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# Olympic Data Feed



## **ODF Sliding 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 Sliding Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Sliding.

## 1.2 Objective

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

- **BOB** – Bobsleigh
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **LUG** – Luge
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SKN** – Skeleton
- **WNPA** – World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This 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 Sliding.

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of Teams	X (not SKN)	X (not SKN)
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X (not SKN)	X (not SKN)
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	X	X
DT_RANKING	Event Final ranking	X	X
DT_RECORD	Records	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	



## 2.1.1 List of participants by discipline/ Update

### 2.1.1.1 Description

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

### 2.1.1.2 Header Values

As defined in the header values document.

### 2.1.1.3 Trigger and Frequency

Follow the general definition.

### 2.1.1.4 Message Structure

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

- Competition /Participant /Discipline /RegisteredEvent /EventEntry

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

### 2.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFld	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	
	Substitute	O	S(1)	Send Y is this person is a substitute. Applicable in BOB. Not applicable in LUG & SKN

The following table describes in more detail the Competition /Participant /Discipline /RegisteredEvent /EventEntry element.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry					
Type	Code	Pos	Value	Description	Expected
ENTRY	POSITION		CC @Position	For @Type: Send proposed type	As soon as it is known.
				For @Code: Send proposed code	Applicable in BOB & LUG.
				For @Value: Position Code for the athlete	Not applicable in SKN

### 2.1.1.6 Message sort

Please, follow the general definition.



## 2.1.2 List of Teams / Update

### 2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

### 2.1.2.2 Header Values

The definition in the ODF General Messages Interface Document is valid.

### 2.1.2.3 Trigger and Frequency

The definition in the ODF General Messages Interface Document is valid.

### 2.1.2.4 Message Structure

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

- Competition /Team /TeamOfficials /TeamOfficial
- Competition /Team /Discipline /RegisteredEvent /EventEntry

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

### 2.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition /Team	Number	O	Numeric #0	
	Name	O	S(73)	Team Name (NOC name)
Competition /Team /Discipline /RegisteredEvent	Event	M	CC @Event	Full RSC. Event ID.
	Bib	O	S(2)	Team Bib number

#### 2.1.2.5.1 Sample

```
<Team Code="BOBMTEAM4---CHN01" Organisation="CHN" Number="1" Name="China" Gender="M"
Current="true" >
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
    <Athlete Code="2005047" Order="5" />
  </Composition>
  <Discipline Code="BOB-----" >
    <RegisteredEvent Event="BOBMTEAM4-----" />
  </Discipline>
</Team>
```

### 2.1.2.6 Message sort

Please, follow the general definition.



## 2.1.3 Event Unit Start List and Results

### 2.1.3.1 Description

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

### 2.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per run.

### 2.1.3.3 Trigger and Frequency

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

- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- When the competition starts and after every split in the current sled/bob (LIVE)
- After every sled/bob has completed the run (INTERMEDIATE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

### 2.1.3.4 Message Structure

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

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- RecordIndicators and its child element RecordIndicator
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /EventUnitEntry





### 2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Code	M	S(20) with no leading zeroes	Officials code
	Function	M	CC @ResultsFunction	Officials Function
	Order	O	Numeric	Order of officials.
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type.
	IRM	O	CC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
	StartOrder	O	Numeric	The start order of the unit.
	StartSortOrder	M	Numeric	
RecordIndicators /RecordIndicator	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 /0.000 for the leader)
	Order	M	Numeric 0	This will usually always be 1 unless there is both a SR and TR in which case SR=1 and TR=2.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "TR" or "SR").
Result /Competitor	Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.
	Bib	O	S(2)	Team Bib number in BOB & LUG
Result /Competitor /Description	TeamName	O	S(73)	Team name in BOB. In the form NOC-n
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	Order within the competitor
	Bib	O	S(5)	Bib number. SKN & LUG (not used at this level in BOB). For Team event in Luge the bib for each sled will have values X-Y. This attribute is the individual Bib (Y value). It will be 1 for Women member of the team, 2 for Men and 3 for the Double sled's front athlete.

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	STARTERS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code	Always after status START_LIST



Element: ExtendedInfo						
					For @ Pos: Do not send anything For @Value: Sent the number of competitors on the start list	
		COMPLETE		Numeric ##0	For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the number of competitors whose event unit is completed (includes IRMs)	Always after status START_LIST
DISPLAY	LAST_COMP			S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the competitor ID of the last competitor to compete and receive a result.	When available and only when the unit is LIVE or UNOFFICIAL
	LAST_SLED			S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the competitor ID of the last sled to compete and receive a result.	When available and only when the unit is LIVE or UNOFFICIAL (Team Relay only)

**Sample**

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
.....
    
```

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element. **This element is NOT used in the luge team event.**

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(1)	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (S, 1, 2...F). For @Value: Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.	When data is available
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	



Element: Result /ExtendedResults /ExtendedResult						
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				s.ff (BOB & SKN) s.fff (LUG)	For @Diff: Send the time behind the leader at the corresponding intermediate point for the current run. (0.00 /0.000 for leader)	
	SPEED			S(2)	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Speed trap point as defined in DT_CONFIG, 1..	
					For @Value: Speed at this point in km/h	
	SECTION			S(1)	s.ff (BOB & SKN) s.fff (LUG)	When available
					For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Intermediate point at the end of the section where section time is taken (S, 1, 2... F). For example 1 is the section from S to 1.	
					For @Value: Time for the section ending at the intermediate point @Pos.	
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor in the section	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor in the corresponding section	
SPEED	KMH			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the designated maximum speed in kph	
	MPH			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the designated maximum speed in mph	



**Sample**

```

.....
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00"
StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.02" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="12.45"
ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="11.06"
ValueType="TIME" Rank="1" SortOrder="1" />
.....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="18.01"
ValueType="TIME" Rank="1" SortOrder="1" />
    <ExtendedResult Type="SPEED" Code="KMH" Value="134.4" />
    <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
  </ExtendedResults>
  <Competitor Type="A" Code="123456" Organisation="AUS" >
    <Composition>
      <Athlete

```

The following table describes in more detail the Competition /Result /Competitor /Composition /Athlete /EventUnitEntry element.

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Value	Description	Expected
EUE	POSITION	CC @Position	For @Type: Send proposed type	Always in BOB and applicable events in LUG
			For @Code: Send proposed code	
			For @Value: Position of the athlete in the team.	
SLED	WOMAN	S(20)	For @Type: Send proposed type	In team event in LUG for the woman
			For @Code: Send proposed code	
			For @Value: Athlete ID of the woman competitor	
	MAN	S(20)	For @Type: Send proposed type	In team event in LUG for the man
			For @Code: Send proposed code	
			For @Value: Athlete ID of the man competitor	
DOUBLE	S(20)	For @Type: Send proposed type	In team event in LUG for the athletes in the double sled.	
		For @Code: Send proposed code		
		For @Value: Team ID of the double sled		

**Sample**

```

.....
<Athlete Code="1135320" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="P" />
.....

```



The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element. **This element is only used in the case of the team event in Luge.**

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(1)	m:ss.fff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. For @Value: Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.	When data is available in luge teams except for back position in pairs
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				s.fff	For @Diff: Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)	
				SPEED		
SECTION			S(1)	s.fff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. For @Value: Time for the section ending at the intermediate point @Pos.	When data is available in luge teams except for back position in pairs
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor in the section	



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor in the corresponding section	
CUMULATIVE	INTER_TOTAL			m:ss.fff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. For @Value: Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.	When data is available in luge teams except for back position in pairs
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				s.fff	For @Diff: Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)	
SPEED	KMH			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the designated maximum speed in kph	When data is available in luge teams except for back position in pairs
	MPH			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the designated maximum speed in mph	

Sample



```

.....
<Result Rank="1" ResultType="TIME" Result="2:45.649" SortOrder="1">
  <Competitor Type="T" Bib="10" Code="LUGORELAY4--GER01" Organisation="GER" >
    <Composition>
      <Athlete Code="2029360" Order="1" Bib="10-1">
        <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="GER"
        BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="22.464"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="40.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="46.602"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="54.095"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="22.464"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="40.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="46.602"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="54.095"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="22.464"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="18.047"
          ValueType="TIME" Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="6.091"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.493"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="127.0" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="128.9" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="128.9" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2029363" Order="2" Bib="10-2">
        <Description GivenName="Barry" FamilyName="Jones" Gender="M" Organisation="GER"
        BirthDate="1993-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.186"
          ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.011" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.357"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.319"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.639"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="1:18.606"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="1:36.452"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="1:42.414"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="1:49.734"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="24.511"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.846"
          ValueType="TIME" Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="5.962"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.320"
          ValueType="TIME" Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.6" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="129.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="131.1" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="131.1" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2029371" Order="3" Bib="10-3">

```



```

<Description GivenName="Tom" FamilyName="Black" Gender="M" Organisation="GER"
BirthDate="1992-12-15" />
<EventUnitEntry Type="EUE" Code="POSITION" Value="F" />
<ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.297"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.009" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.640"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.537"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.565"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.915"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="2:14.374"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="2:32.271"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="2:38.299"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="2:45.649"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="24.640"
ValueType="TIME" Rank="1" SortOrder="1" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.897"
ValueType="TIME" Rank="2" SortOrder="2" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="6.028"
ValueType="TIME" Rank="1" SortOrder="1" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.350"
ValueType="TIME" Rank="1" SortOrder="1" />
  <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.8" />
  <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="118.9" />
  <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="130.1" />
  <ExtendedResult Type="SPEED" Code="KMH" Value="130.1" />
  <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
</ExtendedResults>
</Athlete>
<Athlete Code="2029354" Order="4" >
  <Description GivenName="Tom" FamilyName="Cleftt" Gender="M" Organisation="GER"
BirthDate="1991-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
</Athlete>
</Composition>
</Competitor>
</Result>
.....

```

### 2.1.3.6 Message sort

Please, follow the general definition.





## 2.1.4 Current Information

### 2.1.4.1 Description

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

### 2.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per run.

### 2.1.4.3 Trigger and Frequency

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

- At any time a new competitor receives the green light to start. (This athlete will be considered current)
- Immediately after every addition/change in data during the run
- Immediately after the competitor completes the course and the data is available.

Each message will only include the athlete currently on the track or about to start and the one to follow.

### 2.1.4.4 Message Structure

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

- ExtendedInfos /ExtendedInfo
- Result /ExtendedResults /ExtendedResult

### 2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	String	Rank of the competitor in the event unit (not cumulative).
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	CC @ResultType	Result type.
	IRM	O	CC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
	Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the particular event unit.
	SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
	StartOrder	O	Numeric	Competitor's start order
	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 / 0.000 for the leader)
Result /Competitor	Bib	O	S(2)	Team Bib number in BOB & LUG
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	
	Bib	O	S(5)	Bib number in SKN & LUG

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	START_INDIC			S(7)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything.	Always.



Element: ExtendedInfo						
					For @Value: Send "GREEN" or "RED" to indication the light on the track.	
DISPLAY	CURRENT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the current or about to start competitor. (in the case of team event this is the team)	
	TO_BEAT	Numeric 0	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	For @Code: Send proposed code	When available	
			For @Pos: Send the rank which the competitor is trying to beat (1..3)			
			For @Value: Send the time needed (to beat) for the corresponding rank (in @Pos). Do not send minutes if zero.			
	ADVANTAGE		s.ff (BOB & SKN) s.fff (LUG)	For @Code: Send proposed code	When available in all heats except in heat 1	
				For @Pos: Do not send anything Send the time behind the current leader at the start		
	STATUS		S(8)	For @Code: Send proposed code	When available	
				For @Pos: Do not send anything		
				For @Value: Send "ATSTART", "RUNNING" or "FINISHED" according to current sleds activity		
	NEXT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the next competitor. (in the case of team event this is the team)	

**Sample**

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="START_INDIC" Value="RED" >
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" >
    <Extension Code="TO_BEAT" Pos="1" Value="54.58" />
    <Extension Code="TO_BEAT" Pos="2" Value="55.03" />
    <Extension Code="TO_BEAT" Pos="3" Value="55.17" />
    <Extension Code="ADVANTAGE" Value="-0.92" />
    <Extension Code="STATUS" Value="RUNNING" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
.....

```



The following table describes in more detail the Result /ExtendedResults /ExtendedResult element. **Not used in luge team event.**

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(1)	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (S, 1, 2...F). For @Value: Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.	When data is available
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	For @Diff: Send the time behind the leader not considering the current sled. This is compared to the leader before the current competitor so will be negative if faster.	
	SPEED		S(2)	Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Speed trap point as defined in DT_CONFIG, 1.. For @Value: Speed at this point in km/h	When available
CUMULATIVE	INTERMEDIATE		S(1)	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (S, 1, 2...). For @Value: Cumulative time at the intermediate point considering all runs. Do not send minutes if zero.	When available in all heats except heat 1



Element: Result /ExtendedResults /ExtendedResult						
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	For @Diff: Send the time behind the leader not considering the current sled but considering all runs. (0.00 / 0.000 for leader). Preceding "-" if faster than leader.	

**Sample**

```

.....
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00"
StartOrder="5" >
  <Competitor Type="A" Code="123456" Organisation="AUS" >
    <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.02" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
    </ExtendedResults>
  </Competitor>
</Result>
.....

```

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element. **This element is only used in the case of the team event in Luge.**

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extensi on Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(1)	m:ss.fff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. For @Value: Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.	When data is available in luge teams except for back position in pairs
				CC @ResultType	For @ValueType: Send CC @ResultType	



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				s.fff	For @Diff: Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)	
	SPEED			S(2)	For @Type: Send proposed type	When data is available in luge teams except for back position in pairs
				For @Code: Send proposed code		
				For @Pos: Speed trap point as defined in DT_CONFIG, 1..		
				For @Value: Speed at this point in km/h		
CUMULATIVE	INTERMEDIATE			S(1)	m:ss.fff	When data is available in luge teams except for back position in pairs
				For @Type: Send proposed type		
				For @Code: Send proposed code		
				For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg.		
				For @Value: Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.		
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point	
				s.fff	For @Diff: Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)	
SPEED	KMH				Numeric ##0.0	When data is available in luge teams except for back position in pairs
					For @Type: Send proposed type	
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the designated maximum speed in kph	



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
	MPH			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the designated maximum speed in mph	When data is available in luge teams except for back position in pairs

Sample



```

.....
<Result Rank="1" ResultType="TIME" Result="2:45.649" SortOrder="1">
  <Competitor Type="T" Bib="10" Code="LUGORELAY4--GER01" Organisation="GER" >
    <Composition>
      <Athlete Code="2029360" Order="1" Bib="10-1">
        <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="GER"
        BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="22.464"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="40.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="46.602"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="54.095"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="127.0" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="128.9" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="22.464"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="40.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="46.602"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="54.095"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="128.9" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2029363" Order="2" Bib="10-2">
        <Description GivenName="Barry" FamilyName="Jones" Gender="M" Organisation="GER"
        BirthDate="1993-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.186"
          ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.011" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.511"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.357"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.319"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.639"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.6" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="129.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="131.1" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="1:18.606"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="1:36.452"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="1:42.414"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="1:49.734"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="131.1" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2029371" Order="3" Bib="10-3">
        <Description GivenName="Tom" FamilyName="Black" Gender="M" Organisation="GER"
        BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="F" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.297"
          ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.009" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.640"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.537"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.565"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.915"
          ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.8" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="118.9" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```



```

    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="130.1" />
    <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="2:14.374"
ValueTypes="TIME" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="2:32.271"
ValueTypes="TIME" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="2:38.299"
ValueTypes="TIME" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="2:45.649"
ValueTypes="TIME" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="SPEED" Code="KMH" Value="130.1" />
    <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
  </ExtendedResults>
</Athlete>
<Athlete Code="2029354" Order="4" >
  <Description GivenName="Tom" FamilyName="Cleftt" Gender="M" Organisation="GER"
BirthDate="1991-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
</Athlete>
</Composition>
</Competitor>
</Result>
.....

```

#### 2.1.4.6 Message sort

Please, follow the general definition.





## 2.1.5 Cumulative Results

### 2.1.5.1 Description

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

The Cumulative Results message is used to send the cumulative results of the competition.

### 2.1.5.2 Header Values

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

Note that this message is not applicable to training.

### 2.1.5.3 Trigger and Frequency

- Send when the start list of the first unit is sent (INTERMEDIATE)
- Send after each competitor passes each intermediate during each run including the first run (LIVE)
- Send after each run is OFFICIAL (INTERMEDIATE)
- Send after the last run complete (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

### 2.1.5.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos /ExtendedInfo
- Result /ResultItems /ResultItem
- Result /ResultItems /ResultItem /Result /Extension
- Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator

### 2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
	ResultType	O	CC @ResultType	Result type. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
	IRM	O	CC @IRM	IRM for the cumulative result. Send just in the case @ResultType is IRM



Element	Attribute	M/O	Value	Comments
	Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative result Send just in the case @ResultType is TIME At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
	QualificationMark	O	CC @QualificationMark	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Cumulative time behind the leader, send 0.00 for the leader. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
Result /ResultItems /ResultItem /Result	Rank	O	Text	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem  Do not send minutes of zero.
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem  Send just in the case @ResultType is IRM
	SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem
Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator	Order	M	Numeric	Records are sorted by relevance. If there is more than one then send SR as 1 and TR as 2.
	Code	M	CC @RecordCode	Code which describes the record broken by the result value.
	RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. (SR or TR)
	Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension Code	Pos	Value	Description	Expected
EI	LAST_QUAL			S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the last qualifying place ID (in penultimate race) In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place	As soon as it is known during the penultimate race.
	LAST_UNIT			S(34)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything	Always



Element: ExtendedInfos /ExtendedInfo					
					For @Value: Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message

The following table describes in more detail the Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult						
Type	Code	Pos	Value	Description	Expected	
ER	START		s.ff (BOB & SKN) s.fff (LUG)	For @Type: Send proposed code	When available	
				For @Code: Send proposed code		
				For @ Pos: Do not send anything		
				For @Value: Start Time		
	START_BEST		S(1)	For @Type: Send proposed code	If Applicable	
				For @Code: Send proposed code		
				For @ Pos: Do not send anything		
				For @Value: Send 'Y' if this run was the best start time for this competitor else do not send.		
	SPEED			Numeric ##0.0	For @Type: Send proposed code	When available
				For @Code: Send proposed code		
				For @ Pos: Do not send anything		
				For @Value: Speed for this run, km/h		
SPEED_BEST		S(1)	For @Type: Send proposed code	If Applicable		
			For @Code: Send proposed code			
			For @ Pos: Do not send anything			
			For @Value: Send 'Y' if this run was highest speed for this competitor else do not send.			
CUMULATIVE	INTERMEDIATE	S(1)	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	For @Type: Send proposed code	For the second and subsequent runs only.	
				For @Code: Send proposed code		
				For @Pos: Intermediate point where the intermediate time is recorded (S, 1, 2...F).		
				For @Value: Cumulative time at the intermediate point considering all runs to this point. Do not send minutes if zero. Do not send in first run.		
			CC @ResultType	For @ValueType: Send CC @ResultType		
			S(2)	For Rank: Send the rank		
			S(1)	For RankEqual: Send "Y" if the rank is equalled else do not send.		
			Numeric #0	For @SortOrder: Send the order of the competitor at the intermediate point		



Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult					
			s.ff (BOB & SKN) s.fff (LUG)	For Diff: Cumulative time behind leader at the intermediate point considering all runs to this point.	

**Sample**

```

.....
<Result Rank="2" ResultType="TIME" Result="2:19.15" SortOrder="2" Diff="0.02">
  <ResultItems>
    <ResultItem Unit="SKNMSINGLES-----FNL-000101--" >
      <Result Rank="2" ResultType="TIME" Result="1:09.59" Diff="0.02" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START" Value="5.05" />
          <ExtendedResult Type="ER" Code="START_BEST" Value="Y" />
          <ExtendedResult Type="ER" Code="SPEED" Value="134.4" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SKNMSINGLES-----FNL-000102--" >
      <Result Rank="1" ResultType="TIME" Result="1:09.56" Diff="0.00" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START" Value="5.07" />
          <ExtendedResult Type="ER" Code="SPEED" Value="135.4" />
          <ExtendedResult Type="ER" Code="SPEED_BEST" Value="Y" />
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE " Pos="S" Value="2:15.02"
          ValueType="TIME" Diff="0.07" SortOrder="4" Rank="4"/>
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE " Pos="1" Value="2:25.34"
          ValueType="TIME" Diff="0.09" SortOrder="5" Rank="5"/>
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE " Pos="2" Value="2:53.45"
          ValueType="TIME" Diff="0.07" SortOrder="2" Rank="4"/>
          .....
          <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE " Pos="F" Value="2:13.45"
          ValueType="TIME" Diff="0.08" SortOrder="3" Rank="3"/>
        </ExtendedResults>
        <RecordIndicators>
          <RecordIndicator Order="1" Code=" SKNMSINGLES-----"
          RecordType="TR" />
        </RecordIndicators>
      </Result>
    </ResultItem>
  </ResultItems>
.....

```

**2.1.5.6 Message sort**

Please, follow the general definition.



## 2.1.6 Event Final Ranking

### 2.1.6.1 Description

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

### 2.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).

One message is sent for each event.

### 2.1.6.3 Trigger and Frequency

Please, follow the general definition.

### 2.1.6.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

### 2.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	String	Final rank of the competitor in the corresponding event .It is optional because the competitor can be disqualified
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Total time for the competitor. Only include if completed the same number of runs as the winner (so times are comparable)
	ResultType	O	SC @ResultType	Result type, for the corresponding event.
	IRM	O	SC @IRM	Send if the competitor has been disqualified or is not known.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.



### 2.1.6.6 Sample

```

.....
<Result Rank="16" ResultType="TIME" Result="4:36.26" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="SUI"
        BirthDate="1994-12-18" />
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="TIME" Result="4:37.84" SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="NZL"
          BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

### 2.1.6.7 Message sort

Please, follow the general definition



## 2.1.7 Records

### 2.1.7.1 Description

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

### 2.1.7.2 Header Values

Please, follow the general definition.

### 2.1.7.3 Trigger and Frequency

The message will be sent before competition starts with all records for all events in the discipline.

After competition start it will be triggered with each new record set or equalled.

### 2.1.7.4 Message Structure

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

- ExtendedInfos /SportDescription
- Record /RecordType /RecordData

### 2.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
Record	Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.
Record /RecordType	Order	M	Numeric #0	The hierarchy (priority) for types of records from 1 to n. Can use the Order column from CC @RecordType for reference). Sliding sports do not have a hierarchy as the records are different but this is still required.
	RecordType	M	CC @RecordType	Record type.
	Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
Record /RecordType /RecordData	Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message (shared), then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
	ResultType	M	SC @ResultType	TIME
	Result	O	s:ff (SR in SKN/BOB) s:fff (SR in LUG) or m:ss:ff (TR in SKN/BOB) m:ss:fff (TR in LUG)	The performance of the competitor for the record



Element	Attribute	M/O	Value	Comments
	Unit	O	CC @Unit	<p>Include the event unit in the current competition where the record was broken.</p> <p>It is the full RSC of the unit</p> <p>Send always (Mandatory) in the case Historical='N'.</p>
	Country	O	CC @Country	Country code where the record was broken. Will always be KOR.
	Place	O	S(40)	Place (town or city) where the record was broken (example: "PyeongChang").
	Date	O	YYYY-MM-DD	<p>Send always unless the record is not established.</p> <p>Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)</p>
	Time	O	Time	<p>Time the record was set.</p> <p>Send always (Mandatory) in the case of Historical='N'.</p>
	Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
	Unconfirmed	O	S(1)	<p>Send only in the case that Historical='Y' and if it is required in the specific discipline, since some historical records / record types may not be confirmed</p> <p>Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.</p>
	Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
	Historical	M	S(1)	<p>Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition.</p> <p>Send 'N' if the record for the competitor being listed in the message was achieved during the current competition.</p>
	Current	O	S(1)	Send Y in the case that this is the current record else do not send (may be multiple in the case of a shared record).
	ModificationIndicator	O	S(1)	<p>The possible values are:</p> <p>N = New broken record (not provided in a previous message)</p> <p>R = This record is re-instated/re-established as the current record in this message (following an invalidation or similar).</p> <p>Do not send this attribute for other records included in the message (not broken or not re-instated)</p>





### 2.1.7.1 Sample

```

.....
<Record Code="SKNMSINGLES-----">
  <Description Name="Men Skeleton" />
  <RecordType Code="TR" Order="1" Shared="N">
    <RecordData ResultType="TIME" Result="48.45" Unit="SKNMSINGLES-----FNL-000102-
    -" Country="KOR" Place="Sochi" Date="2014-02-12" Time="105830427" Competition="2014
    Winter Games" Historical="N" Current="Y" ModificationIndicator="N" >
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL"
            IFId="12920" BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</RecordType Code="SR" Order="1" Shared="N">
.....

```

### 2.1.7.2 Message sort

Please, follow the general definition.



## 2.1.8 Weather Conditions

### 2.1.8.1 Description

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

### 2.1.8.2 Header Values

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

### 2.1.8.3 Trigger and Frequency

Please, follow the general definition.

### 2.1.8.4 Message Structure

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

- Competition /Weather /Conditions /Condition (following the general rules for this element)

### 2.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Conditions	Code	M	SC @WeatherPoint	Weather points, send START and FINISH
	Humidity	M	Numeric ##0	Humidity in %
	Wind_Direction	M	CC @WindDirection	Wind direction
	Prec_Type	O	SC @PrecType	Precipitation Type
Weather /Conditions /Condition	Code	M	S(3)	Weather condition type, send SKY and ICE
	Value	M	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for ICE
Weather /Conditions /Temperature	Code	M	S(4)	Temperature type, send AIR, ICE
	Unit	M	SC @TemperatureUnit	Unit for temperature, send both
	Value	M	Numeric #0	Temperature of the @Code. Negative is applicable
Weather /Conditions /Wind	Code	M	S(5)	Wind Speed, send SPEED
	Unit	M	SC @WindUnit	Unit for Wind
	Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

### 2.1.8.1 Sample

```

.....
<Weather>
  <Conditions Code="START" Humidity="40" Wind_Direction="VR">
    <Condition Code="SKY" Value="sun" />
    <Condition Code="ICE" Value="nor" />
    <Temperature Code="AIR" Unit="C" Value="11.0" />
    <Temperature Code="AIR" Unit="F" Value="51" />
    <Temperature Code="ICE" Unit="C" Value="-2.4" />
    <Temperature Code="ICE" Unit="F" Value="27" />
    <Wind Code="SPEED" Unit="MS" Value="0.4" />
    <Wind Code="SPEED" Unit="KMH" Value="1.4" />
  </Conditions>
  <Conditions Code="FINISH" Humidity="40" Wind_Direction="VR">
    <Condition Code="SKY" Value="sun" />
    <Condition Code="ICE" Value="nor" />
    <Temperature Code="AIR" Unit="C" Value="12.0" />
    <Temperature Code="AIR" Unit="F" Value="53.6" />
    <Temperature Code="ICE" Unit="C" Value="-2.4" />
    <Temperature Code="ICE" Unit="F" Value="27" />
    <Wind Code="SPEED" Unit="MS" Value="0.6" />
    <Wind Code="SPEED" Unit="KMH" Value="2.2" />
  </Conditions>
</Weather>
.....

```



### 2.1.8.2 Message sort

Please, follow the general definition.



## 2.1.9 Configuration

### 2.1.9.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

### 2.1.9.2 Header Values

Send one message per event unit.

### 2.1.9.3 Trigger and Frequency

Please, follow the general definition.

### 2.1.9.4 Message Structure

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

- ExtendedConfigItem

### 2.1.9.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.



Element: ExtendedConfig							
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected	
COURSE	LENGTH			Numeric ###0	For @Type: Send proposed type	Always	
					For @Code: Send proposed code		
					For @Pos: Do not send anything		
					For @Value: Send the total length of the track in m.		
	ALTITUDE					For @Type: Send proposed type	Always
				For @Code: Send proposed code			
				For @Pos: Do not send anything			
				For @Value: Do not send anything			
		START			Numeric ###0	For @Code: Send proposed code	Always
				For @Pos: Do not send anything			
					Numeric ###0	For @Value: Send the altitude at the start point in metres	
		FINISH				For @Code: Send proposed code	Always
				Numeric ###0	For @Pos: Do not send anything		
					Numeric ###0	For @Value: Send the altitude at the finish in metres	
	DROP			For @Code: Send proposed code		Always	
				Numeric ###0	For @Pos: Do not send anything		
					Numeric ###0	For @Value: Send the total vertical drop in metres	
EC	INTERMEDIATE		S(1)	Numeric ####0		For @Type: Send proposed type	Always
					For @Code: Send proposed code		
					For @Pos: Send the value that identifies the intermediate point, S for Start Time point, 1 to n for intermediates along the course and F for the finish line.		
					Numeric 0	For @Value: Send distance in metres at this intermediate point from the start.	
	INTERMEDIATES_NUM					For @Type: Send proposed type	Always
						For @Code: Send proposed code	
				For @Pos: Do not send anything			
				Numeric 0	For @Value: Send the total number of intermediate points where the time is recorded including F.		
SPEED			Numeric 0		S(2)	For @Type: Send proposed type	For all Speed traps
					For @Code: Send proposed code		



Element: ExtendedConfig					
					<p>For @Pos: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course. (starting from the first point in the track, and following in chronological order)</p> <p>For @Value: Send T for top speed, S for start speed or the number of the speed (like "1")</p>
		INT_ORDER		S(2)	<p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: The @Pos of the intermediate point at or immediately before this speed trap.</p>
	SPEED_NUM			Numeric #0	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the total number of speed traps.</p>
QUALIFICATION	FROM_RANK			Numeric #0	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the qualifying rank to indicate first rank to qualify</p>
	TO_RANK			Numeric #0	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: Do not send anything</p> <p>For @Value: Send the qualifying rank to indicate last rank to qualify</p>



### 2.1.9.6 Sample

```

.....
<Configs>
<Config Unit="SKNMSINGLES-----FNL-000103--">
  <ExtendedConfig Type="COURSE" Code="LENGTH" Value="1500" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
    <ExtendedConfigItem Code="START" Value="836" />
    <ExtendedConfigItem Code="FINISH" Value="704" />
    <ExtendedConfigItem Code="DROP" Value="132" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="50" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="340" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="655" >
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="926" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="1273" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="6" />
  <ExtendedConfig Type="EC" Code="SPEED" Pos="1" />
    <ExtendedConfigItem Code="INT_ORDER" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="SPEED" Pos="2" />
    <ExtendedConfigItem Code="INT_ORDER" Value="3" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
  <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
  <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
</Config>
</Configs>
.....

```

### 2.1.9.7 Message sort

Please, follow the general definition.



## 3 Message Timeline

### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
Initial data	DT_SCHEDULE		o				
	DT_PARTIC		o				
	DT_PARTIC_TEAM		o				
	DE_RECORD		o				
OVR sends	<a href="#">DT_PDF C08 Schedule</a>		X				
	<a href="#">DT_PDF C32A Entry List by NOC</a>		X				
	DT_CONFIG <i>(for each scheduled unit)</i>						X
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_UPDATE <i>(when affected)</i>		X				
	DT_PARTIC_TEAM_UPDATE		X				
When races are rescheduled	DT_SCHEDULE_UPDATE		X				
When settings/ track configuration for a unit change	DT_CONFIG						X
When entry data is changed & confirmed	<a href="#">DT_PDF C32A Entry List by NOC</a>		X				

### 3.2 At the draw

Trigger	Message	Status	D	E	P	S	U
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_UPDATE <i>(when affected)</i>		X				
	DT_PARTIC_TEAM_UPDATE		X				
After draw is official (+10')	DT_RESULT <i>(for each affected run)</i>	START_LIST					X
	<a href="#">DT_PDF C51A Start List (for training runs)</a>					X	
	<a href="#">DT_PDF C51B Start List (for competition runs)</a>						X
	<a href="#">DT_PDF C51C Start List (for relay and relay training)</a>						X
	<a href="#">DT_PDF C32A Entry List by NOC (when changed)</a>		X				

### 3.3 For each run

Trigger	Message	Status	D	E	P	S	U
Start List changed (more than 45' before start)	DT_RESULT	START_LIST					X
	DT_WEATHER						X
	<a href="#">DT_PDF C51A Start List (for training runs)</a>					X	
	<a href="#">DT_PDF C51B Start List (for competition runs)</a>						X
	<a href="#">DT_PDF C51C Start List (for relay and relay training)</a>						X
Start List changed (less than 45' before start)	DT_RESULT	START_LIST					X
After forerunners	DT_SCHEDULE_UPDATE	GETTING_READY	X			o	o
Sled enters start area	*DT_CURRENT						X
First sled gets green light	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
Sled gets green light	*DT_CURRENT						X
Sled passes an intermediate or speed including the change in the relay	*DT_RESULT	LIVE					X
	*DT_CURRENT						X
	*DT_CUMULATIVE_RESULT	LIVE			X		o
Last sled passes the finish	DT_SCHEDULE_UPDATE	FINISHED	X			o	o
	DT_RESULT	UNOFFICIAL					X
Race is official	DT_CUMULATIVE_RESULT	UNOFFICIAL			X		o
	DT_RESULT	OFFICIAL					X
	DT_CUMULATIVE_RESULT	OFFICIAL			X		o
	<a href="#">DT_PDF C73A Results (training except relay training)</a>			X			
	<a href="#">DT_PDF C73C Results (relay training)</a>			X			
* repeated for each athlete							





### 3.4 After the last competition run of an event

Trigger	Message	Status	D	E	P	S	U
After unit is unofficial	DT_PDF C72B2 Unofficial Results ( <i>Singles and doubles</i> )			X			
	DT_PDF C72C Unofficial Results ( <i>Relay</i> )			X			
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C73B2 Results ( <i>Singles and doubles</i> )			X			
	DT_PDF C73C Results ( <i>Relay</i> )			X			
	DT_PDF C92A Medallist ( <i>Singles</i> )			X			
	DT_PDF C92B Medallist ( <i>Doubles and relay</i> )				X		
	DT_PDF C93 Medallists by Event		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
R-WOG-2018-SLD V1.0	16 Mar 2015	First Version
R-WOG-2018-SLD V1.1	31 Mar 2015	Updated
R-WOG-2018-SLD V1.2	18 May 2015	Updated
R-WOG-2018-SLD V1.3	9 Jul 2015	Updated
R-WOG-2018-SLD V1.4	9 Sept 2015	Updated
R-WOG-2018-SLD V1.5	1 Oct 2015	Minor Updates
R-WOG-2018-SLD V1.6	4 Jan 2016	Status Change
R-WOG-2018-SLD V1.7	29 Feb 2016	Updated
R-WOG-2018-SLD V1.8	24 Mar 2016	Updated
R-WOG-2018-SLD V1.9	19 May 2016	Updated
R-WOG-2018-SLD V1.10	22 Sep 2016	Updated

**File reference:** ODF/INT423 R-WOG-2018-SLD v1.10 APP

Change Log		
Version	Status	Changes on version
R-WOG-2018-SLD V1.0	Draft	First version
R-WOG-2018-SLD V1.1	Draft	Bobsleigh added
R-WOG-2018-SLD V1.2	Draft	Luge added
R-WOG-2018-SLD V1.3	SFR	Change to new codes. Add time to beat in DT_CURRENT
R-WOG-2018-SLD V1.4	SFR	Clarified that DT_CUMULATIVE_RESULT is sent after each sled in every run during competition DT_RESULT to update during each run with splits as LIVE and after each run as INTERMEDIATE. DT_RESULT / DT_CURRENT to have F as the final intermediate point for intermediate times.
R-WOG-2018-SLD V1.5	SFR	In the cumulative message change INTER_TOTAL to INTERMEDIATE_TOTAL to be consistent with the current message In Cumulative message, in PROGRESS/INTER_TOTAL, SortOrder & ValueType added to be consistent with the current message
R-WOG-2018-SLD V1.6	SFA	Status Change
R-WOG-2018-SLD V1.7	SFA	In DT_CURRENT - ExtendedInfos/ExtendedInfo add extension ADVANTAGE to DISPLAY/CURRENT. - ExtendedInfos/ExtendedInfo add extension STATUS to DISPLAY/CURRENT. - Result/ExtendedResults/ExtendedResult in PROGRESS/INTERMEDIATE make it clear the @Diff can be positive or negative and does not consider the current sled. - Result/ExtendedResults/ExtendedResult in PROGRESS/INTER_TOTAL make it clear the @Diff can be positive or negative and does not consider the current sled.  In DT_CONFIG ExtendedConfig in EC/SPEED Add @Value to be sent.  In DT_RESULT / DT_CURRENT / DT_CUMULATIVE_RESULT To add clarity use extensions PROGRESS/INTERMEDIATE for the current run and use CUMULATIVE/INTERMEDIATE and LEG/INTERMEDIATE for the cumulative and leg intermediates respectively. Added SLED as an entry for Luge in DT_RESULT. Added message timeline
R-WOG-2018-SLD V1.8	SFA	CR8928, DT_PARTIC add 'Substitute' at Discipline/RegisteredEvent and remove extension CR8930 – Change header in Cumulative messages CR8933 - triggering of cumulative results.
R-WOG-2018-SLD V1.9	SFA	Change triggering for cumulative results to send after each intermediate point.



Change Log		
R-WOG-2018-SLD V1.10	APP	DT_RESULT: Added LAST_SLED for Team Relay DT_RESULT: Adjusted INTER_TOTAL DT_CURRENT: Change LEG to PROGRESS DT_CURRENT: Remove LEG/SECTION DT_PARTIC: Bib is removed DT_PARTIC_TEAMS: Team/name description changed to use NOC Name DT_CONFIG: Clarified the ordering of the speed trap. DT_CUMULATIVE_RESULT: Clarify that cumulative result data is removed at the start of each heat.



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