INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Biathlon and Cross Country Data Dictionary

PyeongChang – XXIII Olympic Winter Games

Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Biathlon and Cross Country Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Biathlon and Cross Country.

1.2 Objective

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

Document Reference	Document Title	Document Description
ODF/COD404	Common Codes	The document describes the ODF Common codes 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 Applicable Messages

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

- 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	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
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	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X

DT_WEATHER	Event Unit Weather conditions	X
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	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 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 and officials.

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.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	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	SC @Source	Code indicating the system which generated the message.

2.2.1.3 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.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Participant (1,N)			

	Code		
	Parent		
	Status		
	GivenName		
	FamilyName		
	PrintName		
	PrintInitialName		
	TVName		
	TVInitialName		
	Gender		
	Organisation		
	BirthDate		
	Height		
	Weight		
	PlaceofBirth		
	CountryofBirth		
	PlaceofResidence		
	CountryofResidence		
	Nationality		
	MainFunctionId		
	Current		
	OlympicSolidarity		
	ModificationIndicator		
	Discipline (1,1)		
		Code	
		IFId	
		RegisteredEvent (0,N)	
			Event
			Bib

2.2.1.5 Message Values

Element: Participant (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in

			mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	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	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	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	CC @Discipline	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).

Element: Participant /Discipline /RegisteredEvent (0,N) **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.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 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. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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.

		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	SC @Source	Code indicating the system which generated the message.

2.2.2.3 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.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		TVTeamName		
		Gender		
		Current		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (0,N)	
				Code

			Order
	Discipline (0,1)		
		Code	
		IFId	
		RegisteredEvent (0,1)	
			Event
			Bib

2.2.2.5 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example BTHM4X7.5KM---AUT01, 393553).
Organisation	M	CC @Organisation	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 Name (NOC name).
TVTeamName	O	S(21)	Team's TV Name.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams

			If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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	Athlete's ID
Order	O	Numeric 0	Team member order

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	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

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

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per race (unit).
DocumentSubcode	N/A	Not used in BTH / CCS
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in BTH / CCS
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are: START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). 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 "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	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

This message is sent:

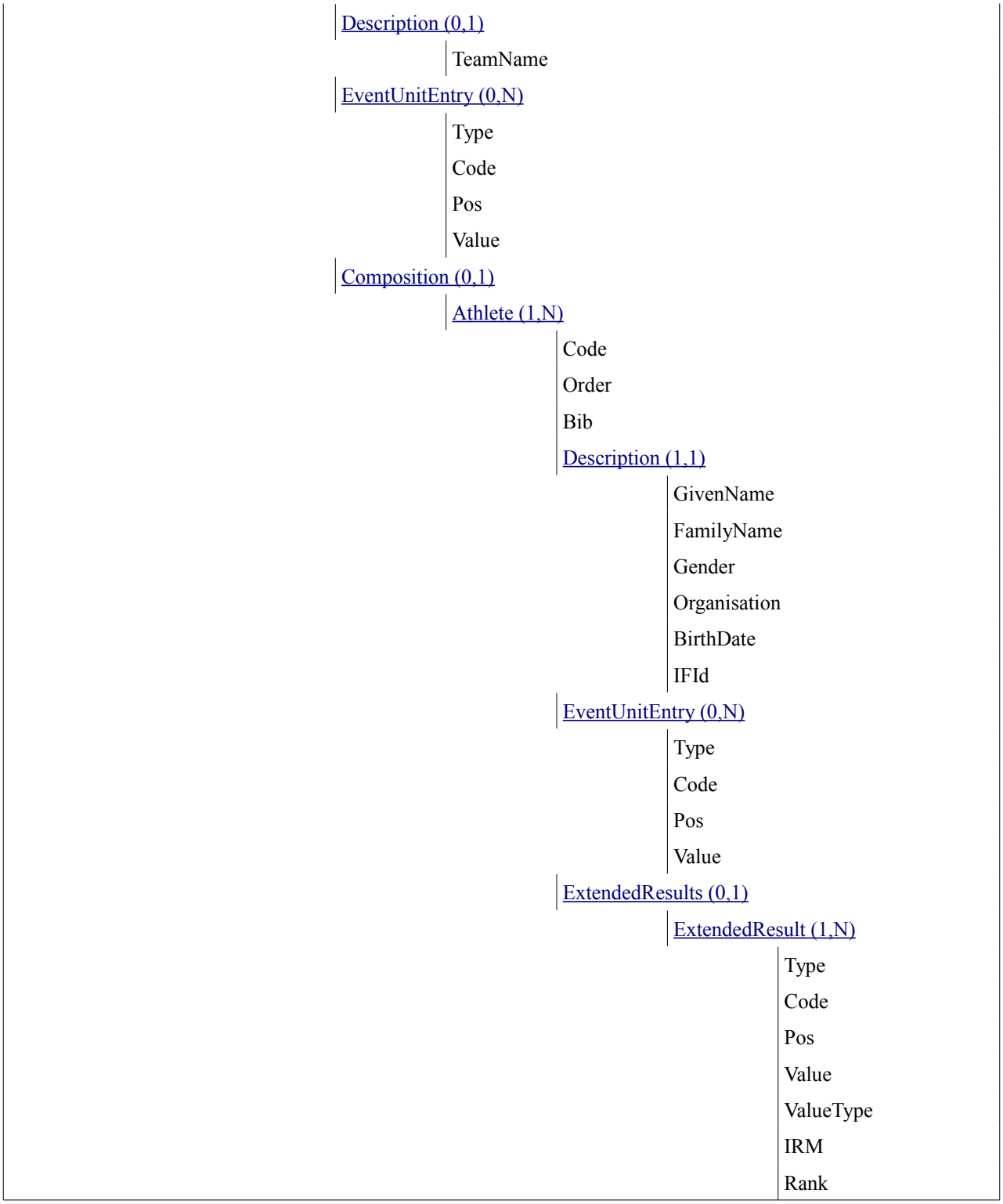
- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- For CCS: Individual Sprint Events: Quarterfinals: Heat selection process: As soon as an athlete select a Heat (START_LIST)
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable. In detail:
  UNCONFIRMED: after the last competitor has crossed the finish line and until the unofficial results are distributed
  UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issues
  OFFICIAL: if no protest has been logged during the protest period, and after all protests have been resolved
-PROTESTED: if a protest has been logged during the protest period, until its resolution
- After any change

2.2.3.4 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	Level 8	Level 9
Competition (0,1)								
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				
				FamilyName				
				Gender				

- Organisation
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - ValueType
      - IRM
      - Rank
      - RankEqual
      - SortOrder
      - Diff
      - Extension (0,N)
        - Code
        - Pos
        - Value
  - Competitor (1,1)
    - Code
    - Type
    - Bib
    - Organisation


Description (0,1)
TeamName
EventUnitEntry (0,N)
Type
Code
Pos
Value
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
ValueType
IRM
Rank

					RankEqual
					SortOrder
					Diff
					Extension (0,N)
					Code
					Pos
					Value

2.2.3.5 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 multi-day 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		STARTERS	N/A	Element Expected: Always where status is not START_LIST.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Sent the number of competitors on the start list.
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: Always where status is not START_LIST.**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs).	
UI		LAST_QUAL	N/A	Element Expected: Only for Individual Sprint and Team Sprint (all phases except final)

	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.
UI		LL_TIME_TO_BEAT	N/A	Element Expected: CCS: Individual Sprint Events, elimination phases except first Heat of the Phase.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Last lucky loser time to beat before the start of the Heat.
UI		PROVISIONAL	N/A	Element Expected: Only if this is provisional start list in biathlon
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	In Relay send 0 In Mass Start send the number of competitions that are complete (as used in header in ORIS).
UI		RANGE	Numeric #0	Pos Description: Send the shooting lane number (1..n). Send all available shooting lanes. Element Expected: When applicable in biathlon. For zeroing & range allocation.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send P for Prone and S for Standing.
DISPLAY		INT_x (x = overall Intermediate Point, not LEG)	Numeric 0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2). Element Expected:

				When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes.	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).

Sample (ExtendedInfo)

```
...
<ExtendedInfos>
 <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
 <ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
  <Extension Code="COMPLETE" Value="9" />
</ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
...
```

Sample (Biathlon)

```
...
 <ExtendedInfos>
  <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="1">
    <Competitor Organisation="NOR" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="2">
    <Competitor Organisation="AUT" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="3">
    <Competitor Organisation="CZE" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="4">
    <Competitor Organisation="RUS" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="5">
    <Competitor Organisation="CAN" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="6">
    <Competitor Organisation="FRA" /> </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="7">
   <Competitor Organisation="SLO" /> </ExtendedInfo>
...
```

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	CC @DisciplineGender	Gender code for the event unit
SubEventName	O	S(40)	Text short description of the Event Unit, not code

Element: ExtendedInfos /VenueDescription (0,1) **Venue Names in Text.**			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	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	CC @ResultsFunction	Officials Function
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	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	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	String	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or	Time for the competitor except in mass start. Do not send hours if not applicable.

		m:ss.f (for sprint events during the unit)	For Sprint Events, result times will be transmitted in tenths of seconds while ResultStatus status is "LIVE". Result times format will change to hundredths of seconds for other statuses.
IRM	O	SC @IRM	IRM for the event unit. Send only in the case @ResultType is IRM or IRM_TIME
QualificationMark	O	SC @QualificationMark	Send just in the case the competitor has qualified. (Sprint and Team Sprint)
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric #0	Start order.
StartSortOrder	M	Numeric #0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.ff or +m:ss.f	Time behind the leader. Send 0.00 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
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 for individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	ValueType	O	SC @ResultType	Send SC @ResultType.

	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in interval start events.**			
	Attribute	**Value**	**Description**	
	Code	IDX_ARR		
	Pos	N/A		
	Value	Numeric #0	Arrival order at the intermediate point	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If applicable.**			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)	
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example 1 is the section from the start to 1. Element Expected: When available in individual events.

	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Time for the section ending at the intermediate point @Pos.
	ValueType	O	SC @ResultType	Send SC @ResultType.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
PROGRESS		PRETIMING	S(2)	Pos Description: Pretiming point where the intermediate time is recorded (1, 2...F). Element Expected: Only for Interval Start events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Cumulative time at the pretiming point in the current race. Do not send hours or minutes if zero.
	ValueType	O	SC @ResultType	Send SC @ResultType.
	IRM	O	SC @IRM	IRM at the pretiming point if applicable.
	Rank	O	S(2)	Send the rank of the competitor at the pretiming point.

	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader at the point. Do not send hours or minutes if zero.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in interval start events**			
	Attribute	**Value**	**Description**	
	Code	IDX_ARR		
	Pos	N/A		
	Value	Numeric #0	Arrival order at the pretiming point	
PROGRESS		SHOOT	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in biathlon individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time in this shooting point. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	IRM at the shooting point if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric	Index based on the Rank to sort the

		#0	competitor considering equals and IRMs.
Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this shooting point. Do not send minutes if zero.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon individual events.

Attribute	Value	Description
Code	ARRIVE	
Pos	N/A	
Value	h:mm:ss.f	Time of arrival at this shooting point. Do not send leading zeros.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon individual events.

Attribute	Value	Description
Code	DEPART	
Pos	N/A	
Value	h:mm:ss.f	Time of departure from this shooting point (after any penalty loops). Do not send leading zeros.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon individual events.

Attribute	Value	Description
Code	DEPART_DIFF	
Pos	N/A	
Value	+m:ss.f or 0.0	Send the time behind the leader at the departure of this shooting point. Do not send minutes if zero.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon individual events.

Attribute	Value	Description
Code	PENALTY	
Pos	N/A	
Value	Numeric 0	Total penalties in this shoot (0..5).

	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon individual events.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send the penalty time at this shooting point.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon individual events.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TOT		
	Pos	N/A		
	Value	Numeric #0	Total penalties up to this point.	
PROGRESS		RANGE	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in biathlon individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Range time for this shoot. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

PROGRESS		LOOP	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in biathlon individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Time for this loop. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this loop. Do not send minutes if zero.
PROGRESS		COURSE	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in biathlon individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Course time for this loop. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).

	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop (pos).
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		SKI	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in biathlon individual competition (20km M, 15km W).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Ski time (regardless of penalties) for this loop. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop (pos).
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f	Send the time behind the leader. Do not

			or 0.0	send minutes if zero.
PROGRESS		STYLE	S(2)	Pos Description: Style or PitStop. Send C, F, or PS for Classical, Free or PitStop. Element Expected: Only for Skiathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Result time of the style/stop. Do not send hours or minutes if zero.
	ValueType	O	SC @ResultType	Send SC @ResultType
	IRM	O	SC @IRM	IRM in the style.
	Rank	O	S(2)	Send the rank of the competitor in the style/stop.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit in the style. Do not send hours or minutes if zero.
ER		PHOTO	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending, otherwise do not send If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...

ER		SHOOT_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time shooting. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY		
	Pos	N/A		
	Value	Numeric #0	Total penalties in shooting for the competitor.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send total shooting penalty time.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**			

	Attribute	Value	Description
	Code	PRONE	
	Pos	N/A	
	Value	Numeric #0	Total prone penalties in shooting for the competitor.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**		
	Attribute	**Value**	**Description**
	Code	PRONE_SPARE	
	Pos	N/A	
	Value	Numeric #0	Total used spare rounds in prone.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**		
	Attribute	**Value**	**Description**
	Code	SPARE	
	Pos	N/A	
	Value	Numeric #0	Total used spare rounds.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**		
	Attribute	**Value**	**Description**
	Code	STAND	
	Pos	N/A	
	Value	Numeric #0	Total standing penalties in shooting for the competitor.
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**		
	Attribute	**Value**	**Description**
	Code	STAND_SPARE	
	Pos	N/A	
	Value	Numeric #0	Total used spare rounds in standing.
ER		COURSE_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	h:mm:ss.f	Total course time. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RANGE_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total range time. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric	Index based on the Rank to sort the

			#0	competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		SKI_TOT	N/A	Element Expected: Only in biathlon individual.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total ski time. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RAW	N/A	Element Expected: Only in biathlon pursuit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).

	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		TIME_ADJUST	S(2)	Pos Description: Send the Shooting No. at which the time needed to be adjusted or '0' if adjusted from the start. Element Expected: If applicable in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Send the time adjustment (- or +). Do not send minutes if zero.
ER		POT_DSQ	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send rule number if disqualified or for

				the time adjustment in Biathlon.
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send rule description if disqualified.
ER		TIME_PENALTY	N/A	Element Expected: CCS: Interval start Events as an effect of a false start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Time penalty sanction received in seconds as an effect of a false start.

Sample (Cross Country)

```
...
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
        <ExtendedResults>
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y" SortOrder="12" />
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" ValueType="TIME" Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" ValueType="TIME" Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" />
  ...
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME" Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1" />
  ...
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" ValueType="TIME" Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y" SortOrder="12" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" ValueType="TIME" Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" ValueType="TIME" Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
  ...
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" ValueType="TIME" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
                <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="C" ValueType="TIME" Value="36:04.9" Diff="+5.7" Rank="13" SortOrder="13" />
                <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="PS" ValueType="TIME" Value="30.9" Diff="+2.1" Rank="15" RankEqual="Y" SortOrder="16" />
                <ExtendedResult Type="PROGRESS" Code="STYLE" Pos="F" ValueType="TIME" Value="31:39.6" Diff="+2.9" Rank="2" SortOrder="2" />
        </ExtendedResults>
        <Competitor Code="2040363" Type="A" Organisation="NED" >
                <Composition>
                        <Athlete Code="2040363" Bib="21" Order="1">
                                <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
...
```

Sample (Biathlon)

```
...
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="24:34.8" Diff="1.3" StartOrder="5" StartSortOrder="5" >
        <ExtendedResults>
                <ExtendedResult Type="ER" Code="SHOOT_TOT" ValueType="TIME" Value="58.0" Diff="2.9" Rank="8" >
                        <Extension Code="PENALTY" Value="0" />
                        <Extension Code="PENALTY_TIME" Value="17.8" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="SHOOT" Pos="1" ValueType="TIME" Value="30.0" Diff="3.9" Rank="14" RankEqual="Y" >
                        <Extension Code="PENALTY" Value="0" />
                        <Extension Code="PENALTY_TIME" Value="9.8" />
                        <Extension Code="ARRIVE" Value="7:45.7" />
                        <Extension Code="DEPART" Value="8:41.8" />
                        <Extension Code="DEPART_DIFF" Value="6.9" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="LOOP" ValueType="TIME" Value="8:41.8" Pos="1" Diff="23.9" Rank="14" RankEqual="Y" SortOrder="15" />
                <ExtendedResult Type="PROGRESS" Code="LOOP" ValueType="TIME" Value="7:24.2" Pos="3" Diff="0.0" Rank="1" SortOrder="1" />
                <ExtendedResult Type="ER" Code="COURSE_TOT" ValueType="TIME" Value="22:45.3" Diff="9.4" Rank="4" SortOrder="4" />
                <ExtendedResult Type="PROGRESS" Code="COURSE" ValueType="TIME" Value="7:45.7" Pos="1" Diff="17.1" Rank="16" SortOrder="16" />
                <ExtendedResult Type="PROGRESS" Code="COURSE" ValueType="TIME" Value="7:24.2" Pos="3" Diff="0.0" Rank="1" SortOrder="1" />
                <ExtendedResult Type="ER" Code="RANGE_TOT" ValueType="TIME" Value="1:31.7" Diff="14.2" Rank="44" RankEqual="Y" SortOrder="44" />
                <ExtendedResult Type="PROGRESS" Code="RANGE" ValueType="TIME" Value="46.3" Pos="1" Diff="7.3" Rank="40" RankEqual="Y" SortOrder="40" />
                <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="2:33.2" Pos="1" Diff="6.3" Rank="22" RankEqual="Y" SortOrder="22" >
                        <Extension Code="IDX_ARR" Value="15" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="4:47.2" Pos="1" Diff="7.4" Rank="12" SortOrder="12" >
                        <Extension Code="IDX_ARR" Value="15" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="6:12.2" Pos="2" Diff="14.0" Rank="19" SortOrder="19" >
                        <Extension Code="IDX_ARR" Value="15" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="7:45.7" Pos="2" Diff="17.1" Rank="16" SortOrder="16" >
                        <Extension Code="IDX_ARR" Value="15" />
                </ExtendedResult>
                <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="11:01.1" Pos="3" Diff="29.9" Rank="13" SortOrder="13" >
                        <Extension Code="IDX_ARR" Value="15" />
```

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 zeroes	Competitor ID
Type	M	S(1)	T for team, A for athlete
Bib	O	S(5)	Bib number for the team
Organisation	O	CC @Organisation	Organisation ID.

Element: Result /Competitor /Description (0,1) **Competitors extended information.**			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

Element: Result /Competitor /EventUnitEntry (0,N) **For team event information**				
Type		**Code**	**Pos**	**Description**
EUE		FIS_PTS	N/A	Element Expected: Cross Country Team sprint.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.00	Team FIS points.
EUE		START_GROUP	N/A	Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Start row.

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	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if

			Competitor @Type="A".
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	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) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		FIS_PTS	S(1)	Pos Description: In case of Team Sprint only send D for distance points or S for sprint points. Element Expected: Send if FIS points (or 'seeded') in the case of interval start, sprint, mass start and Skiathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.00	FIS points.
EUE		START_GROUP	N/A	Element Expected: Individual mass start races and biathlon pursuit and individual.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Start lane, row or group.

EUE		START_TIME	N/A	Element Expected: Races with interval start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	hh:mm:ss	Start time.
EUE		HCP_TIME	N/A	Element Expected: Biathlon pursuit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Handicap time or start behind time.
EUE		WAVE	N/A	Element Expected: If the competitor is in a wave start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Time of the wave start for the competitor if applicable.
EUE		LEG_BIB	N/A	Element Expected: All team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Leg number of the Team member. For Team Sprint provide number of the first leg (1 or 2). For Relay should be 1,2,3,4.
EUE		COLOUR	N/A	Element Expected: All team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Bib colour ('b', 'g', 'r' or 'y').
EUE		TECHNIQUE	N/A	Element Expected: Cross Country Relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Skiing Technique ('C' or 'F').

EUE		QUAL_GROUP	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @MassGroup	Send applicable code.
EUE		RANK_WLD	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	World Cup Rank.
EUE		OG_PTS	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Olympic Games Points.
EUE		YC	N/A	Element Expected: CCS only if data exists.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	'Y' if the athlete receives a yellow card during the current race, otherwise do not send.
EUE		PREVIOUS_YC	N/A	Element Expected: CCS only if data exists.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	'Y' if the athlete has a yellow card from a previous race, otherwise do not send.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
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 team events.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	ValueType	O	SC @ResultType	Send SC @ResultType.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Time/Points etc behind leader at this ExtendedResult
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable. A maximum of one athlete per team has the flag at one time.			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the athlete).	
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example 1 is the section from the start to 1. Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Time for the section ending at the intermediate point @Pos.
	ValueType	O	SC @ResultType	Send SC @ResultType

	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
PROGRESS		LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint). Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative.
	ValueType	O	SC @ResultType	Send SC @ResultType.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).considering equals and IRMs.

	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.
PROGRESS		SHOOT	N/A	Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time in this shooting point for the athlete. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable in this shooting point.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this shooting point. Do not send minutes if zero.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay.			
	Attribute	**Value**	**Description**	
	Code	ARRIVE		
	Pos	N/A		
	Value	h:mm:ss.f	Time of arrival at this shooting point. Do not send leading zeros.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay.			
	Attribute	**Value**	**Description**	
	Code	DEPART		
	Pos	N/A		
	Value	h:mm:ss.f	Time of departure from this shooting point. Do not send leading	

			zeros.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay.**		
	Attribute	**Value**	**Description**
	Code	DEPART_DIFF	
	Pos	N/A	
	Value	+m:ss.f or 0.0	Send the team time behind the leader at the departure of this shooting point. Do not send minutes if zero.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay.**		
	Attribute	**Value**	**Description**
	Code	PENALTY	
	Pos	N/A	
	Value	Numeric 0	Total penalties in this shoot (0...5).
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay.**		
	Attribute	**Value**	**Description**
	Code	PENALTY_CUM	
	Pos	N/A	
	Value	Numeric #0	Total penalties for the team up to this point.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay.**		
	Attribute	**Value**	**Description**
	Code	PENALTY_TIME	
	Pos	N/A	
	Value	m:ss.f or 0.0	Send the penalty time at this shooting point.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay.**		
	Attribute	**Value**	**Description**
	Code	PENALTY_TOT	
	Pos	N/A	
	Value	Numeric	Total penalties up to this point.

		#0		
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay.			
	Attribute	**Value**	**Description**	
	Code	SPARE		
	Pos	N/A		
	Value	Numeric 0	Total spare rounds used in this shoot.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay.			
	Attribute	**Value**	**Description**	
	Code	SPARE_CUM		
	Pos	N/A		
	Value	Numeric #0	Total spare rounds used by the team up to this point.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay.			
	Attribute	**Value**	**Description**	
	Code	SPARE_TOT		
	Pos	N/A		
	Value	Numeric #0	Total spare rounds used up to this point.	
PROGRESS		RANGE	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Range time for this shoot. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this shooting point.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do

				not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		LOOP	S(2)	Pos Description: Loop (1, 2, ...n). Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Time for this loop. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this loop.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the athlete considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this loop. Do not send minutes if zero.
PROGRESS		COURSE	S(2)	Pos Description: Loop (1, 2, ...n). Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Course time for this loop. Do not send leading zeros.

	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this loop.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the athlete considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		SHOOT_TOT	N/A	Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time shooting. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon.			

Attribute	Value	Description
Code	PENALTY	
Pos	N/A	
Value	Numeric 0	Total penalties in shooting for the athlete.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon.

Attribute	Value	Description
Code	PENALTY_TIME	
Pos	N/A	
Value	m:ss.f or 0.0	Send total shooting penalty time.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE	
Pos	N/A	
Value	Numeric #0	Total prone penalties in shooting for the athlete.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE_SPARE	
Pos	N/A	
Value	Numeric #0	Total used spare rounds in prone.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	SPARE	
Pos	N/A	
Value	Numeric #0	Total used spare rounds.

	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay for the team.			
	Attribute	**Value**	**Description**	
	Code	STAND		
	Pos	N/A		
	Value	Numeric #0	Total standing penalties in shooting for the athlete.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay for the team.			
	Attribute	**Value**	**Description**	
	Code	STAND_SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds in standing.	
ER		COURSE_TOT	N/A	Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Total course time. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME)
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RANGE_TOT	N/A	Element Expected: Only in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	m:ss.f	Total range time. Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType (TIME/ IRM/ IRM_TIME).
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		TIME_ADJUST	S(2)	Pos Description: Send intermediate point where the time was adjusted. Element Expected: If applicable in biathlon relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total range time. Do not send leading zeros.
ER		TIME_PENALTY	N/A	Element Expected: CCS: Interval start Events as an effect of a false start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Time penalty sanction received in seconds as an effect of a false start

Sample (Cross Country)

```
...
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
        <Competitor Code="CCSW4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
                <Description TeamName="Sweden" />
                <Composition>
                        <Athlete Bib="2-1" Code="2019490" Order="1">
                                <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
                                <ExtendedResults>
                                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME" Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
                                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" ValueType="TIME" Value="6:56.8" Diff="+1.3" Rank="7" SortOrder="7" />
                                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" ValueType="TIME" Value="11:29.6" Diff="+0.4" Rank="2" SortOrder="2" />
                                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME" Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
                                        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" ValueType="TIME" Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
                                        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" ValueType="TIME" Value="2:33.5" Diff="+1.8" Rank="7" RankEqual="Y" SortOrder="7" />
...
                                        <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" ValueType="TIME" Value="2:40.2" Diff="+5.9" Rank="4" SortOrder="4" />
                                        <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" ValueType="TIME" Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
                                </ExtendedResults>
                        </Athlete>
...
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per unit.
DocumentSubcode	Athlete ID	There are two different types of DT_CURRENT messages, one for the overall unit which does not have any DocumentSubcode and another which has the athlete ID as the DocumentSubcode which is only used for shooting information in biathlon
DocumentType	DT_CURRENT	Current 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	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

For the overall message (no DocumentSubcode):
- At any time a competitor starts in interval start events as there will be a new 'next' (unless last athlete).
- Whenever the competitor most advanced on the course reaches a new intermediate point.
- As soon as the leading team starts a new leg in a team event.
- As soon as any competitor enters or departs from the range (biathlon)

For the individual athlete message (with DocumentSubcode). Single message for all shooting for the athlete:
- One message per athlete when the athlete enters the range
- Update after each shot
- Update when athlete departs the range.

Understanding Biathlon Shooting Sessions:
There are 3 quite common exceptions situations which can happen during shooting which therefore need to be considered and is the reason some values are not updated during a shooting session:
- a shot does not hit the target at all, thus no 'missed shot' information is available for this shot (in such a case the session would have only 4 shots and not 5)
- a shot from an adjacent target might ricochet and touch the target frame with sufficient force to create a 'missed shot' (in such case the session might have 6 shots and not 5)
- an athlete might crossfire to the wrong target. In such case s/he is credited 5 penalties but has 'no shots' at all

For these reasons, the 'number' of penalties in a session is available only when the operator at the shooting range confirms that the athlete has left the lane. The number of penalties is then the number of 'still open' targets regardless of the shots recorded in the session. So it's important to understand that the 'official penalties' are recorded once the operator confirms the end of the shooting which is 1 to 2 seconds after the recording of the last shot of the session.
Given this, it is important to be aware that there is a potential mismatch in between the values in the Result element and the Actions of the message at athlete level.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					

- ExtendedInfos (0,1)
  - ExtendedInfo (1,N)
    - Type
    - Code
    - Pos
    - Value
    - Extension (0,N)
      - Code
      - Pos
      - Value
- Actions (0,N)
  - Action (1,N)
    - Id
    - Period
    - Order
    - When
    - Result
    - Loc
- Result (0,N)
  - Result
  - SortOrder
  - StartSortOrder
  - ResultType
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - Extension (0,N)
        - Code
        - Pos
        - Value

Competitor (1,N)
Code
Type
Organisation
Composition (0,1)
Athlete (1,N)
Code
Order
Bib

2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		NEXT	N/A	Element Expected: In interval start events. (overall message).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY		STARTED	N/A	Element Expected: In intervals and pursuit starts only. Send only once for each competitor.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.
DISPLAY		CURR_LEG	N/A	Element Expected: Team Sprint and Relay events (overall message).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.
		CURR_INTERMEDI	N/A	Element Expected:

DISPLAY		ATE		All events with intermediate points. (overall message)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. Also consider intermediate points within legs.
DISPLAY		CURR_SHOOT	Numeric 0	Pos Description: Send the shooting position number. In the case of relay it is the overall shooting number for the team. Element Expected: In biathlon events for every competitor in the range.(overall message).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the each athlete in the range.
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: In biathlon events for every competitor in the range.(overall message)**			
	Attribute	**Value**	**Description**	
	Code	LANE		
	Pos	N/A		
	Value	Numeric #0	Lane number chosen by the athlete.	
UI		SHOOT	N/A	Element Expected: In biathlon events (athlete message).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Send the shoot number for the athlete if they are in the range. In the case of relay it is the overall shooting number for the team.

Sample (Overall)

```
...
<ExtendedInfos>
 <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="123456" />
 <ExtendedInfo Type="DISPLAY" Code="CURR_INTERMEDIATE" Value="3" />
 <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234562" >
  <Extension Code="LANE" Value="12" />
 </ExtendedInfo>
 <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234563" >
  <Extension Code="LANE" Value="5" />
 </ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234564" >
  <Extension Code="LANE" Value="2" />
 </ExtendedInfo>
</ExtendedInfos>
...
```

Sample (Athlete)

```
...
<ExtendedInfos>
 <ExtendedInfo Type="UI" Code="SHOOT" Value="1" />
</ExtendedInfos>
...
```

Element: Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
Id	M	S(36)	Unique identifier for the action within the message
Period	M	Numeric 0	Send the shoot number.
Order	M	Numeric	Unique sequential number for all the shots, from 1 to n.
When	M	Numeric 0	Shot number at the current shooting point.
Result	M	S(1)	Result of the shot H for hit and M for miss.
Loc	O	S(1)	Send the target number if the shot was successful.

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	Numeric #0	Total penalties so far for the athlete at all completed shooting points in the unit.
SortOrder	M	Numeric	Start Order in the unit.

		#0	
StartSortOrder	M	Numeric #0	Start Order in the unit.
ResultType	M	SC @ResultType	Result type. PENALTY.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		SPARE_TOT	N/A	Element Expected: Biathlon relay events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Total number of spare rounds used by the athlete in the unit. (all spare rounds of completed shooting sessions, not including active shooting sessions).
ER		PENALTY	Numeric 0	Pos Description: Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: Biathlon events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Number of penalties for the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.
ER		SPARE	Numeric 0	Pos Description: Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: Biathlon relay events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Number of spare rounds used by the athlete at this shooting point once the shooting session is terminated, not

				during a shooting session itself.

Sample (Biathlon)

```
...
<ExtendedInfos>
        <ExtendedInfo Type="UI" Code="SHOOT" Value="1" />
</ExtendedInfos>
<Actions>
        <Action Id="324" Period="1" Order="1" When="1" Result="H" Loc="5" />
        <Action Id="536" Period="1" Order="2" When="2" Result="H" Loc="4" />
        <Action Id="628" Period="1" Order="3" When="3" Result="M" />
        <Action Id="728" Period="1" Order="4" When="4" Result="H" Loc="3" />
    <Action Id="611" Period="2" Order="7" When="2" Result="H" Loc="1" />
</Actions>
<Result ResultType="PENALTY" Result="0" SortOrder="1" StartSortOrder="1" >
        <ExtendedResults>
                <ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="0" />
        </ExtendedResults>
        <Competitor Code="1234567" Type="A" Organisation="GER">
                <Composition>
                        <Athlete Code="1234567" Bib="24" Order="1" />
                </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
Type	M	S(1)	A for athlete, T for Team
Organisation	M	CC @Organisation	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 0	Always 1.
Bib	O	S(5)	Bib number Numeric for individuals.

			##0-0 for team members.

2.2.4.6 Message Sort

Sort actions by Action/Order.

2.2.5 Image

2.2.5.1 Description

The Image message is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

The type of image may vary from discipline to discipline and could be a photofinish image or some other type of image to support the results of the discipline.

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos) hence only one description. Unrelated images should be sent separately.

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values). DocumentCode: Unit level RSC.
DocumentSubcode	N/A	Not used in these sports
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is 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). 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	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

Triggered as soon as image available.

2.2.5.4 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	Level 8
Competition (0,1)							
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			

Description (0,1)
TeamName
Composition (0,1)
Athlete (1,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
ImageData (1,1)
-

2.2.5.5 Message Values

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	M	S(1)	A for athlete or T for team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the Team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Send 1 for individuals.
Bib	O	S(5)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.2.5.6 Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

2.2.6 Brackets

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent according to the ODF Common Codes document (header values) for the corresponding competition events.
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: START_LIST (during the athlete selection of heats -at the start and during selection-) INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) 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).

		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	SC @Source	Code indicating the system which generated the message.

2.2.6.3 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 Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three 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.

During the athlete selection of heats the message is sent as START_LIST (at the start and during selection).

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

- Send with ResultStatus = 'START_LIST' if no units are complete
- Send with ResultStatus = 'INTERMEDIATE' until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = 'UNCONFIRMED' when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- Send with ResultStatus = 'UNOFFICIAL' when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = 'OFFICIAL' when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

2.2.6.4 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
Competition (0,1)									
	ExtendedInfos (0,1)								

- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Bracket (1,N)
  - Code
  - BracketItems (1,N)
    - Code
    - BracketItem (1,N)
      - Code
      - Order
      - Date
      - Time
      - Unit
      - Result
      - CompetitorPlace (1,N)
        - Pos
        - Code
        - WLT
        - ExtCompPlaces (0,1)
          - ExtCompPlace (1,N)
            - Type
            - Code
            - Pos
            - Value
        - PreviousUnit (0,1)
          - Unit
        - Competitor (0,1)

- Code
- Type
- Organisation
- Composition (0,1)
  - Athlete (1,N)
    - Code
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - BirthDate
      - IFId

2.2.6.5 Message Values

Element: ExtendedInfos /SportDescription (0,1) Sport Description in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Text description, not code, from Common Codes.
EventName	M	S(40)	Text short description, not code, from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Text short description, not code.
Location	O	CC @Location	Location Code
LocationName	O	S(30)	Text short description, not code, from Common Codes

Element: Bracket (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @Bracket	Bracket code to identify a bracket item.

Element: Bracket /BracketItems (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	O	Numeric #0	Heat number in the phase.
Order	M	Numeric #0	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	CC @Unit	Full RSC of the unit.
Result	O	m:ss.ff	Time of the winning competitor.

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, 2 ...). Before the unit it is by position number, after the unit rank by place in the unit.
Code	O	SC @CompetitorPlace	If the competitor is not known yet send TBD.
WLT	O	S(1)	Send W if the competitor progresses to the next phase or L if they do not progress.

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

Type		Code	Pos	Description
ECP		DIFF	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	+m:ss.ff or 0.00	Send the time behind or 0.00 if winner.
ECP		LL	N/A	Element Expected: For lucky loser. Include in all messages with results, not only when LL is final.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Send 'LL' is the competitor is the lucky loser.

Sample (Sprint)

```
...
<Bracket Code="FNL">
        <BracketItems Code="SFL">
                <BracketItem Code="1" Order="1" Date="2018-02-16" Time="18:16"
Unit="CCSMSPRINT----------SFNL0001----" Result="2:45.64" >
                        <CompetitorPlace Pos="1" WLT="W" >
                                <ExtCompPlaces>
                                        <ExtCompPlace Type="ECP" Code="DIFF" Value="0.0"/>
                                </ExtCompPlaces>
                                <PreviousUnit Unit="CCSMSPRINT----------QFNL0001----" />
                                <Competitor Code="2018975" Type="A" Organisation="NED">
                                        <Composition>
                                                <Athlete Code="2018975" Order="1" >
                                                        <Description GivenName="John"
FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
                                                </Athlete>
                                        </Composition>
                                </Competitor>
                        </CompetitorPlace>
                        <CompetitorPlace Pos="2" WLT="W" >
                                <ExtCompPlaces>
                                        <ExtCompPlace Type="ECP" Code="DIFF" Value="+0.74"/>
                                </ExtCompPlaces>
                                <PreviousUnit Unit="CCSMSPRINT----------QFNL0001----" />
                                <Competitor Code="2024602" Type="A" Organisation="GER">
                                        <Composition>
                                                <Athlete Code="2024602" Order="1" >
                                                        <Description GivenName="John"
FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-11-14" />
...
```

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	CC @Unit	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.

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)	A for Athlete or T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known.

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 either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	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

2.2.6.6 Message Sort

The following order applies:
1- Bracket @Code .
2- BracketItems /BracketItem /Unit
3- BracketItem /Unit are sorted according to their scheduled start time.

2.2.7 Event Final Ranking

2.2.7.1 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 agregated 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Sent for all the competition events according to the ODF Common Codes document (header values).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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 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	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

The message is expected at the end of each phase along with each change.
Trigger also after any major change.

2.2.7.4 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
Competition (0,1)						
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		Diff				
		IRM				
		SortOrder				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		

Pos
Value
Extension (0,N)
Code
Pos
Value
Competitor (1,1)
Code
Type
Description (0,1)
TeamName
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.2.7.5 Message Values

Element: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Text description from common codes.
EventName	O	S(40)	Text short description (not code) from Common Codes.
Gender	O	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Text short description (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	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of an IRM for example.
RankEqual	O	S(1)	Send 'Y' if the rank is equaled, else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	m:ss.ff or h:mm:ss.f	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available in relay and individual events (not sprint).
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
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)				
Type		**Code**	**Pos**	**Description**
ER		LAST_PHASE	N/A	Element Expected: In individual and team sprint events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @ResultPhase	Last phase reached by the competitor.

ER		NEXT_PHASE	N/A	Element Expected: Only if the competition is not complete in the individual sprint event.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @ResultPhase	Next phase for the competitors if they have not completed their participation.

Sample (General)

```
...
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">
        <ExtendedResults>
                <ExtendedResult Type="ER" Code="LAST_PHASE" Value="F" />
        </ExtendedResults>
        <Competitor Code="CCSM4X10KM-RUS01" Type="T" Organisation="RUS" >
                <Description TeamName="Russia" />
                <Composition>
                        <Athlete Code="2000691" Order="1" >
                                <Description GivenName="John" FamilyName="Brown" Gender="M"
Organisation="RUS" BirthDate="1994-11-15" />
                        </Athlete>
                        <Athlete Code="2000821" Order="2" >
                                <Description GivenName="John" FamilyName="Brown" Gender="M"
Organisation="RUS" BirthDate="1994-11-15" />
                        </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, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete

Element: Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**

TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

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	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	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

2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Configuration

2.2.8.1 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='').

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Send one message per unit with the unit level DocumentCode for single unit events. Send one message per phase with the phase level DocumentCode for multiple unit events.
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	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Trigger alsoany major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Configs (1,1)				
		Config (1,N)			
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.2.8.5 Message Values

Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
FIS		CODEX	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	String	FIS Codex.
COURSE		NAME	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Name of the course in ENG.
COURSE		ALTITUDE	N/A	Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Send the altitude of the stadium (start/finish) in metres.
COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the total difference in height from the low point to the highest point in metres.
COURSE		LENGTH	Numeric 0	Pos Description: Send proposed code. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ####0	Send the total length of the course in metres.
COURSE		LAP	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second.

				Element Expected: When available in cross country.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ####0	Send the lap length in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available in cross country.**			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps.	
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Course Total Climb in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always.**			
	Attribute	**Value**	**Description**	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course Maximum Climb in metres.	
EC		SHOOT	S(2)	Pos Description: Send the shooting number 1...n for each shooting effort on the course. Element Expected: Always in Biathlon.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	S(1)	Type of shoot, P = Prone S = Standing.
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: Always for all intermediates including those with a leg in relays. Not required in sprint events.

	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Distance from the start in km for the intermediate.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Team events only.

Attribute	**Value**	**Description**
Code	LEG	
Pos	Numeric 0	Send the leg number of the team.
Value	S(2)	Send the INTERMEDIATE within the leg 1...F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If applicable in biathlon.

Attribute	**Value**	**Description**
Code	LOOP	
Pos	N/A	
Value	S(2)	Send 1...n for the loop number if this intermediate corresponds to the end of a loop.

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always in biathlon.

Attribute	**Value**	**Description**

	Code	SHOOT_COMP		
	Pos	N/A		
	Value	Numeric 0	Send 1...n for the number of shootings completed at this intermediate.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only in biathlon and only if this intermediate is the end of a shooting session.**			
	Attribute	**Value**	**Description**	
	Code	SHOOT_END		
	Pos	N/A		
	Value	Numeric 0	Shooting session number, only if this intermediate point immediately after a shooting. Send 1...n for the shooting point.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only in biathlon and only if this intermediate is the entrance to a shooting session.**			
	Attribute	**Value**	**Description**	
	Code	SHOOT_START		
	Pos	N/A		
	Value	Numeric 0	Shooting session number, only if this intermediate point immediately before a shooting. Send 1...n for the shooting point.	
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always except in sprint events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
EC		PRETIMING	S(2)	Pos Description: Send the value that identifies the pretiming point, 1 to n. Element Expected: Only for interval start events.
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric #0.0#	Distance from the start in km for the pre-timing point.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only for interval start events.**			
	Attribute	**Value**	**Description**	
	Code	NEXT_INTERMEDIATE		
	Pos	N/A		
	Value	Numeric #0	Send the total number of intermediate points where the time is recorded including F.	
EC		PRETIMING_NUM	N/A	Element Expected: Only for interval start events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of pre-timing points.
EC		LOOP	S(2)	Pos Description: Send the loop number 1...n. Element Expected: Always in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0	Length of the loop in km.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always in biathlon.**			
	Attribute	**Value**	**Description**	
	Code	COLOUR		
	Pos	N/A		
	Value	S(15)	Colour label of the loop.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: If applicable in biathlon.**			

	Attribute	**Value**	**Description**	
	Code	SHOOT		
	Pos	N/A		
	Value	Numeric 0	Send the shoot number on this loop.	
EC		LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg.Element Expected: Team sprint and relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Distance from the start in km to the end of the leg.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Team sprint and relay events.			
	Attribute	**Value**	**Description**	
	Code	CUMULATIVE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.	
	Value	Numeric #0.0#	Distance from the start of the race in km for the intermediate.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Team sprint and relay events.			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.	
	Value	Numeric #0.0#	Distance from the start of the leg in km for the intermediate.	
EC		LEGS_NUM	N/A	Element Expected: Team sprint and relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of intermediate points where the time is recorded including F.

QUALIFICATION (by phase)		FROM_RANK	N/A	Element Expected: When applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION (by phase)		TO_RANK	N/A	Element Expected: When applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION (by phase)		QUAL_BT	N/A	Element Expected: When some competitors qualify by time.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Number of competitors to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers).
QUALIFICATION (by phase)		QUAL_RULE	N/A	Element Expected: When applicable pre-finals.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(100)	Text description of the qualification rule for next phase.

Sample (General)

```
...
<Configs>
        <Config Unit="CCSWSKIATHLN----------FNL-0001----">
                <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
                <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
                <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
                        <ExtendedConfigItem Code="NUM" Value="2" />
                </ExtendedConfig>
                <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
                        <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
                </ExtendedConfig>
                <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
                <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
                <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
                        <ExtendedConfigItem Code="NUM" Value="2" />
                </ExtendedConfig>
                <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
                        <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
                </ExtendedConfig>
                <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="9" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="7.4" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="9.5" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="11.25" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="13.3" />
                <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="15.0" />
        </Config>
...
```

Sample (Team events)

```
...
<ExtendedConfig Type="EC" Code="LEGS_NUM" Value="4" />
<ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="5.0" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
<ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="1.7" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="2.5" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="4.2" />
<ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="5.0" />
<ExtendedConfig Type="EC" Code="LEG" Pos="2" Value="10.0" >
        <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
        <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
        <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
        <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
        <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="6.7" />
        <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="7.5" />
        <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="9.2" />
        <ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="10.0" />
</ExtendedConfig>
...
```

Sample (Biathlon)

```
...
<Config Unit="BTHM10KMSP----------FNL-0001----">
        <ExtendedConfig Type="COURSE" Code="NAME" Value="blue 3388m + blue 3388m + blue 3388m" />
        <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="127" />
        <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Value="57" />
        <ExtendedConfig Type="COURSE" Code="LENGTH" Value="10164" />
        <ExtendedConfig Type="COURSE" Code="CLIMB" Value="284" >
                <ExtendedConfigItem Code="MAX" Value="56" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="SHOOTING" Pos="1" Value="P" />
        <ExtendedConfig Type="EC" Code="SHOOTING" Pos="2" Value="S" />
        <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="8" />
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.8" >
                <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
                <ExtendedConfigItem Code="LOOP" Value="1" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.3" >
                <ExtendedConfigItem Code="SHOOT_START" Value="1" />
                <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
                <ExtendedConfigItem Code="LOOP" Value="1" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="3.4" >
                <ExtendedConfigItem Code="SHOOT_END" Value="1" />
                <ExtendedConfigItem Code="SHOOT_COMP" Value="1" />
                <ExtendedConfigItem Code="LOOP" Value="1" />
        </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" >
                <ExtendedConfigItem Code="SHOOT_COMP" Value="2" />
                <ExtendedConfigItem Code="LOOP" Value="3" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="PRETIMING" Pos="1" Value="1.2">
                <ExtendedConfigItem Code="NEXT_INTERMEDIATE" Value="1" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="PRETIMING" Pos="2" Value="2.4">
                <ExtendedConfigItem Code="NEXT_INTERMEDIATE" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="PRETIMING" Pos="3" Value="4.5">
    <ExtendedConfig Type="EC" Code="PRETIMING" Pos="6" Value="9.0">
                        <ExtendedConfigItem Code="NEXT_INTERMEDIATE" Value="F" />
                </ExtendedConfig>
                <ExtendedConfig Type="EC" Code="LOOP" Pos="1" Value="3.3" >
                        <ExtendedConfigItem Code="COLOUR" Value="blue" />
                </ExtendedConfig>
                <ExtendedConfig Type="EC" Code="LOOP" Pos="2" Value="3.3" >
                        <ExtendedConfigItem Code="COLOUR" Value="blue" />
                </ExtendedConfig>
                <ExtendedConfig Type="EC" Code="LOOP" Pos="3" Value="3.3" >
                        <ExtendedConfigItem Code="COLOUR" Value="blue" />
                </ExtendedConfig>
        </Config>
```

2.2.8.6 Message Sort

There is no general message sorting rule.

2.2.9 Event Unit Weather conditions

2.2.9.1 Description

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

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
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	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	SC @Source	Code indicating the system which generated the message.

2.2.9.3 Trigger and Frequency

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

2.2.9.4 Message Structure

The following table defines the structure of the message.

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

2.2.9.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather points, send GEN (Stadium), HIGH and LOW.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Prec_Type	O	SC @PrecType	Precipitation type

Element: Weather /Conditions /Condition (0,3) **Send three times in the case of Winter conditions.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Weather condition type, send SKY and SNOW.
Value	M	CC @WeatherCondition or CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Weather /Conditions /Temperature (0,N) **Send with three different @Code in the case of Winter conditions.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both.
Value	M	Numeric ##0.0	Temperature in centigrade degrees of the @Code. Negative if applicable. Do not send '+' if positive.

Element: Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH.
Value	M	Numeric ##0.0	Wind speed value in @Unit without plus or minus symbol.

Sample (Weather)

```
...
<Weather>
        <Conditions Code="HIGH" 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="LOW" 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>
..
```

2.2.9.6 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	S	U
OVR gets Initial data	DT_CODES (Ab WOG2018)		X				
	DT_SCHEDULE		X				o
	DT_PARTIC		X				
	DT_PARTIC_TEAM		X				
OVR sends	DT_CONFIG		X		o		o
	DT_BRACKETS			X			o
	DT_PDF C08 Schedule		X	o			
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	DT_PDF C32x Entry List		X				

3.2 Before and During Individual, Pursuit

Trigger	Message	Status	D	E	P	S	U
As soon as the start list is known (-120')	DT_RESULT for each unit	START_LIST					X
	DT_PDF C51x Start List			X			
Individual Start							
At scheduled start (-0.5)	DT_SCHEDULE_UPDATE	*GETTING_READY*	X			o	o
Mass Start							
At scheduled start (-1)	DT_SCHEDULE_UPDATE	*GETTING_READY*	X			o	o
All							
Event unit starts (First Athlete starts)	DT_SCHEDULE_UPDATE	*RUNNING*	X			o	o
	DT_RESULT	LIVE					X
	DT_CURRENT						X
Time received *	DT_CURRENT						X
... *	DT_RESULT	LIVE					X

Trigger	Message	Status	D	E	P	S	U
* repeated for each athlete							

3.3 After competition

Trigger	Message	Status	D	E	P	S	U
Last Result Mass-Start	DT_SCHEDULE_UPDATE	*FINISHED*	X				o
	DT_RESULT	UNCONFIRMED					X
Stats are entered	DT_RESULT	UNOFFICIAL					X
Last Result Individual	DT_SCHEDULE_UPDATE	*FINISHED*	X				o
	DT_RESULT	UNOFFICIAL					X
Race confirmed	DT_RESULT	OFFICIAL					X
	DT_PDF C73 Results						X

3.4 At the end of the event

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C92x Medallist			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	13 May 2015	First Version
v1.1	15 Jul 2015	Biathlon added
v1.2	9 Sept 2015	Updated with Omega Feedback
v1.3	11 Sept 2015	Minor update
v1.4	1 Oct 2015	Minor update
v1.5	7 Oct 2015	Minor update
v1.6	4 Jan 2016	Status Change
v1.7	24 Mar 2016	Updated
v1.8	19 May 2016	Updated
v1.9	22 Sept 2016	Updated
v2.0	23 Feb 2017	First version as a full document
v2.1	20 April 2017	Minor updates

File Reference: ODF/INT415 R-WOG-2018-BTH CCS-v2.1 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	Initial	First Version
v1.1	SFR	Biathlon added
v1.2	SFR	Updated with Omega Feedback
v1.3	SFR	Change extension in DT_RESULT from PURSUIT_RAW to RAW to be consistent with Nordic Combined
v1.4	SFR	Add LIVE to DT_BRACKETS
v1.5	SFR	Add WAVE in EventUnitEntry
v1.6	SFA	Status Change
v1.7	SFA	CR8928, DT_RANKING add 'Diff' at Result and remove extension CR8934, DT_BRACKETS adding IRM attribute and START_LIST CR9360, DT_CURRENT Play by Play message improvements
v1.8	SFA	Add STARTED in ExtendedInfo in DT_CURRENT message
v1.9	APP	DT_CONFIG: Corrected @Pos for CLIMB. Remove LETTER DT_RESULT: Added flag to indicate last intermediate passed.
v2.0	APP	First version as a full document.

		DT_RESULT, DT_RANKING: CR014797 - Add plus sign in Diff attributes. DT_IMAGE: CR14627 - Add Result Element to include competitors in the message. DT_RESULT: Add IRM attribute in several extensions.
v2.1	APP	CR014894, CR014929:DT_RESULT: Triggering: Trigger added for CCS:Sprint Events: Quarterfinals: Heat selection process. UNCONFIRMED/UNOFFICIAL/OFFICIAL triggers detailed. PROTESTED trigger added. LL_TIME_TO_BEAT@ExtendedInfo. YC@Result/Competitor/Composition/Athlete/EventUnitEntry added . PREVIOUS_YC@Result/Competitor/Composition/Athlete/EventUnitEntry added. TIME_PENALTY@ Result/ExtendedResult added. TIMELINE: 3.3 - After competition: DT_SCHEDULE_UPDATE (Finished) and DT_RESULT (Unconfirmed) swapped rows.