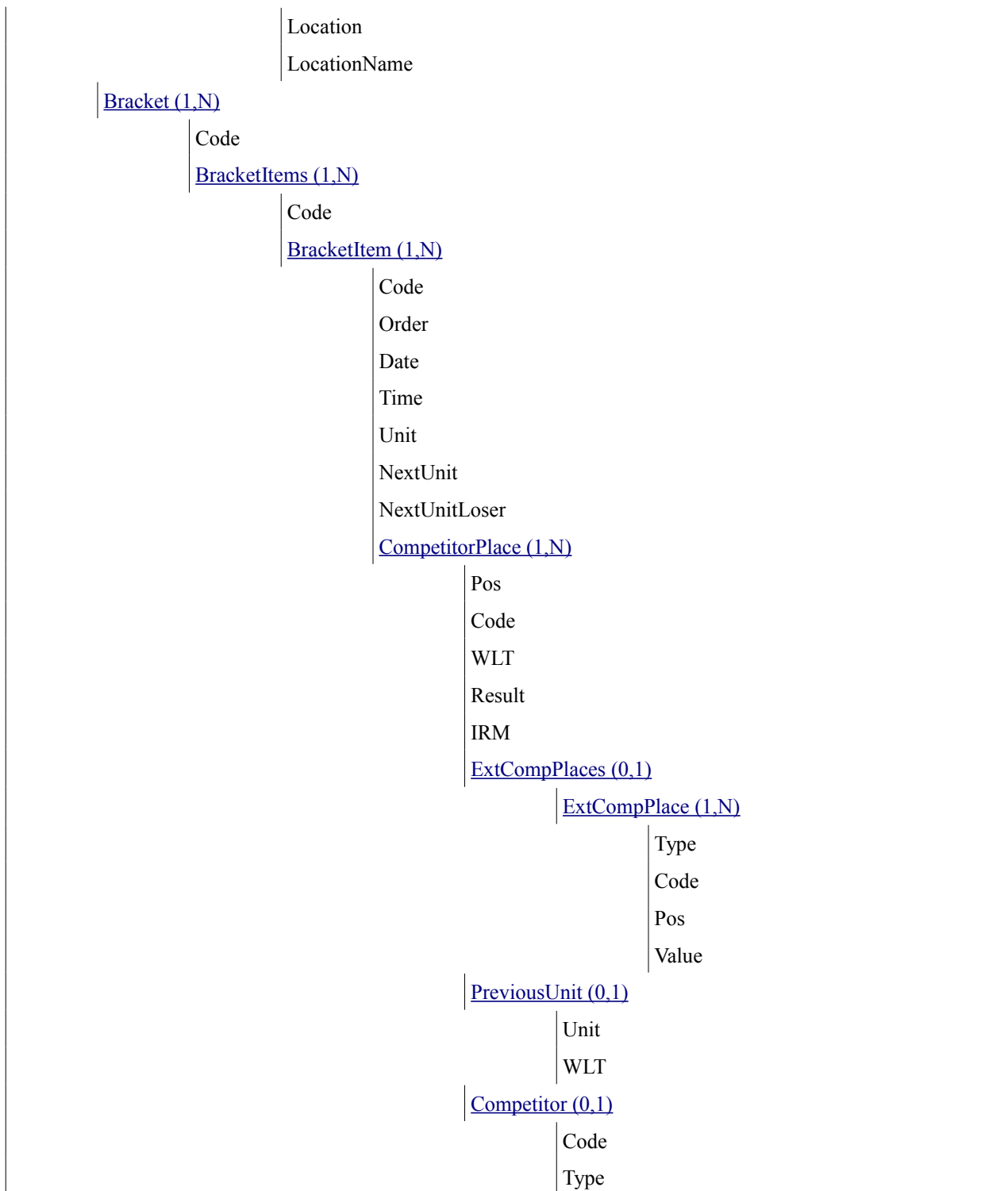
- \* After the draw is complete (START\_LIST)
- \* After event heat (team vs team, not each run) is complete (INTERMEDIATE)
- \* After the last final (UNOFFICIAL/OFFICIAL)
- \* After any change

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
<a href="#">Competition (0,1)</a>										
	<a href="#">ExtendedInfos (0,1)</a>									
		<a href="#">SportDescription (0,1)</a>								
			DisciplineName							
			EventName							
			Gender							
		<a href="#">VenueDescription (0,1)</a>								
			Venue							
			VenueName							







### 2.3.6.5 Message Values

**Element: ExtendedInfos /SportDescription (0,1)**  
**Sport Description in Text**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event

**Element: ExtendedInfos /VenueDescription (0,1)**  
**Venue Names in text.**

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location Code (only if only one location is used)
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: Bracket (1,N)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Bracket</a>	Bracket code to identify a bracket item (FNL except BRN for the small final)

**Element: Bracket /BracketItems (1,N)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @BracketItems</a>	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinal or semifinal etc.

**Element: Bracket /BracketItems /BracketItem (1,N)**

Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Heat or semifinal number within the bracket item
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Date	O	Date	Date of BracketItem (example: YYYY-MM-DD). Must include if the data is available.
Time	O	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
Unit	O	<a href="#">CC @Unit</a>	Full RSC of the unit for the BracketItem
NextUnit	O	<a href="#">CC @Unit</a>	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	<a href="#">CC @Unit</a>	Full RSC of the unit where the unsuccessful competitor will progress (only applies in semifinals)

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)**

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).



Code	O	<a href="#">SC @CompetitorPlace</a>	If there is no competitor (BYE) or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT)
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	Numeric 0	Team points for the competitor (expected unless IRM)
IRM	O	<a href="#">SC @IRM</a>	The invalid result mark (IRM) code, if applicable

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)				
Type		Code	Pos	Description
ECP		TIME	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Tie break Time (Team Event). Should be the tie-break time of the combined time or the fastest single time depending on the criteria which breaks the tie (used for the winner of the Tie-Break in case of broken by time)
ECP		DIFF	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	s.ff	Tie break Time gap. Should be the tie-break time gap of the combined time or the fastest single time depending on the criteria which breaks the tie (used for the loser of the Tie-Break in case of broken by time). Send 0.0 for the winner.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)				
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.				
Attribute		M/O	Value	Description
Unit		O	<a href="#">CC @Unit</a>	Full RSC code of the unit where the competitor progress from. Does not apply in the first phase.
WLT		O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the



			previous unit if the information is known.
--	--	--	--

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known.

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (corresponding to a team member) (Only include athletes after the unit is complete)
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T"). After each run it will be the order in which the athletes participated (run order).

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

**Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)**

**CompetitorPlace @Pos team member's extended bracket information (Competitor @Type="T") according to**



<b>competitors' rules.</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
EBA		RESULT	Numeric 0	Pos Description: Send the Run number  Element Expected: If the competitor won the run, unless IRM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Send the time for the winning athlete.
EBA		DIFF	Numeric 0	Pos Description: Send the Run number  Element Expected: If the competitor lost the run, unless IRM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	s.ff	Time behind winner. Send 0.00 for the winner.
EBA		IRM	Numeric 0	Pos Description: Send the Run number  Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @IRM</a>	Send applicable code.

**Sample (Team event)**



```
...
<Bracket Code="FNL">
  <BracketItems Code="QFNL">
    <BracketItem Code="1" Order="1" Time="13:20" Date="2018-02-16" Unit="ALPXPLTEAM4-----
QFNL00010000" NextUnit="ALPXPLTEAM4-----SFNL00010000">
      <CompetitorPlace Pos="1" WLT="W" Result="3" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="TIME" Value="47.59" />
          <ExtCompPlace Type="ECP" Code="DIFF" Value="0.00" />
        </ExtCompPlaces>
        <PreviousUnit Unit="ALPXPLTEAM4-----8FNL00010000" WLT="W" />
        <Competitor Code="ALPXPLTEAM4-SUI01" Type="T" Organisation="SUI">
          <Description TeamName="Switzerland"/>
          <Composition>
            <Athlete Code="2031721" Order="1" >
              <Description GivenName="DJ" FamilyName="BROWN" Gender="M"
Organisation="SUI" BirthDate="1992-12-14" IFId="460060" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="RESULT" Value="23.59" Pos="4" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031624" Order="2" >
              <Description GivenName="Marie" FamilyName="LEE" Gender="F"
Organisation="SUI" BirthDate="1994-12-15" IFId="460071" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="DIFF" Value="0.88" Pos="2" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031626" Order="3" >
              <Description GivenName="Lara" FamilyName="KWAN" Gender="F"
Organisation="SUI" BirthDate="1993-12-15" IFId="465098" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="RESULT" Value="24.04" Pos="1" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031721" Order="4" >
              <Description GivenName="John" FamilyName="KO" Gender="M"
Organisation="SUI" BirthDate="1992-12-15" IFId="465112" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="DIFF" Value="0.15" Pos="3" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
    </BracketItem>
  </BracketItems>
  ...
</Bracket Code="FNL">
  ...
```



### **2.3.6.6 Message Sort**

The following order applies:

\* Bracket: by @Code FNL and BRN.

\* BracketItems: It will be referred to BracketItems /BracketItem /Unit (all BracketItem should be grouped by the BracketItem /Unit attribute).

\* Then, the BracketItem /Unit are sorted according to their scheduled start time.





## 2.3.7 Event Final Ranking

### 2.3.7.1 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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events according to the ODF Common Codes document (header values).  One message is sent for each event, and in addition one message for the speed unit in the Alpine Combined (as OFFICIAL too).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages



		<p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

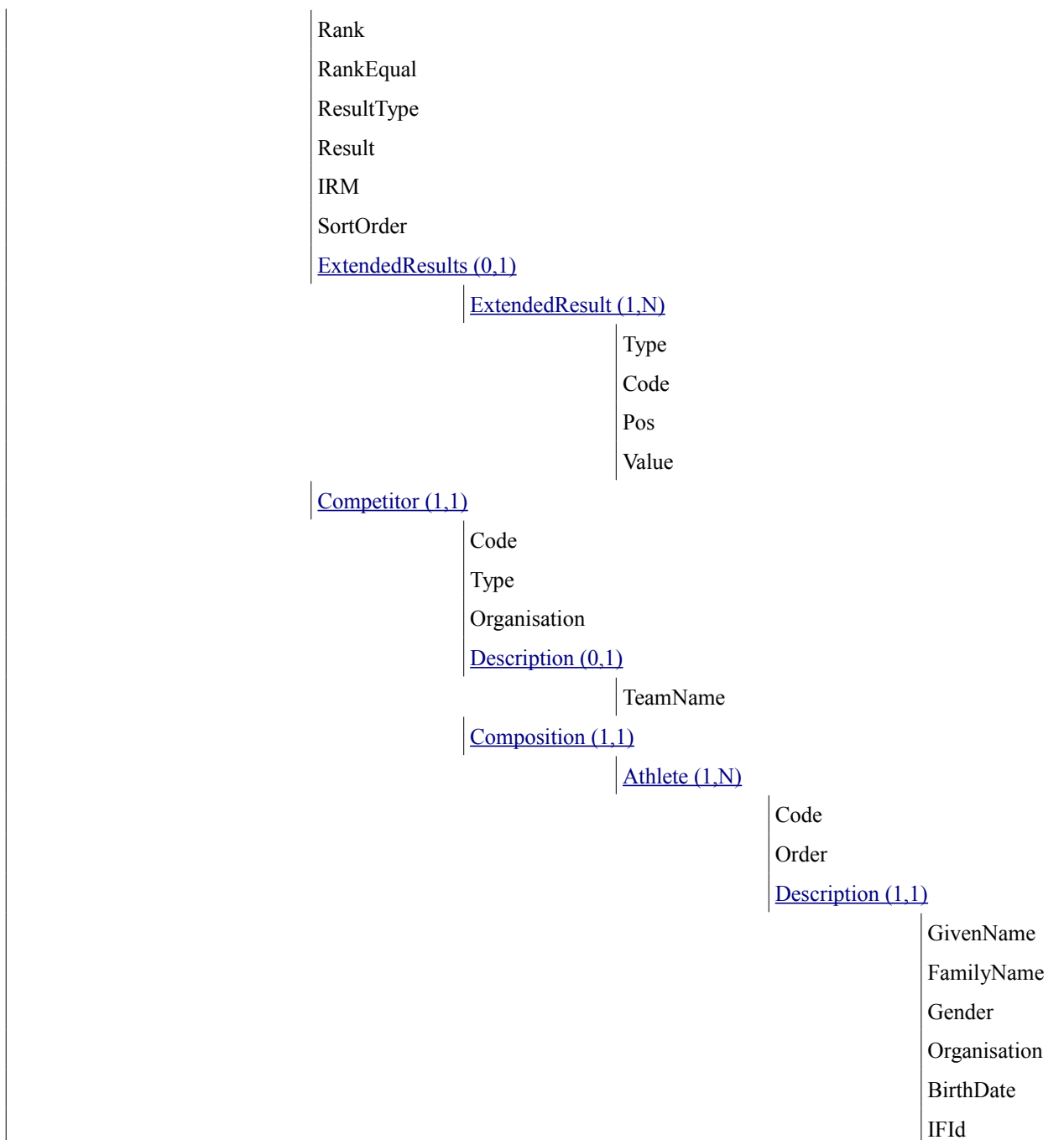
### 2.3.7.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.  
 Trigger also after any major change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">ExtendedInfo (0,N)</a>				
			Type			
			Code			
			Pos			
			Value			
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					



### 2.3.7.5 Message Values

**Element: ExtendedInfos /ExtendedInfo (0,N)**



<b>(for Individual events)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
FIS_CALC		A	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Total FIS Points of the best 5 competitors who finished in the top 10 (A) of this race. In case of the first run of event Alpine Combined (e.g.: for ACDH), the "top 10 finish" is considered for the best 5 competitors who have finished both AC runs.
FIS_CALC		B	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Total FIS Points of the best 5 competitors at Start (B)
FIS_CALC		C	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Total FIS Points of corresponding (the best 5) competitors (C) from this race.
FIS_CALC		CALC_ABC	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric +/-#0.000	Total calculated penalty (A+B-C)/10 (i.e.: (A plus B minus C) divided by 10)
FIS_CALC		CALC_ABC_ROUND	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric +/-#0.00	Total calculated penalty rounded
FIS_CALC		CATEGORY_ADD	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Category adder
		Z	N/A	Element Expected:



FIS_CALC				When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Correction value (Z)
FIS_CALC		PTY_CALC	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric +/-##0.0	Calculated penalty
FIS_CALC		PTY_APPL	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.00	Penalty applied
FIS_CALC		F_FACTOR	N/A	Element Expected: When available in individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	F-factor

**Sample (Individual event)**

```

...
<ExtendedInfos>
  <ExtendedInfo Type="FIS_CALC" Code="B" Value="6.64" />
  <ExtendedInfo Type="FIS_CALC" Code="A" Value="8.98" />
  <ExtendedInfo Type="FIS_CALC" Code="C" Value="23.19" />
  <ExtendedInfo Type="FIS_CALC" Code="CALC_ABC" Value="-0.757" />
  <ExtendedInfo Type="FIS_CALC" Code="CALC_ABC_ROUND" Value="-0.76" />
  <ExtendedInfo Type="FIS_CALC" Code="CATEGORY_ADD" Value="0.00" />
  <ExtendedInfo Type="FIS_CALC" Code="Z" Value="0.00" />
  <ExtendedInfo Type="FIS_CALC" Code="PTY_CALC" Value="-0.76" />
  <ExtendedInfo Type="FIS_CALC" Code="PTY_APPL" Value="0.00" />
  <ExtendedInfo Type="FIS_CALC" Code="F_FACTOR" Value="1070" />
  <SportDescription DisciplineName="Alpine Skiing" EventName="Ladies' Alpine Combined"
Gender="W" />
  <VenueDescription Venue="JAL" VenueName="Jeongseon Alpine Centre" />
</ExtendedInfos>
...

```

**Element: ExtendedInfos /SportDescription (0,1)**  
**Sport Description in text**



Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit.

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

**Venue Names in text**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

**Element: Result (1,N)**

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

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result. Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
ResultType	O	<a href="#">SC @ResultType</a>	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	m:ss.ff	The result of the competitor in the event. Time if ResultType is TIME (only include in individual events).
IRM	O	<a href="#">SC @IRM</a>	Send if the competitor has an invalid result mark (IRM)
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.

**Element: Result /ExtendedResults /ExtendedResult (1,N)**

(for Individual events)

Type	Code	Pos	Description
ER	DIFF	N/A	Element Expected: Always in individual events



	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Time difference behind leader or 0.00 for leader. Do not send leading zero. (in the case @ResultType is TIME)
ER		RACE_PTS	N/A	Element Expected: Always in individual events
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.00	Race points earned for each ranked competitor (in the case @ResultType is TIME)
ER		BEST_START	N/A	Element Expected: Only for the best 5 skiers at start of the event in individual events
	Attribute	M/O	Value	Description
	Value	O	Numeric 0	Indicator of the best 5 skiers according to their FIS points at the start of the event, 1..5

**Sample (Individual event)**

```

...
<Result Rank="2" ResultType="TIME" Result="2:35.02" SortOrder="2" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFF" Value="0.40" />
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="2.77" />
    <ExtendedResult Type="ER" Code="BEST_START" Value="2" />
  </ExtendedResults>
  <Competitor Code="2023550" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2023550" Order="1" >
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER"
        BirthDate="1994-12-15" IFId="291459" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...

```

**Sample (Team event)**



```

...
<Result Rank="2" SortOrder="2">
  <Competitor Code="ALPXPLTEAM4-SUI01" Type="T" Organisation="SUI" >
    <Description TeamName="Switzerland"/>
    <Composition>
      <Athlete Code="2023550" Order="1" >
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="SUI"
BirthDate="1994-12-15" IFId="460060" />
      </Athlete>
      <Athlete Code="2031721" Order="1" >
        <Description GivenName="DJ" FamilyName="BROWN" Gender="M" Organisation="SUI"
BirthDate="1992-12-14" IFId="465098" />
      </Athlete>
      <Athlete Code="2031624" Order="3" >
        <Description GivenName="Marie" FamilyName="GAGNON" Gender="F" Organisation="SUI"
BirthDate="1994-12-15" IFId="460071" />
      </Athlete>
    ...
  </Composition>
</Competitor>
</Result>
...

```

**Element: Result /Competitor (1,1)**  
**Competitor related to one final event result.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be Team's ID for the Team event. Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /Description (0,1)**  
**(for Team event only)**

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

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

Attribute	M/O	Value	Description
-----------	-----	-------	-------------





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	1 in individual events (if Competitor @Type="A"), and, athlete starting order (1..n) for teams (if Competitor @Type="T").

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.3.7.6 Message Sort

Sort by Result @SortOrder



## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration 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="").

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).  For Individual events, one message is sent per unit. For the Team event, one message is sent for the event with the header.
DocumentType	DT_CONFIG	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	Time	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. This is the same as the physical day except when the unit or message transmission extends after midnight.  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 message will all 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 day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list. If a DT\_CONFIG message is sent after a DT\_RESULT in a related unit then the next version of DT\_RESULT must be sent immediately.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	<a href="#">Configs (1,1)</a>				
		<a href="#">Config (1,N)</a>			
			Unit		
			<a href="#">ExtendedConfig (1,N)</a>		
				Type	
				Code	
				Pos	
				Value	
				<a href="#">ExtendedConfigItem (0,N)</a>	
					Code
					Pos
					Value

### 2.3.8.5 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description



Unit	M	<a href="#">CC@Unit</a>	Full RSC of the Unit. Can be at event or unit level (for the team event or individual events, respectively)
------	---	-------------------------	--

<b>Element: Configs /Config /ExtendedConfig (1,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
FIS		CODEX	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	FIS Codex
FIS		CODEX_SCDH	N/A	Element Expected: Speed events in AC
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	FIS Codex for speed part in AC.
FIS		HOMOLOGATION	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	FIS Homologation number
COURSE		NAME	N/A	Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	Send the total length of the course in m.
COURSE		ALTITUDE	N/A	Element Expected: Always
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected: Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0		Send the total vertical drop in metres
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				



<b>Expected: Always</b>			
Attribute	Value	Description	
Code	FINISH		
Pos	N/A		
Value	Numeric ###0	Send the altitude at the finish in metres	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	START		
Pos	N/A		
Value	Numeric ###0	Send the altitude at the start point in metres	
COURSE	GRADIENT	N/A	Element Expected: Always
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	AVG		
Pos	N/A		
Value	Numeric #0.00	Average gradient	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	MAX		
Pos	N/A		
Value	Numeric #0.00	Maximum gradient	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always</b>			
Attribute	Value	Description	
Code	MIN		
Pos	N/A		
Value	Numeric +/-#0.00	Minimum gradient (may have negative value)	
	INTERMEDIATE	S(2)	Pos Description:



EC				Send the value that identifies the intermediate point, 'S' for start then '1' to 'n' for intermediates along the course, and 'F' for the finish point.  Element Expected: Always (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Name of the intermediate point in ENG. Not applicable for 'S' or 'F' (blank).
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always. (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the total number of intermediate points where the time is recorded including 'F'.
EC		SPEED	Numeric 0	Pos Description: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course.  Element Expected: For all Speed traps (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Name of the speed trap point in ENG.
	<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	INT_ORDER		
	Pos	N/A		
	Value	S(2)	The @Pos of the intermediate point at or immediately before this speed trap (there can be more than one speed trap with the same value though @Pos will be different)	
EC		SPEED_NUM	N/A	Element Expected: Always if not zero (in individual events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	Numeric #0	Send the total number of speed traps.
EC		RUN	N/A	Element Expected: Always in individual events with more than one run
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Send the order number of the run in the overall competition (usually 1 or 2)

**Sample (Individual event)**

```

...
<Configs>
  <Config Unit="ALPMDH-----FNL-000100--">
    <ExtendedConfig Type="FIS" Code="CODEX" Value="0336" />
    <ExtendedConfig Type="FIS" Code="HOMOLOGATION" Value="8306/10/06" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="3105" />
    <ExtendedConfig Type="COURSE" Code="NAME" Value="Dave Murray" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
      <ExtendedConfigItem Code="START" Value="1678" />
      <ExtendedConfigItem Code="FINISH" Value="825" />
      <ExtendedConfigItem Code="DROP" Value="853" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="GRADIENT" >
      <ExtendedConfigItem Code="MAX" Value="52.00" />
      <ExtendedConfigItem Code="MIN" Value="-3.00" />
      <ExtendedConfigItem Code="AVG" Value="27.00" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="">
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Caddy Flats" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Weasel" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Fallaway Flats" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Powerline" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="">
    <ExtendedConfig Type="EC" Code="SPEED" Pos="1" Value="Caddy Flats" />
      <ExtendedConfigItem Code="INT_ORDER" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED" Pos="2" Value="Around Crone" />
      <ExtendedConfigItem Code="INT_ORDER" Value="3" />
    </ExtendedConfig>
  </Config>
...

```

**2.3.8.6 Message Sort**

There is no general message sorting rule.



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT411 R-WOG-2018-ALP-v2.2 APP





## 2.3.9 Federation Ranking

### 2.3.9.1 Description

The Federation Ranking is a message containing the rankings in a discipline. The rankings may be over the whole discipline or divided by event as appropriate for the discipline. One message may contain a single event or multiple events.

Rankings may be based on some points system and updated at fixed points or based on single performances and updated with each new performance.

Rankings may be for a fixed period, for example a calendar year or be taken over a rolling period.

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values). This message is only applicable for individual events.  One message for each event with World Cup Standings (DocumentSubtype="WC") One message for each event with World Cup Start List Points (WCSL) (DocumentSubtype="WCSL") One message (at discipline gender level) for the overall World Cup Standings (DocumentSubtype="WC") One message (at discipline gender level) for the overall World Cup Start List Points (DocumentSubtype="WCSL")
DocumentSubcode	N/A	Not used in ALP
DocumentType	DT_FED_RANKING	Federation ranking message
DocumentSubtype	S(20)	Federation Ranking type: WC: for "World Cup Standings" WCSL: for "World Cup Start List Points"
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	Time	Time up to milliseconds when the message is generated,



		expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 Trigger and Frequency

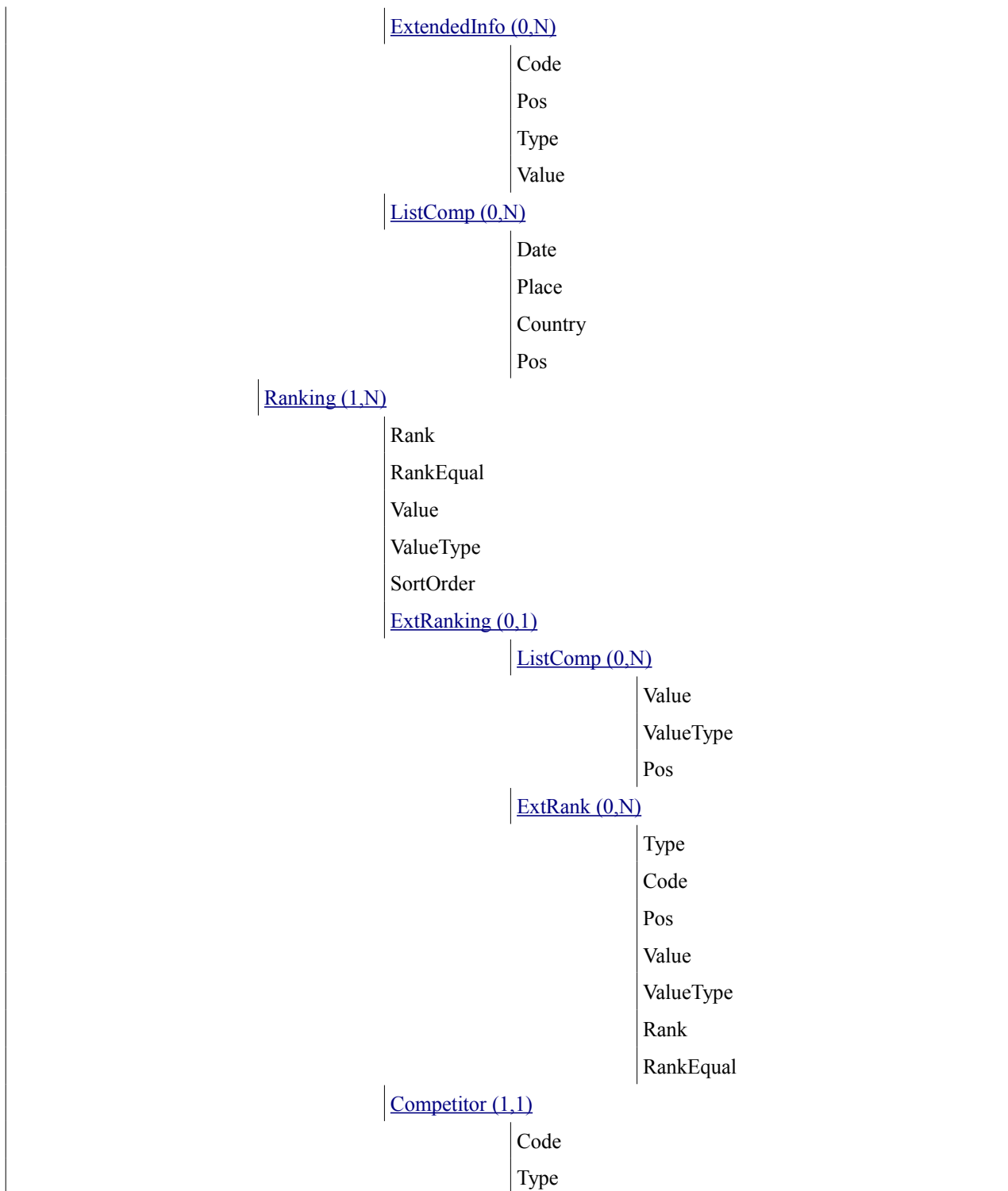
This message is sent in Individual events:

- \* As soon as the venue results system is operational (for DocumentSubtype WC and WCSL)
- \* After each event is official (for DocumentSubtype WCSL)

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0,1)</a>							
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">DateTime (1,1)</a>					
			Update				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
	<a href="#">Rankings (1,N)</a>						
		Code					
		Description					
		<a href="#">ExtendedInfos (0,1)</a>					





Current Organisation			
<u>Composition (0,1)</u>			
	<u>Athlete (1,N)</u>		
		Code	
		Order	
		<u>Description (1,1)</u>	
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId

### 2.3.9.5 Message Values

Element: ExtendedInfos /DateTime (1,1)			
Attribute	M/O	Value	Description
Update	M	Date	Date of the Rankings, may be different to the date of the message.

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

Element: Rankings (1,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC	Full RSC of the Discipline Gender or Event as applicable
Description	M	S(40)	Full name applicable to the code (Text short description, not code)

Element: Rankings /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
	CC @Organisation	Numeric	Code Description:



TOP			##0	Send proposed code  Pos Description: Order of organisations  Element Expected: Only for individual event rankings
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of athletes from this organisation
TOTAL		COMPETITOR	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of competitors in the list
TOTAL		NOC	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Number of NOCs in the list

**Sample (Event)**

```

...
<Rankings Code="ALPMDH-----" Description="Men's Downhill" >
  <ExtendedInfos>
    <ExtendedInfo Type="TOTAL" Code="COMPETITOR" Value="143" />
    <ExtendedInfo Type="TOTAL" Code="NOC" Value="57" />
    <ExtendedInfo Type="TOP" Code="AUT" Pos="1" Value="13" />
    <ExtendedInfo Type="TOP" Code="SUI" Pos="2" Value="11" />
    ...
    <ListComp Date="2013-11-30" Place="Lake Louise" Country="CAN" Pos="1" />
    <ListComp Date="2013-12-06" Place="Beaver Creek" Country="USA" Pos="2" />
    <ListComp Date="2013-12-21" Place="Val Gardena" Country="ITA" Pos="3" />
    <ListComp Date="2013-12-29" Place="Bormio" Country="ITA" Pos="4" />
    <ListComp Date="2014-01-18" Place="Wengen" Country="SUI" Pos="5" />
    <ListComp Date="2014-02-09" Place="Rosa Khutor" Country="RUS" Pos="6" />
  </ExtendedInfos>
...

```

**Sample (Overall)**



```

...
<Rankings Code="ALPW-----" Description="Women's Alpine Skiing" >
  <ExtendedInfos>
    <ExtendedInfo Type="TOTAL" Code="COMPETITOR" Value="143" />
    <ExtendedInfo Type="TOTAL" Code="NOC" Value="57" />
  </ExtendedInfos>
...

```

Element: Rankings /ExtendedInfos /ListComp (0,N)			
Attribute	M/O	Value	Description
Date	M	Date	Date when the related competition took place (starting date).
Place	O	S(40)	Place when the related competition took place.
Country	O	<a href="#">CC @Country</a>	Country when the related competition took place.
Pos	M	Numeric ##0	Order for the related competitions

Element: Rankings /Ranking (1,N)			
Attribute	M/O	Value	Description
Rank	M	S(4)	Rank of the competitor
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, else do not send
Value	O	S(5)	Points value, '-' for no value
ValueType	O	<a href="#">SC @ResultType</a>	Result type (POINTS)
SortOrder	M	Numeric ###0	Order over all rankings considering equals etc.

Element: Rankings /Ranking /ExtRanking /ListComp (0,N)			
Attribute	M/O	Value	Description
Value	M	S(3)	Points value in the related competition (could be '-')
ValueType	M	<a href="#">SC @ResultType</a>	Result type (POINTS)
Pos	M	Numeric ##0	Link to the competition Rankings /ExtendedInfos /ListComp @Pos

Element: Rankings /Ranking /ExtRanking /ExtRank (0,N)			
Type	Code	Pos	Description
	BASE	N/A	Element Expected:



EFR				Only for WCSL (at event level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	Last season World Cup Start list Points, '-' for no value
EFR		X	N/A	Element Expected: Only for WCSL (at event level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	X value, (Base/number of planned races in the current season) * (number of completed races in the current season)
EFR		Y	N/A	Element Expected: Only for WCSL (at event level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	Y value, (FIS World Cup points won in the current season)
EFR		CC @Event	N/A	Code Description: Send proposed code (full event RSC)  Element Expected: Only for overall and only if the athlete has points in the event
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	World Cup Points in the event
	ValueType	O	<a href="#">SC @ResultType</a>	ResultType (POINTS)
	Rank	O	Numeric ###0	Send World Cup Rank in the event
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send
EFR		DIFF	N/A	Element Expected: Except for WCSL (at event level)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ###0	The difference in points to the leader. Do not send for the leader.

**Sample (Event WCSL)**



```
...
<Ranking Rank="1" Value="652" ValueType="POINTS" SortOrder="1">
  <ExtRanking>
    <ListComp ValueType="POINTS" Value="50" Pos="1" />
    <ListComp ValueType="POINTS" Value="100" Pos="2" />
    <ListComp ValueType="POINTS" Value="50" Pos="3" />
    <ListComp ValueType="POINTS" Value="100" Pos="4" />
    <ListComp ValueType="POINTS" Value="60" Pos="5" />
    <ListComp ValueType="POINTS" Value="80" Pos="6" />
    <ListComp ValueType="POINTS" Value="50" Pos="7" />
    <ExtRank Type="EFR" Code="BASE" Value="539" />
    <ExtRank Type="EFR" Code="X" Value="377" />
    <ExtRank Type="EFR" Code="Y" Value="490" />
  </ExtRanking>
  <Competitor Code="2022663" Type="A" Current="N" Organisation="AUT" >
    <Composition>
      <Athlete Code="2022663" Order="1">
        <Description GivenName="Thomas" FamilyName="BOWIE" Gender="M" Organisation="AUT"
        BirthDate="1990-08-27" IFId="421328" />
      </Athlete>
    </Composition>
  </Competitor>
</Ranking>
...
```

**Sample (Overall)**





```

...
<Ranking Rank="1" Value="1593" ValueType="POINTS" SortOrder="1" >
  <ExtRanking>
    <ExtRank Type="EFR" Code="ALPWDH-----" Value="123" ValueType="POINTS"
Rank="24" />
    <ExtRank Type="EFR" Code="ALPWSG-----" Value="73" ValueType="POINTS"
Rank="67" />
  </ExtRanking>
  <Competitor Code="1130392" Type="A" Current="Y" Organisation="USA">
    <Composition>
      <Athlete Code="1130392" Order="1">
        <Description GivenName="Marie" FamilyName="BOWIE" Gender="F" Organisation="USA"
BirthDate="1990-08-27" IFId="421060" />
      </Athlete>
    </Composition>
  </Competitor>
</Ranking>
<Ranking Rank="2" Value="1343" ValueType="POINTS" SortOrder="2" >
  <ExtRanking>
    <ExtRank Type="EFR" Code="DIFF" Value="250" />
    <ExtRank Type="EFR" Code="ALPWDH-----" Value="136" ValueType="POINTS"
Rank="26" />
  ...
...

```

Element: Rankings /Ranking /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID Athlete's ID (for Competitor @Type=A)
Type	M	S(1)	A for athlete
Current	M	S(1)	Usually send 'Y' if the competitor is taking part in the current competition or 'N' if not participating.
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Rankings /Ranking /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	1 in individual events (if Competitor @Type=A)

**Element: Rankings /Ranking /Competitor /Composition /Description (1,1)**



Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.3.9.6 Message Sort

Sort by Ranking @SortOrder and @Pos where it exists.



## 2.3.10 Event Unit Weather conditions

### 2.3.10.1 Description

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

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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 message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.



### 2.3.10.3 Trigger and Frequency

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

### 2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	<a href="#">Weather (1,1)</a>	<a href="#">Conditions (1,N)</a>	Code Humidity Wind_Direction Prec_Type <a href="#">Condition (0,3)</a>	Code Value
			<a href="#">Temperature (0,N)</a>	Code Unit Value
			<a href="#">Wind (0,N)</a>	Code Unit Value

### 2.3.10.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather Points, send START and FINISH
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction
Prec_Type	O	<a href="#">SC @PrecType</a>	Precipitation type (if applicable)



<b>Element: Weather /Conditions /Condition (0,3)</b>			
<b>Send two times in the case of Winter conditions (in ALP).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @WeatherConditions Or CC @SnowConditions	Codes that describe the Weather Condition. Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

<b>Element: Weather /Conditions /Temperature (0,N)</b>			
<b>Send with two different @Code in the case of Winter conditions (in ALP).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature, send both
Value	M	Numeric #0.0	Temperature of the @Code. Negative if applicable

<b>Element: Weather /Conditions /Wind (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	<a href="#">SC @WindUnit</a>	Unit for Wind. Use MS and KMH
Value	M	Numeric ##0.0	Wind speed in @Unit

**Sample (Event)**



```
...
<Weather>
  <Conditions Code="START" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
  <Conditions Code="FINISH" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
...
```

### 2.3.10.6 Message Sort

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



### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	U
OVR gets Initial data	DT_CODES		o			o
	DT_SCHEDULE		X			o
	DT_PARTIC		X	o		
	DT_PARTIC_TEAM		X	o		
OVR sends	DT_CONFIG				X	
When Team Event nations are known	DT_BRACKETS			X		
	<a href="#">DT_PDF C75x Brackets</a>					
	<a href="#">DT_PDF C08 Schedule</a>		X			
After changes of athlete data	DT_PARTIC_UPDATE		X			
After changes of team data	DT_PARTIC_TEAM_UPDATE		X			
When athlete/team data is confirmed	<a href="#">DT_PDF C32x Entry List</a>		X			

#### 3.2 Before (Team Captains Meeting)

Trigger	Message	Status	D	E	P	U
Event format is defined	DT_CONFIG				X	
Start List is known	DT_RESULT for each unit	START_LIST				X
	<a href="#">DT_PDF C51x Start List</a>					X
After changes of athlete data	DT_PARTIC_UPDATE		X			
After changes of team data	DT_PARTIC_TEAM_UPDATE		X			
When athlete/team data is confirmed	<a href="#">DT_PDF C32x Entry List</a>		X			



### 3.3 During each Unit

Trigger	Message	Status	D	E	P	U
Team Event: athletes at start are known	DT_BRACKETS			X		
Team Event: athletes at start are known	DT_RESULT for each unit	START_LIST				X
	DT_WEATHER			X		
First athlete in position, approx. 30 seconds before start	DT_SCHEDULE_UPDATE	GETTING_READY	X			o
First athlete leaves the gate	DT_SCHEDULE_UPDATE	RUNNING	X			o
At any time a competitor starts. (This athlete/pair will be considered current) and there will be a new "next" (unless last athlete). *	DT_CURRENT					X
Immediately after every addition/change in data during the run. *	DT_CURRENT					X
Immediately after each competitor completes the course and the data is available. *	DT_CURRENT					X
Where athletes participate one by one: Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) [no update during an athlete's run] *	DT_RESULT	LIVE				X
Where athletes participate together (pair of athletes = one unit): Send with all updates during the unit *	DT_RESULT	LIVE				X
Send after each athlete completes the course (and has all data) during the second and subsequent units. *	DT_CUMULATIVE_RESULT	LIVE				X
* repeated for each athlete						





### 3.4 After each unit

Trigger	Message	Status	D	E	P	U
Last score/result	DT_RESULT	LIVE				X
Send after the first unit is official, only if there are other units left in the phase	DT_CUMULATIVE_RESULT	LIVE			X	
	DT_SCHEDULE_UPDATE	FINISHED	X			o
Each run except last one (not for Team Event)	DT_RESULT	START_LIST				X
Each run except last one (not for Team Event)	<a href="#">DT_PDF C51x Start List</a>					X

### 3.5 After each Team Event heat (4 units)

Trigger	Message	Status	D	E	P	U
For winner next phase heat (if any, not in final phase)	DT_BRACKETS	INTERMEDIATE		X		
For winner next phase heat (if any, not in final phase)	DT_RESULT	START_LIST				X

### 3.6 At the end of a phase (except Team Event)

Trigger	Message	Status	D	E	P	U
Scores/Results are entered	DT_RESULT	UNOFFICIAL				X
At the end of last unit if more than one	DT_CUMULATIVE_RESULT	UNOFFICIAL			X	
	<a href="#">DT_PDF C72x Unofficial Results</a>				X	
Unit Scores/Results confirmed	DT_RESULT	OFFICIAL				X
At the end of last unit if more than one	DT_CUMULATIVE_RESULT	OFFICIAL			X	
	<a href="#">DT_PDF C73x Results</a>				X	
For next phase (not if last phase)	DT_CONFIG				X	
For next unit (not if last unit)	DT_RESULT	START_LIST				X
	<a href="#">DT_PDF C51x Start List</a>					X



### 3.7 At the end of a Team Event phase

Trigger	Message	Status	D	E	P	U
For next phase (not if last phase)	DT_CONFIG				X	
	<a href="#">DT_PDF C75x Brackets</a>	INTERMEDIATE		X		
	DT_RANKING	INTERMEDIATE		X		

### 3.8 At the end of the event

Trigger	Message	Status	D	E	P	U
Unit Scores/Results confirmed for Team Event (all heats)	DT_RESULT	OFFICIAL				X
After last event unit is official	DT_RANKING	OFFICIAL		X		
Team Event	DT_BRACKETS	OFFICIAL		X		
	DT_MEDALLISTS	OFFICIAL		X		
	<a href="#">DT_PDF C92x Medallists</a>			X		
	DT_MEDALLISTS_DISCIPLINE		X			
After the last event only	<a href="#">DT_PDF C93 Medallists by Event</a>		X			

**Legend:**

**D** Discipline    **E** Event    **P** Phase    **S** Session    **U** Unit    **X** Sent on that level    **o** Includes info from that level



## 4 Document Control

Version history		
Version	Date	Comments
v1.0	15 Jan 2015	First Version
v1.1	27 Feb 2015	Updated
v1.2	01 May 2015	Updated
v1.3	08 Jul 2015	Updated
v1.4	01 Sep 2015	Updated
v1.5	07 Oct 2015	Updated
v1.6	09 Nov 2015	Updated
v1.7	04 Jan 2016	Status Change
v1.8	24 Mar 2016	Updated
v1.9	19 May 2016	Updated
v1.10	22 Sep 2016	Updated
v1.11	10 Nov 2016	Updated
v2.0	23 Feb 2017	First version as a full document, CR14578 and CR14579 applied
v2.1	20 Apr 2017	Updated and CR14943 applied
v2.2	25 May 2017	CR15036 applied

### File Reference: ODF/INT411 R-WOG-2018-ALP-v2.2 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First version
v1.1	Draft	Omega Review
v1.2	SFR	Omega Review
v1.3	SFR	Updated codes and Federation Ranking
v1.4	SFR	Updated DT_BRACKETS
v1.5	SFR	Added WLT Extension in Cumulative message for team event Note to not send rank for losing competitor in team heat in cumulative message. Updated triggering in results and cumulative results.
v1.6	SFR	DT_PARTIC: Change extension PTS to RANK_PTS for consistency
v1.7	SFA	Status Change



v1.8	SFA	CR8930 - Change header in Cumulative messages CR8933, triggering of cumulative results. CR8934, DT_BRACKETS adding IRM attribute and START_LIST CR9941 - Add Result attribute at CompetitorPlace in DT_BRACKETS
v1.9	SFA	In DT_CURRENT add STARTED in ExtendedInfos
v1.10	APP	-Change Federation Ranking to have separate messages for WCSL and WC Standings by event. Updated as appropriate. -DT_CONFIG: Add information for the units in the alpine combined (additional event level message). -Changed to use DT_RESULT for Team overall message and not use DT_CUMULATIVE_RESULT in teams competition (to allow the use of a start list)
v1.11	APP	-Correcting typographical errors + clarifications -Removed "match" terminology, use heat = NOC v NOC in team event. -DT_RESULT: Included the definition of the Officials /Official /Description element to not include the attribute IFId. -DT_RANKING: Included a clarification in the header section to indicate the message send for the speed unit in AC event will be as OFFICIAL too. -DT_CONFIG: Included the comment in the codes that apply only to Individual events (such as INTERMEDIATE, INTERMEDIATES_NUM, SPEED and SPEED_NUM). -Corrections applied in optional elements and samples.
v2.0	APP	-First version as a full document -DT_RESULT: In ExtendedInfos changed StartDate and EndDate to be actual only, do not include until unit starts/ends [CR14578] -DT_RESULT: Removed StartListMod in the ODF Header [CR14579]
v2.1	APP	-(def.#145727) DT_RESULT: Updated when is expected the DIFF_M code (at Result /ExtendedResults /ExtendedResult element). -DT_CONFIG: Triggering update to reflect sending of a new version of DT_RESULT as soon as DT_CONFIG changes [CR14943]
v2.2	APP	(CR15036): -DT_RESULT: Added the F_FACTOR code (at ExtendedInfos /ExtendedInfo element), to send after start in Individual events (not applicable to Trainings). -DT_RESULT: Updated the @QualificationMark attribute (at the Result element), to include the codes when tie breaking is applied in team event (as (QT)-"Qualified by Time" if tie broken by time, and (QB)-"Qualified by Bib" if tie broken by bib). -DT_RESULT: Added the TIE_BREAK/BIB code (at the Result /ExtendedResults /ExtendedResult element), to be send always if Tie-break by bib for both teams (if applicable, only for overall Team event). -DT_RESULT: Added the TEAM_LEADER code (at the "Result /Competitor /EventUnitEntry" element that has been included) for the Overall team event only. Updated sample. -DT_RESULT: Added the COURSE code (with values R / B, in a new entity of codes "SC @Course") (at Result /Competitor /Composition /Athlete /EventUnitEntry element) for the Team event - run only. Updated sample. -DT_FED_RANKING: Added DIFF code (at Rankings /Ranking /ExtRanking /ExtRank element) with the difference in points to the leader (except for WCSL at event).