

# OLYMPIC DATA FEED

## **ODF Athletics Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Athletics Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Athletics 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 2018 Commonwealth Games

This document is to be applied for the 2018 Commonwealth Games. All included concepts are applied with the following exceptions:

- DT\_RESULT\_ANALYSIS is not included
- QUAL\_BEST is not available/used in any events.

## 1.5 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

## 1.6 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show 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 Athletics.

- 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 / 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_RESULT_ANALYSIS	Results Analysis	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official 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.

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

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

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

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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	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 before 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 Values

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.

Element: Participant (1,N)

Attribute	M/O	Value	Description
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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline). Note: Depending on the individual this can be IPC ID or IAAF ID.

Element: Participant /Discipline /RegisteredEvent (0,N)  
All accredited athletes will be assigned to one or more events. There is an exception: 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(4)	Bib number, to be sent mandatory in all the events though is only available in the UPDATE message.  Send only in the Case of Current="true".
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Athletics
Substitute	O	S(1)	Send "Y" if substitute else do not send

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	PB	N/A	Element Expected: Always. This information can be sent in both messages. Time for track and road events, distance in metres with two decimals for field events and points for combined events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss.f or hh:mm:ss or blank or Numeric #0.00 (metres) or Numeric #000 (points)	Athlete's personal best
ENTRY	PB_SUB	Numeric #0	Pos Description: For Decathlon send 1..10 (event order) For Heptathlon send 1..7 (event order)  Element Expected: Only for combined events. This information can be sent in both messages. Time for track, distance in metres with two decimals for field events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss.f or hh:mm:ss or blank or Numeric #0.00 (metres)	Athlete's personal best in each combined event
ENTRY	QUAL_BEST	N/A	Element Expected: Always. This information can be sent in both messages. Time for track and road events, distance in metres with two decimals for field events and points for combined events.	

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss.f or hh:mm:ss or blank or Numeric #0.00 (metres) or Numeric #000 (points)	Athlete's qualifying best
ENTRY		SB	N/A	Element Expected: Always. This information can be sent in both messages. Time for track and road distance in metres with two decimals for field events and points for combined events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss.f or hh:mm:ss or blank or Numeric #0.00 (metres) or Numeric #000 (points)	Athlete's season best  The time's value and format depends on the event.
ENTRY		SB_SUB	Numeric	Pos Description: For Decathlon send 1..10 (event order) For Heptathlon send 1..7 (event order)  Element Expected: Only for combined events. This information can be sent in both messages. Time for track, distance in metres with two decimals for field events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
Value	M	hh:mm:ss.ff or hh:mm:ss.f or hh:mm:ss or blank or Numeric #0.00 (metres)	Athlete's season best in each combined event	
ENTRY	GUIDE	Numeric 0	@Pos: Send 1 and 2 (2 only if there is a second guide)  Element Expected: If applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(20) with no leading zeroes	ID to identify the person acting of guide in the case of events with guides	
Element: Participant /OfficialFunction (0,N)				
Send if the official has optional functions. Do not send, otherwise.				
Attribute	M/O	Value	Description	
FunctionId	M	CC @ResultsFunction	Additional officials' function code	

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code

## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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.

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

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.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.</p>
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 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 Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
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's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
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)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the 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

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

Type	Code	Pos	Description
ENTRY	PB	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	m:ss.ff or m:ss.f	Team's national record Do not send m if zero
ENTRY	QUAL_BEST	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	m:ss.ff or m:ss.f	Team's qualifying best Do not send m if zero
ENTRY	SB	N/A	Element Expected: When available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	m:ss.ff or m:ss.f	Team's season best Do not send m if zero

### 2.2.2.5 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. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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 etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the expected information is available and any changes to the information:

- As soon as the start list is known and with any changes / IRMs before the start. (START\_LIST)
- This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.
- As soon as the competition starts (LIVE)
- After any addition / change in any data (LIVE)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks:

- After the completion of every round / height in field events (INTERMEDIATE)
- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL)

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	Numeric #0	Pos Description: Send the intermediate point for this competitor  Element Expected: Just for horizontal jumps, vertical jumps and throws event units. When LIVE for competitor about to attempt or currently attempting	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) no leading zeros	Send the ID for the current competitor
DISPLAY	CURRENT_2	Numeric #0	Pos Description: Send the intermediate point for this competitor  Only for throws event units. When LIVE for competitor about to attempt or currently attempting (only when there are 2 current competitors in the same unit)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) no leading zeros	Send the ID for the current competitor
DISPLAY	INTERMEDIATE_ATTEMPT_CURRENT	N/A	Element Expected: Just for vertical jumps	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	1..3 Number of attempt within current jumping height
DISPLAY	INTERMEDIATE_CURRENT	N/A	Element Expected: Just for road events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or F	Number of current intermediate Send F as soon as the first athlete crosses the finish
DISPLAY	LAST_COMP	Numeric #0	Pos Description: Send the intermediate point for this competitor  Element Expected: When LIVE for last updated competitor	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID for the last finished competitor or for the last competitor whose time or distance was measured

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	LAST_COMP_2	Numeric #0	Pos Description: Send the intermediate point for this competitor  Only for throws events. When LIVE for last updated competitor (only when there are 2 current competitors in the same unit)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the ID for the last finished competitor or for the last competitor whose time or distance was measured
UI	INTERMEDIATE	Numeric #0	Pos Description: Send the intermediate point number, from 1 to n @Pos from 1 to n In vertical jumping 1 for the 1st Jumping height, 2 for the 2nd Jumping height and so on.  For running/walking events over 400m send 1 to n for the total number of intermediate points (including finish)  Element Expected: Just for vertical jumping events, road events and track events over 400 metres.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
Value	M	Numeric + #0.00 Or S(n) Or #####0	<p>For @Value: For vertical jumps send the Jumping height with two decimals.</p> <p>For track events send distance in metres from the start of the race up to the point:</p> <ul style="list-style-type: none"> <li>• For 800m: 400, 600 and Finish</li> <li>• For 1500m: 400, 800, 1200 and Finish</li> <li>• For 3000m Steeplechase: 1000, 2000 and Finish</li> <li>• For 5000m: 1000, 2000, 3000, 4000 and Finish</li> <li>• For 10000m: 1000, 2000, 3000, 4000, 5000, 6000, 7000, 8000, 9000 and Finish</li> </ul> <p>For road events distance in kilometres or text from the start of the race up to the point:</p> <ul style="list-style-type: none"> <li>• For 20km Race Walk: 2, 4, 6, 8, 10, 12,14,16, 18 and Finish</li> <li>• For 50km Race Walk: 5,10,15, 20, 25, 30, 35, 40, 45 and Finish</li> <li>• For Marathon: 5, 10, 15, 20, Half, 25, 30, 35, 40 and Finish</li> </ul>
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: When it is available for each intermediate point (not finish) in track events over 400m and road events</b>			
Attribute	Value	Description	
Code	TIME		
Pos	N/A	N/A	
Value	h:mm:ss.ff	Time of the leader at this intermediate point (excluding finish point)	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Just for individual track events over 400m and road events (not at finish)</b>			
Attribute	Value	Description	
Code	LEADER		
Pos	N/A	N/A	
Value	S(20) with no leading zeros	Identifier of the leader at this intermediate point (excluding finish point)	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Just for track events over 2000m</b>			
Attribute	Value	Description	
Code	TIME_LAST_KM		

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	m:ss.ff	Time of last km		
UI	INTERMEDIATES_TOTAL	N/A	Element Expected: Just for field events, track events over 400m and road events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the total number of intermediate points (in track and road events includes finish)
UI	LAST_LAP	N/A	Element Expected: Just applies to individual track events over 400m, i.e.: 800m, 1500m, 3000m Steeplechase, 5000m and 10000m.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Time for the immediately previous 400 metres from the finish line. This time is calculated by the difference between the leader at the current time (at the finish line) and the leader on the previous lap.  In the 1500m event the last laps are: 0-400m then 400m-800m then 800m-1200m and lastly 1100m-1500m
UI	QUAL_BP	Numeric 0	Pos Description: 1 to indicate necessary qualifying performance to pass to the next round 2 to indicate the number of best performers that at least will qualify for the next round  Element Expected: Just for field events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0 or Numeric #0.00 (qualifying performance)	Send the qualifying performance or the minimum number of best performers that will qualify for the next round
UI	QUAL_BT	N/A	Element Expected: Just for track events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #####0	Send number of qualifiers based on best time

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	QUAL_RANK	Numeric 0	Pos Description: 1 to indicate first rank 2 to indicate last rank  Element Expected: Just for track events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #####0 Send the qualifying rank
UI	QUAL_RULE	N/A	Element Expected: If it applies
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(n) Text with the Qualification Rule
UI	SCORING_RESULT	Numeric	Pos Description: Send the scoring number, from 1 to n to order the points @Pos 1 corresponds to the best result  Element Expected: Just for combined event units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff or Numeric #0.00 Send the performance needed for the points Send the scoring result. (to fill possible points as in ORIS)
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Just for combined event units			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	POINTS	
	Pos	N/A	N/A
	Value	Numeric #####0	Send the scoring points for this performance
UI	WIND_SPEED	N/A	Element Expected: Only applies to track event units up to 200m (including with hurdles and combined events)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/- #0.0 Wind in metres per second



### Sample (100m)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-05T21:50:00+01:00" />
  <ExtendedInfo Type="UI" Code="WIND_SPEED" Value="+1.5" />
  <ExtendedInfo Type="UI" Code="QUAL_RULE" Value="First 2 in each heat (Q) and the next 2 fastest (q)
advance to Semifinals" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="1" Value="1" />
  <ExtendedInfo Type="UI" Code="QUAL_RANK" Pos="2" Value="2" />
  <ExtendedInfo Type="UI" Code="QUAL_BT" Value="2" />
</ExtendedInfos>
```

### Sample (High Jump)

```
....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T19:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="1" Value="2.20" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="2" Value="2.25" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="3" Value="2.29" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="4" Value="2.33" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="5" Value="2.36" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="6" Value="2.38" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="7" Value="2.40" />
.....
  <ExtendedInfo Type="UI" Code="INTERMEDIATES_TOTAL" Value="11" />
  <ExtendedInfo Type="UI" Code="QUAL_RULE" Value="Qualifying performance 2.32 (Q) or at least 12 best
performens (q) advance to the Final" />
  <ExtendedInfo Type="UI" Code="QUAL_BP" Pos="1" Value="2.32" />
  <ExtendedInfo Type="UI" Code="QUAL_BP" Pos="2" Value="12" />
</ExtendedInfos>
```

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	M	S(40)	EventUnit short name (not code) from Common Codes

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: 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	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	hh:mm:ss.ff or hh:mm:ss or Numeric #0.00 (metres)	The result of the competitor in the event unit.  Send just in the case @ResultType is Time, Distance or Points  For distance: in metres
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send unless applicable.
IRM	O	SC @IRM	IRM for the particular unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Lane or Competitor's start order.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either time, distance, points or IRM for the corresponding event unit.
Diff	O	h:mm:ss	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.  Only for Road event units (time): Marathon, 20km Race Walk and 50km Race Walk. Only send h if non-zero.

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

Type	Code	Pos	Description
ER	FALSE_START	N/A	Element Expected: If applicable
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(n)	False start indication, e.g., "F1" or "F2"

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	LAST_FALSE_START	N/A	Element Expected: Only in track events if applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the competitor made a false start at the previous start attempt, otherwise do not send
ER	INTERMEDIATE	Numeric 0	Pos Description: Number of the intermediate point from 1 to n Number of intermediate point or jumping height from 1 to n according to the INTERMEDIATE element or number of attempt  Element Expected: Only for 4x400m, 20km Race Walk, 50km Race Walk, Marathon and field events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff or h:mm:ss or Numeric #0.00 Or S(n)	Time result from the start of the race up to this intermediate point or Attempt mark in metres with 2 decimals digits or "-" (if pass) or "x" (if failure) or "r" (if retired) or Height attempt marks like 'o' (if clearance), '-' (if pass) or "xxx" (if three failures) or "r" (if retired)
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	Text	Send the rank of athlete at this intermediate point (cumulative) only if @ValueType=TIME
	RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
	SortOrder	M	Numeric	Is the order of all competitors at the intermediate considering also those without rank. Only applicable for @ValueType=TIME
	Diff	O	Time	The cumulative time behind from the leader at this intermediate. Format +m:ss.ff or +h:mm:ss or "0.0". Only applicable for ValueType=TIME

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Move	O	Numeric	Change in rank compared to the previous Intermediate Point. For example if one competitor is moving from rank =9 to rank =15 then Move is -6. Just for 20km Race Walk, 50km Race Walk and Marathon.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> Expected: Only for horizontal jumps and throws event unit			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AFTER_ATTEMPT_BEST		
Pos	N/A	N/A	
Value	Numeric #0.00	Best mark after the attempt	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> Expected: Only for vertical jumps			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AFTER_ATTEMPT_RANK		
Pos	Numeric 0	Send the attempt number: 1..3.	
Value	Text	Athlete's rank after the athletes' @Pos (from 1st to 3rd) attempt at this height	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> Expected: Only for vertical jumps			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AFTER_ATTEMPT_ERANK		
Pos	Numeric 0	Send the attempt number: 1..3.	
Value	S(1)	Send Y in case of the AFTER_ATTEMPT_RANK is an equalled rank else do not send	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> Expected: Only for field events			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AFTER_INTERMEDIATE_RANK		
Pos	N/A	N/A	
Value	Text	Rank after all athletes finished this attempt	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> Expected: Only for field events			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	AFTER_INTERMEDIATE_ERANK		
Pos	N/A	N/A	

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Value	S(1)		Send Y in case of the AFTER_INTERMEDIATE_RANK is an equalled rank else do not send
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for field events</b>			
Attribute	Value	Description	
Code	AFTER_INTERMEDIATE_RECORD		
Pos	N/A	N/A	
Value	CC @RecordType	Record code after all athletes finished this attempt	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for field events</b>			
Attribute	Value	Description	
Code	AFTER_INTERMEDIATE_SORT_ORDER		
Pos	N/A	N/A	
Value	Numeric #0	Sort order after all athletes finished this attempt	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for field and road events</b>			
Attribute	Value	Description	
Code	INTERMEDIATE_LAST_COMPETITOR		
Pos	N/A	N/A	
Value	S(1)	Send Y if this is the intermediate of last attempt of last competitor or the last intermediate crossed by the last competitor who crossed this intermediate	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If applicable</b>			
Attribute	Value	Description	
Code	RECORD_MARK		
Pos	N/A	N/A	
Value	CC @RecordType	Send the record broken at this intermediate point	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Horizontal jumps and Javelin if the data is available</b>			
Attribute	Value	Description	
Code	RUNWAY_SPEED		
Pos	N/A	N/A	
Value	Numeric #0.0	Run-up speed in km/h	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for triple jump if the data is available</b>			
Attribute	Value	Description	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
Code	STEP			
Pos	Numeric 0		Send the step number: 1..3 1 for Hop, 2 for Step and 3 for Jump	
Value	Numeric #0.00		Length in metres for the @Pos step	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for horizontal jumps</b>				
<b>Attribute</b>	<b>Value</b>		<b>Description</b>	
Code	WIND_SPEED			
Pos	N/A		N/A	
Value	+/-Numeric +/-#0.0		Wind during the attempt in metres per second	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for road events</b>				
<b>Attribute</b>	<b>Value</b>		<b>Description</b>	
Code	SECTION			
Pos	N/A		N/A	
Value	h:mm:ss		Send the time from the previous intermediate point (or start for first intermediate) to this one). Do not send leading zeros.	
ER	IRM_INTERMEDIATE	N/A	Element Expected: If applicable	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Intermediate in which the athlete received the IRM value	
ER	REACT_TIME	N/A	Element Expected: For events starting with blocks (up to and including 400m)	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	s.fff	Reaction time of the competitor	
ER	REACT_TIME_GUIDE	N/A	Element Expected: In para-athletics events using blocks where the competitor has a guide.	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	s.fff	Reaction time of the competitor's guide	
ER	WARNINGS	N/A	Element Expected: Only for walking events and if applicable.	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	SC @Warning	Concatenation (maximum 3) of warnings.	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PHOTO	N/A	Element Expected: If applicable for road evens only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send the Photo Finish status: Y in case of evaluated P in case of Pending else do not send  If PHOTO is sent as 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 = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER	ORDER_CURRENT	N/A	Element Expected: Only for horizontal jumps and throws	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Current participation order of the athlete. Initially it is the event start order and is updated depending on applied rules. (usually after third attempt).
ER	ORDER_FINAL	N/A	Element Expected: Only for horizontal jumps and throws	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Starting order of the athlete after third attempt
ER	BEST_ATTEMPT_NUM	N/A	Element Expected: Only for horizontal jumps and throws	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Best attempt number
ER	IN_COMP	N/A	Element Expected: Only for vertical jumps (HJ and PV). Whenever known or changed	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y if the athlete is still in competition, N otherwise.
ER	PTS	N/A	Element Expected: Only in combined events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Points at the event unit
ER	RULE	N/A	Element Expected: If application in case of disqualification	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Rule reference
ER	WIND_SPEED		N/A	Element Expected: Track up to 200m and horizontal jumps
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second: at the event unit for track events and the best attempt mark for horizontal jumps.
ER	WINDY		N/A	Element Expected: Only is applicable for track up to 200m and horizontal jumps. Only send for athlete that breaks any record.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case the performance of the competitor was achieved with assisting wind in excess of 2.0 m/s and, as a consequence, it cannot be recognized as a record.
ER	RC		N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y, if the competitor or at least one of the athletes (of a team) has a red card for behaviour in this unit (not second yellow yellow.)
ER	YC		N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y, if the competitor or at least one of the athletes (of this team) has a yellow card for behaviour in this unit or previous else do not send.
ER	YRC		N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Send Y, if the competitor or at least one of the athletes (of this team) has a second yellow card for behaviour in this unit.



**Sample (High Jump)**

```
<Result Rank="2" ResultType="DISTANCE" Result="2.33" SortOrder="2" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="xo" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="3" Value="o" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="4" Value="o" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="5" Value="x-" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="6" Value="xx" />
  </ExtendedResults>
```

**Sample (Throwing Event)**

```
<Result Rank="1" ResultType="DISTANCE" Result="68.27" SortOrder="1" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="67.79" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="x" />
    ...
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="6" Value="67.08" />
    <ExtendedResult Type="ER" Code="ORDER_CURRENT" Value="7" />
    <ExtendedResult Type="ER" Code="ORDER_FINAL" Value="7" />
    <ExtendedResult Type="ER" Code="BEST_ATTEMPT_NUM" Value="5" />
  </ExtendedResults>
```

**Sample (Track Event)**

```
<Result Rank="1" ResultType="TIME" Result="9.63" SortOrder="1" StartOrder="7" StartSortOrder="6">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.165" />
    <ExtendedResult Type="ER" Code="WIND_SPEED" Value="+1.5" />
  </ExtendedResults>
```

**Sample (Road Event)**

```
<Result Rank="1" ResultType="TIME" Result="2:08:01" StartOrder="45" StartSortOrder="45" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="15:23" ValueType="TIME" Rank="4"
SortOrder="4" Diff="+0:06" >
      <Extension Code="SECTION" Value="15:23" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="30:46" ValueType="TIME" Rank="6"
SortOrder="6" Diff="+0:08" >
      <Extension Code="SECTION" Value="15:23" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="9" Value="2:01:12" ValueType="TIME" Rank="1"
SortOrder="1" Diff="0:00" >
      <Extension Code="SECTION" Value="15:08" />
    </ExtendedResult>
  </ExtendedResults>
```

Element: Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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's ID
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Result /Competitor /EventUnitEntry (0,N) Only for relay event units				
Type	Code	Pos	Description	
EUE	NR	N/A	Element Expected: When available in relays	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff or m:ss.f	Team's national record performance
EUE	SB	N/A	Element Expected: When available in relays	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff or m:ss.f	Team's season best.

**Sample**

```
.<Competitor Code="ATHM4X100M—AUT01" Type="T" Organisation="AUT">
<Description ...>
<EventUnitEntry Type="EUE" Code="SB" Pos="1" Value="38.76" />
<EventUnitEntry Type="EUE" Code="NR" Pos="1" Value="37.58" />
```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A". 1-4 for relay event (running order)
Bib	O	S(4)	Bib number
Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) For all event units except for relays			
Type	Code	Pos	Description
EUE	RANK_BEFORE	N/A	Element Expected: As soon as the rank before the current unit are known in combined events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
	<b>Description</b>		Rank in Combined Event before the this event unit
EUE	ERANK_BEFORE	N/A	Element Expected: As soon as the rank before the current unit is known in combined events and the rank is equaled
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
	<b>Description</b>		Identifies if the RANK_BEFORE in Combined Event is equalled. Only send if applicable
EUE	PTS_BEFORE	N/A	Element Expected: As soon as the points before the current unit are known in combined events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric
	<b>Description</b>		Points in Combined Event before the this event unit

<b>Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b>				
<b>For all event units except for relays</b>				
	<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
	Value	M	Numeric ###0	Points achieved in Combined Event before the this event unit
EUE		PTS_BEFORE_BEHIND	N/A	Element Expected: As soon as the points behind before the current unit are known in combined events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Points behind leader in Combined Event before the this event unit
EUE		PB	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss or blank or Numeric #0.00 (metres)	Athlete's personal best
EUE		SB	N/A	Element Expected: Always when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss.ff or hh:mm:ss or blank or Numeric #0.00 (metres)	Athlete's season best

### Sample

```
<Competitor Code="1016762" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="1016762" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
      BirthDate="1995-12-15" />
      <EventUnitEntry Type="EUE" Code="SB" Value="2.31" />
      <EventUnitEntry Type="EUE" Code="PB" Value="2.31" />
    </Athlete>
  </Composition>
</Competitor>
```

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Only for team member in relay</b>				

Type	Code	Pos	Description
ER	LEG_SPLIT	N/A	Element Expected: Just for 4x400m Relay.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	m:ss.ff	Time for the team member in the leg
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value Will be TIME
Rank	O	Text	Send the rank for a team member in the leg
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Results Analysis

### 2.2.4.1 Description

The Results Analysis is a message containing additional information for the start list and/or results. In the case of athletics it provides the splits at a higher frequency.

This message is only used in track events over 400 metres and where transponders are carried by all athletes.

### 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	Full RSC of the unit
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Use the same status as DT_RESULT
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- After any addition / change in any data (LIVE)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers.

- After the unit is complete (UNOFFICIAL / OFFICIAL)

### 2.2.4.4 Message Values

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

Actual start and/or end dates and times.

Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.

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

Type	Code	Pos	Description
UI	INTERMEDIATES	N/A	Element Expected: Send just for track events over 400m
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Send the total number of intermediate points provided by transponders
UI	INTERMEDIATE	Numeric #0	Pos Description: Send the intermediate point number, from 1 to n
			Element Expected: Send just for track events over 400m
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(n)
			Distance in metres from the start of the race up to the point, "FINISH" for last point.

**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	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	hh:mm:ss.ff	The result of the competitor in the event unit. Send just in the case @ResultType is Time.
Unchecked	O	S(1)	Send "Y" if time is a transponder time or similar and needs to be validated by reading photo. Do not send unless applicable.
IRM	O	SC @IRM	IRM for the particular unit. Send just in the case @ResultType is IRM.

**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
SortOrder	M	Numeric	Used to sort all the results of the unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
StartOrder	O	Numeric	Lane or Competitor's start order.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit, according to the sport rules.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either time, distance, points or IRM for the corresponding event unit.

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

Type	Code	Pos	Description
ER	INTERMEDIATE	Numeric 0	Pos Description: Number of the intermediate point from 1 to n are provided by transponders.  Element Expected: Track events over 400m
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.f
	ValueType	O	SC @ResultType
	Rank	O	Text
	RankEqual	O	Y
	SortOrder	M	Numeric
			Is the order of all competitors at the intermediate considering also those without rank. Only applicable for @ValueType=TIME



Element: Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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's ID
Type	M	S(1)	A for athlete
Organisation	O	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. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	1 if Competitor @Type="A".
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

### Sample

```

<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="INTERMEDIATES" Value="15" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="1" Value="100" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="2" Value="200" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="3" Value="300" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="4" Value="400" />
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="5" Value="500" />
  ....
  <ExtendedInfo Type="UI" Code="INTERMEDIATE" Pos="15" Value="FINISH" />
</ExtendedInfos>
....
<Result Rank="1" ResultType="TIME" Result="4:05.01" StartOrder="45" StartSortOrder="45" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="1" Value="15.8" ValueType="TIME" Rank="6"
SortOrder="6" />
    <ExtendedResult Type="ER" Code="INTERMEDIATE" Pos="2" Value="32.2" ValueType="TIME" Rank="5"
SortOrder="5" />
    ....
  </ExtendedResults>
  <Competitor Code="1043727" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1043727" Order="1" Bib="1927">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1994-
12-15" />

```

### 2.2.4.5 Message Sort

Sort by Result @SortOrder

## 2.2.5 Phase Results

### 2.2.5.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

### 2.2.5.2 Header Values

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the phase
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE OFFICIAL UNOFFICIAL PROTESTED
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

Send as follows:

- Send after every attempt in field events excluding combined events (LIVE).
- Send after each unit in the phase (INTERMEDIATE). Do not send data for units which have not started.
- Send as UNOFFICIAL / OFFICIAL when all units are complete.

### 2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	CC @Unit
			Description
			Full RSC of the first unit (if not started) or most recent unit information included in the message

Element: ExtendedInfos /SportDescription (0,1)			
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
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit (M/W)

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding phase. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equaled. Send Y if applicable else do not send
ResultType	O	SC @ResultType	Result type, either time or distance or IRM for the corresponding phase.  It will be TIME for Track events or DISTANCE for Field events unless IRM applies.
Result	O	h:mm:ss.ff or Numeric #0.00	The result of the competitor in the phase.  Send just in the case @ResultType is TIME or DISTANCE  For distance the measurement is in metres
IRM	O	SC @IRM	The invalid rank mark, if applicable. Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	FALSE_START	N/A	Element Expected: If it applies	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(n)	False start indication, e.g., "F1"
ER	LAST_QUAL	N/A	Element Expected: All qualifying phases	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if this competitor is in the last qualifying place else do not send.
ER	RULE	N/A	Element Expected: Just in case of athlete's disqualification	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Text of the rule

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		UNIT_LANE	N/A	Element Expected: Only for track events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the lane/order number for the athlete in the unit.
ER		UNIT_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the heat number in track events or group (A/B) in field events.
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the rank of the athlete within the event unit
ER		WIND_SPEED	N/A	Element Expected: Send where the data exists
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	+/-Numeric +/-#0.0	Wind in metres per second
ER		WINDY	N/A	Element Expected: Applicable for track events up to 300m and horizontal jumps if the competitor breaks a record and wind is above the allowed limit..
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case the performance of the competitor was achieved with assisting wind in excess of 2.0 m/s and, as a consequence, it cannot be recognized as a record.
ER		PTS	N/A	Element Expected: Only in combined events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Points scored

Element: Result /RecordIndicators /RecordIndicator (1,N)				
Phase result's record indicator.				
Attribute	M/O	Value	Description	
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n with WR being the highest.	
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. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Send in the case that the competitor is a team.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Athlete's bib number.

**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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

### Sample

```
....  
<Result Rank="1" ResultType="TIME" Result="48.33" QualificationMark="Q" SortOrder="1">  
  <ExtendedResults>  
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="3" />  
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />  
    <ExtendedResult Type="ER" Code="UNIT_LANE" Value="6" />  
    <ExtendedResult Type="ER" Code="WIND_SPEED" Value="-1.2" />  
  </ExtendedResults>  
  <Competitor Code="1101337" Organisation="SUI" Type="A">  
    <Composition>  
      <Athlete Code="1101337" Order="1" >  
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI"  
BirthDate="1994-12-15" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>  
....
```

#### 2.2.5.5 Message Sort

Result @SortOrder followed by Athlete @Order.



## 2.2.6 Cumulative Results

### 2.2.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In athletics, the Cumulative Results message is used only in combined events to send a summary of results (including rank) during the combined event.

### 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	Full RSC of the event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
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.

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

### 2.2.6.3 Trigger and Frequency

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

The first version should be triggered at the same time as the start list of the first unit is triggered and then after each unit **in track events is completed. If field events it is triggered after each attempt as LIVE.**

### 2.2.6.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	CC @Unit
			Send the full RSC of the most recently completed unit <b>or current unit if in progress</b> included in the message.

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

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all at single venue.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

<b>Element: Result (1,N)</b>			
<b>For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute.  Result type, either points or IRM for the cumulative result.
Result	O	Numeric ###0	The cumulative result of the competitor.  Send just in the case @ResultType is POINTS  For points (for the Overall Results of the Combined Events): numeric with a maximum of 4 digits
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned.  Send just in the case @ResultType is IRM
Diff	O	Numeric ###0	Points behind leader. 0 for the leader.
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.

<b>Element: Result /RecordIndicators /RecordIndicator (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the cumulative result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

<b>Element: Result /ResultItems /ResultItem (1,N)</b>			
<b>Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>

Unit	M	CC @Unit	Full phase level RSC of the latest schedule item which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the phase identified by /ResultItems /ResultItem. It could be TIME for track events or DISTANCE for field. (or IRM)
Result	O	m:ss.ff or Numeric #0.00	The result of the competitor for the phase identified by @Unit at /ResultItems /ResultItem.  Send just in the case @ResultType is TIME or DISTANCE For distance: in metres
ResultPoints	O	Numeric ####0	Convert the performance to points, numeric with a maximum of 4 digits.
IRM	O	SC @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 the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	WIND_SPEED	N/A	Element Expected: Send where the data exists
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/-#0.0
ER	TOTAL_PTS	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ####0
	ValueType	M	POINTS
	Rank	O	Text
			Total Points after the athlete has completed the event unit
			Overall rank of the athletes up to and including this phase

RankEqual	O	S(1)	Send "Y" if the overall rank is equalled else do not send.
SortOrder	M	Numeric	Similar to rank but considering all competitors (including those with no rank)

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

**Result's record indicator.**

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the Result /ResultItems /ResultItem /Result value  It applies to the result of one event unit.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
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	Send 1 as the competitor is an athlete
Bib	O	S(4)	Bib number

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

**Athletes extended information.**

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

### Sample (Cumulative Results)

```

<Result Rank="1" ResultType="POINTS" Result="1554" SortOrder="1" Diff="0">
  <ResultItems>
    <ResultItem Unit="ATHMDECATH-----100-----" Order="1" >
      <Result Rank="27" ResultType="TIME" Result="10.23" ResultPoints="845" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="WIND_SPEED" Value="+1.3" />
          <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="845" ValueType="POINTS" Rank="27"
SortOrder="27" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="ATHMDECATH-----LJ-----" Order="2" >
      <Result Rank="18" ResultType="DISTANCE" Result="7.23" ResultPoints="709" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="WIND_SPEED" Value="-1.1" />
          <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="1554" ValueType="POINTS" Rank="1"
SortOrder="1" />
        </ExtendedResults>
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="20217432" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="20217432" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>

```

### 2.2.6.5 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder

## 2.2.7 Image

### 2.2.7.1 Description

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

### 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	
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send 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.

### 2.2.7.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.2.7.4 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 in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric	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. Before the competition this will be the same as the StartSortOrder and is used as the primary sort.  During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	Bib



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)

### Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
  </Image>
```

### 2.2.7.5 Message Sort

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

## 2.2.8 Records

### 2.2.8.1 Description

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

### 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 (Discipline Level)	RSC of the discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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 DT\_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT\_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

### 2.2.8.4 Message Values

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

Element: Record (1,N)			
Attribute	M/O	Value	Description
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.

Element: Record /Description (1,1)			
Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)			
It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Subcode	O	- NOC if RecordType="NR" - Rank if RecordType="BOP", "ALL" or "SBP"	It will be mandatory in case of RecordType="NR", "BOP"
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, 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	Result type, either time, distance or points for the corresponding event unit
Result	M	m:ss.ff or h:mm:ss or Numeric #0.00 or Numeric ###0	The result of the competitor for the record.  For distance: in metres  For points (for Combined Event Units): numeric with a maximum of 4 digits
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
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)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
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).

**Element: Record /RecordType /RecordData (0,N)**

RecordData is not sent for NotEstablished Records unless a "standard" applies

Attribute	M/O	Value	Description
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

**Element: Record /RecordType /RecordData /Extension (0,N)**

Type	Code	Pos	Description
ER	COMMENT	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1) Record comment code. A for Altitude, I for Indoor or B for Both
ER	POSITION	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(5) Position (Place/Round/Heat) obtained by the athlete Example: "3qf1", "4r1", "1s1", "1h1", "1"
ER	RESULT	S(2)	Pos Description: Send a number, from 1 to 10 for each phase of Combined Events  Element Expected: For combined events records.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff or Numeric #0.00 (metres)
ER	WIND_SPEED	N/A	Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/-#0.0 Wind in metres per second

**Element: Record /RecordType /RecordData /Competitor (0,1)**  
**Competitor to whom the record is assigned.**  
 Athlete's or team's information should be in DT\_PARTIC (Historic) if Competitor @Type="A" or DT\_PARTIC\_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

**Element: Record /RecordType /RecordData /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: Record /RecordType /RecordData /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 #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

**Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)**  
**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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

### 2.2.8.5 Message Sort

The following order applies:



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- Record @Code
- RecordType @Order
- RecordData @Order

## 2.2.9 Event Final Ranking

### 2.2.9.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

### 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 of the Event	
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.



### 2.2.9.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.2.9.4 Message Values

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

##### Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

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

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

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

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

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
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 /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A".
Bib	O	S(4)	Bib

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)
IFId	O	S(16)	International Federation ID

### 2.2.9.5 Message Sort

Sort by Result @SortOrder

## 2.2.10 Configuration

### 2.2.10.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each Unit.
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.

### 2.2.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each **phase**.

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list.

## 2.2.10.4 Message Values

Element: Configs /Config (1,N)				
Attribute	M/O	Value	Description	
Unit	M	SC @Phase	Full RSC of the phase.	
Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	CATEGORY	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @UnitCategory	Send the corresponding unit category code
EC	START_IN_LANES	N/A	Element Expected: Just for track events up to 800m (and relays)	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y if the competitors start in lanes

### Sample

```
....
<Configs>
  <Config Unit="ATHM100M-----FNL-----">
    <ExtendedConfig Type="EC" Code="START_IN_LANES" Value="Y" />
    <ExtendedConfig Type="EC" Code="CATEGORY" Value="A" />
  </Config>
</Configs>
```

## 2.2.10.5 Message Sort

There is no message sorting rule.

## 2.2.11 Event Unit Weather conditions

### 2.2.11.1 Description

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

### 2.2.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.11.3 Trigger and Frequency

The message is sent once for the unit unless there is a large change in the conditions.

### 2.2.11.4 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GSC @WeatherPoint	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %

Element: Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.
Element: Weather /Conditions /Temperature (0,N)			
Send with three different @Code in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	AIR	Air temperature
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric ##0.0 or -#0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

### 2.2.11.5 Message Sort

There is no special sort order requirement for this message.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	30 Nov 2016	First version
V1.1	23 Nov 2016	Updated
V1.2	9 Jan 2017	Updated
V1.3	2 March 2017	Updated
V1.4	17 May 2017	Updated

**File Reference: ODF R-SOG-2020-ATH V1.4 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFR	Add combined events points in phase results
V1.2	SFA	DT_PARTIC: added note re IFId that this could be from the IPC or IAAF depending on the athlete. DT_RESULT: added a note that RUNWAY_SPEED and STEP are only available if the data is collected. DT_RESULT_ANALYSIS: Changed time format for intermediate points to single decimal DT_CUMULATIVE_RESULT: Change triggering for field events in combined to be LIVE. DT_CONFIG: Corrected triggering to be by phase. 1.4 Updated the variations for the Commonwealth Games.
1.3	APP	DT_RESULT: Remove StartListMod in the header DT_IMAGE: Additional elements and attributes added.
1.4	APP	1.4: Note that QUAL_BEST is not used.