



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT033-R2-v9.1 APP (EQ)

## Olympic Data Feed

### ODF Equestrian Data Dictionary

25 May 2012  
Technology Department  
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# 1 Introduction

## 1.1 This document

This document includes the ODF Equestrian Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Equestrian, as well as defines the codes used in these messages.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **EQ** – Equestrian
- **WNPA** – World News Press Agencies



## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages
ODF/INT004	ODF Sport Messages Interface Document	This document describes the ODF sport messages, generated independently by each sport



## 2 Overall Perspective

### 2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Equestrian Data Dictionary.

### 2.2 End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Equestrian Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Equestrian.

Any ODF Equestrian message should follow all the previous definitions in order to be considered as an ODF compliant message.



### 3 Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

*CC @CodeEntity*

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Code Entity Set of Values	
CC @XCObstacleOutcome	Code	Description
	CL	Clear
	FR	Fall of Rider
	FH	Fall of Horse
	R	First Refusal
	RR	Second Refusal
	RE	Third Refusal
	BD	Breaking a frangible/deformable device
CC @IRM	Code	Description
	DSQ	Disqualified
	EL	Eliminated
	NS	Not started
	RT	Retired
	WD	Withdrawn
CC @JumpOff	Code	Description
	B	Bronze
	GS	Gold/Silver
	SB	Silver/Bronze
CC @QualifiedMark	GSB	Gold/Silver/Bronze
	Code	Description
	Q	Qualified
	R	Reserve
CC @ResultType	q	Qualify pending declaration of starters
	Code	Description
	POINTS	Points
	IRM	IRM





## 4 Equestrian Data Extension

### 4.1 General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

#### 4.1.1 ODF header

Regarding to the ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- ODF Header: DocumentCode.

#### 4.1.2 Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information



## 5 Point in Time

### 5.1 Point in Time Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Equestrian, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

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

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Central	X	
DT_SCHEDULE_UPDATE	Competition schedule update	Central	X	
DT_PARTIC	List of participants by discipline	Central	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	Central	X	X
DT_PARTIC_TEAMS	List of teams	Central	X	
DT_PARTIC_TEAMS_UPDATE	List of teams update	Central	X	
DT_PARTIC_HORSES	List of equestrian horses	Central	X	X
DT_PARTIC_HORSES_UPDATE	List of equestrian horses update	Central	X	
DT_MEDALS	Medal standings	Central	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Central	Global	
DT_HISTORIC_RECORD	Historical records	Central		
DT_HIST_REC_UPDATE	Historical records	Central		



	update			
DT_GLOBAL_GM	Global good morning	Central	Global	
DT_GLOBAL_GN	Global good night	Central	Global	
DT_START_LIST	Start List	Sports	X	X
DT_RESULT	Event Unit Results	Sports	X	X
DT_PHASE_RESULT	Phase Results	Sports		
DT_CUMULATIVE_RESULT	Cumulative Results	Sports	X	X
DT_POOL_STANDING	Pool Standings of group in a team competition	Sports		
DT_RANKING	Event Final ranking	Sports	X	
DT_STATS	Statistics table	Sports		
DT_MEDALLISTS	Medallists of one event	Sports	X	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Sports	X	
DT_RECORD	Records	Sports		
DT_COMMUNICATION	Official Communication	Sports	X	
DT_BRACKETS	Brackets	Sports		
DT_GM	Discipline/venue good morning	Sports	X	X
DT_GN	Discipline/venue good night	Sports	X	X
DT_FED_RANKING	Federation Ranking	Sports		
DT_CONFIG	Discipline Configuration	Sports	X	X
DT_WEATHER	Event Unit Weather conditions	Sports		
DT_SERIAL	List of Current PiT Serial	Sports	X	



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

### 5.1.1.1 Description

This message is the List of participants by discipline (an the update) as described in the ODF Central Messages Interface Document.

### 5.1.1.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

### 5.1.1.3 Trigger and Frequency

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

### 5.1.1.4 Message Structure

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

### 5.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant /Discipline	International FederationId	O	S(16)	FEI Number (competitor's federation number for the discipline). It will be included
Competition /Participant /Discipline /RegisteredEvent	Bib	O	S(2)	Rider No.  Although this attribute is optional, it will be updated and informed as soon as this information is known.  Example: 8, 10 ...

The following table describes in more detail the EventEntry element in the case of Equestrian.

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry				
Type	Code	Pos	Value	Description
E_ENTRY	E_HORSE		S(20) with no leading zeroes	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the Horse Id
	E_RANK		N(4)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: FEI rider rank
	E_SUBSTITUTE		Y/N	For @Type: Send proposed type
				For @Code:



				Send proposed code
				For @Pos Do not send anything
				For @Value: Send the Y if the Athlete is substitute, or N if not.

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

Type /Code	Description	Expected
E_ENTRY /E_HORSE	Horse Id	Always
E_ENTRY /E_RANK	FEI rider rank	Always
E_ENTRY /E_SUBSTITUTE	Substitute flag	Always

#### 5.1.1.6 Message sort

Please, follow the general definition.



## 5.1.2 List of equestrian horses/ List of equestrian horses update

### 5.1.2.1 Description

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

### 5.1.2.2 Header Values

The definition in the ODF Central Messages Interface Document is valid

### 5.1.2.3 Trigger and Frequency

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

### 5.1.2.4 Message Structure

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

### 5.1.2.5 Message Values

The following table describes in more detail the Entry element in the case of Equestrian.

Element: Competition /Horse /Entry				
Type	Code	Pos	Value	Description
E_ENTRY	E_RESERVE		Y/N	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send Y if this is a reserve horse, send N in all other cases. If a reserve horse is called upon to compete then it is no longer a reserve and E_RESERVE should be set to N.
	E_HORSE_NO		N(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the Horse No.
	E_COUNTRY_BIRTH		CC @Country	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the Birth Country
	E_FEI_NUMBER		S(10)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos



				Do not send anything
				For @Value: Send the FEI horse registration number

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

Type /Code	Description	Expected
E_ENTRY /E_RESERVE	Reserve Flag	Always
E_ENTRY /E_HORSE_NO	Horse No.	As soon as known
E_ENTRY /E_COUNTRY_BIRTH	Country of Birth	Always
E_ENTRY /E_FEI_NUMBER	FEI horse registration number	Always

#### 5.1.2.6 Message sort

Please, follow the general definition.



### 5.1.3 Start List

#### 5.1.3.1 Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

#### 5.1.3.2 Header Values

In general, the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

For the eventunits that has place in two days (Dressage Grand Prix and Eventing Dressage) the eventunit code will be '00'

#### 5.1.3.3 Trigger and Frequency

Please, follow the general definition.

10 minutes after the draw is approved

30 minutes before competition (if any correction)

#### 5.1.3.4 Message Structure

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

- UnitInfos /UnitDateTime (following the general rules for this element)
- Start /Competitor /EventUnitEntry
- Start /Competitor /Composition /Athlete /EventUnitEntry
- Officials /Official /ExtOfficial

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

#### 5.1.3.5 Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Equestrian, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Officials /Official	Order	M	Numeric	Official order
Start	StartOrder	M	Numeric	Start order of the competitor in the start list
	SortOrder	M	Numeric	Same @StartOrder
Start /Competitor	Bib	M	S(3)	Rider No.





Element	Attribute	M/O	Value	Comments
/Composition /Athlete	Order	M	N(1) 0	Send order according to Start number

The following table describes in more detail the Start /Competitor /EventUnitEntry element in the case of Equestrian.

Element: Start /Competitor /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_EQ	EQ_JUMPOFF		CC @JumpOff	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the proposed code
	EQ_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the proposed code

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

Type /Code	Description	Expected
EUE_EQ/EQ_JUMPOFF	Jump-Off indicator	For team jump-off start lists
EUE_EQ/EQ_IRM	IRM Mark	When Applies

The following table describes in more detail the Start /Competitor /Composition /Athlete /EventUnitEntry element in the case of Equestrian.

Element: Start /Competitor /Composition /Athlete /EventUnitEntry				
Type	Code	Pos	Value	Description
EUE_EQ	EQ_START_TIME	N(1)	HH:MM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Send the session number
				For @Value: Send the Start time
	EQ_TEAM_MEMBER		Y/N	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send 'Y' if the rider belongs to a



				team
	EQ_BREAK		Y/N	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send 'Y' if there is a break
	EQ_JUMPOFF		CC @JumpOff	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the proposed code
	EQ_IRM		CC @IRM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send the proposed code

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

Type /Code	Description	Expected
EUE_EQ/EQ_START_TIME	Session/ Start Time of the competitor	Only for all Dressage units and for Cross-country.  Not sent for any Jumping units.
EUE_EQ/EQ_TEAM_MEMBER	Flag to indicate that the rider is competing also as team member	Always for units with a team competition
EUE_EQ/EQ_BREAK	Flag to indicate that <u>after</u> the competitor there is a break	Only for Eventing Dressage & Dressage units (only applies to individual eventunits)
EUE_EQ/EQ_JUMPOFF	Jump-Off indicator	For individual jump-off start lists
EUE_EQ/EQ_IRM	IRM Mark	When Applies

The following table describes in more detail the /Officials /Official /ExtOfficial element in the case of Equestrian.

Element: /Officials /Official /ExtOfficial				
Type	Code	Pos	Value	Description
EO_EQ	EQ_JURY_POS	N(1)	String	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Send numeric, from 1 to n (for example "1" for 1 <sup>st</sup> Judge or K Judge depend on the event)
				For @Value: Identification of the judge, normally the arena letter where they are sitting



				(e.g. C, M, B, E, H)
	EQ_PRESIDENT		Y/N	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos Do not send anything
				For @Value: Send 'Y' if the official is the president of the Jury

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

Type /Code	Description	Expected
EO_EQ/EQ_JURY_POS	Jury Position	Only for Eventing Dressage & Dressage units
EO_EQ/EQ_PRESIDENT	Flag to indicate that the official is the president of the Jury	Always

#### 5.1.3.6 Message sort

Please, follow the general definition.



## 5.1.4 Event Unit Results

### 5.1.4.1 Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 5.1.4.2 Header Values

In general, the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

For the eventunits that has place in two days (Dressage Grand Prix and Eventing Dressage) the eventunit code will be '00'

### 5.1.4.3 Trigger and Frequency

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

#### Dressage:

**Grand Prix** (Individual (50) & Team(11)):

Intermediate:

Individual & Team: After every session (2 days, 4 sessions)

Official:

Individual & Team: After the last session

**Grand Prix Special** (Individual (12+3 x8) & Team(8)):

Intermediate:

Individual & Team: After every session (1 day, 2 sessions)

Official (Team Medal):

Individual & Team: After the last session

**Grand Prix Freestyle** (Individual (18)):

Official (Individual Medal):

After the last session (1 day, 1 session)

#### Jumping:

**1<sup>st</sup> Qualifier** (Individual (75) & Team):

Intermediate:

Individual After each session

Official:

Individual After the last session

Team After the last session

**2<sup>nd</sup> Qualifier** (Individual (60) & Team 1<sup>st</sup> Round):

Intermediate:

Individual after each session

Team after each session

Official:

Individual After the last rider

Team After last rider

**3<sup>rd</sup> Qualifier** (Individual (45) & Team 2<sup>nd</sup> Round(8)):

Intermediate:

Individual after each session

Team after each session

Official (Team Medal if no Jump-Off):

Individual After the last rider

Team After last rider

**Jump-Off for Teams** (tied for medals):

Official (Team Medal):

Team After last rider

**Final A** (Individual (35)):

Official:



Individual after the last rider  
**Final B** (Individual (20)):  
 Official (Individual Medal if no Jump-Off):  
 Individual after the last rider  
**Jump-Off for Individuals** (tied for medals):  
 Official (Individual Medal):  
 Individual after the last rider

**Eventing:**

**Dressage** (Individual (75) & Team(x)):  
 Intermediate:  
 Individual & Team: After every session (2 days, 4 sessions)  
 Official:  
 Individual & Team: After the last session  
**Cross Country** (Individual & Team):  
 Intermediate:  
 Individual & Team: After each session  
 Official:  
 Individual & Team: After the last rider  
**Jumping Round 1** (Individual & Team):  
 Intermediate:  
 Individual & Team: After each session  
 Official (Team Medal):  
 Individual & Team: After the last rider  
**Jumping Round 2** (Individual(25)):  
 Official (Individual Medal):  
 After the last rider

**5.1.4.4****Message Structure**

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

- UnitDateTime (following the general rules for this element)
- UnitInfo
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

During the Jumping 2nd Qualifier and Jumping 3rd Qualifier there may be athletes competing who are no longer part of the individual competition and whose scores only count for their teams. These riders will appear in event unit result messages with no rank and with a display order that puts them at the end. The display order runs: ranked riders, IRM riders, team-only riders. Team-only riders will themselves be sorted by score and then IRM using normal sport rules.

**5.1.4.5****Message Values**

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional.
	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled.



	ResultType	O	CC @ResultType	Result type.
	QualificationMark	O	CC @QualifiedMark	Qualification Mark
	IRM	O	CC @IRM	IRM for the event unit.  Send just in the case @ResultType is IRM (see codes section)
	Result	O	N(3).N(3) 990.000 OR N(3) 990 OR N(3).N(2) 990.00	Result after the event unit. Format data for the particular event. N(3).N(3) for Dressage N(3) for Jumping N(3).N(2) for Eventing
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

The following table describes in more detail the UnitInfo element in the case of Equestrian.

Element: UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
UI_RESULTS	EQ_TEAM_AFTER			N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the number of riders from a team that are counted for current team ranks.
	EQ_AFTER			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the number of riders that have finished.
	EQ_TOTAL			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total number of riders

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

Type /Code	Description	Expected
UI_RESULTS/EQ_TEAM_AFTER	Send the number of riders from a team that are counted for current team ranks.	Only when ResultStatus = "INTERMEDIATE" and only for Team Dressage and Team Jumping ( EQX401nnn, EQX402nnn)



UI_RESULTS/EQ_AFTER	Number of riders that have finished	Only when ResultStatus = "INTERMEDIATE"
UI_RESULTS/EQ_TOTAL	Number of riders that participate.	Only when ResultStatus = "INTERMEDIATE"

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_D_JUDGE		N(1)		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send numeric to align with the Pos from DT_START_LIST
					For @Value: Do not send anything
		EQ_PERC		Dressage N(2).N(3) 90.000  Eventing Dressage N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the percentage of the judge
		EQ_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank
		EQ_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send Y if the Rank is equalled, otherwise 'N'
		EQ_D_ART_PTS		N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression points
		EQ_D_TEC_PTS		N(2).N(3) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit points



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
		EQ_D_ART_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression rank
		EQ_D_ART_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y ' if the artistic impression rank is equalled, otherwise 'N'
		EQ_D_TEC_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit rank
		EQ_D_TEC_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y ' if the technical merit rank is equalled, otherwise 'N'
		EQ_D_MOV_MARKS	N(2)	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Movement number
					For @Value: Send the judge movement score
		EQ_D_GEN_MARK	N(2)	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: General impression mark number
					For @Value: Send the general impression mark (Collective or Artistic)
	EQ_D_TOTAL			N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.





Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the total percentage for dressage
	EQ_NO_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send Y when the points not count in team total, otherwise N
	EQ_ONLY_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send 'Y' if the rider only compete in team event, otherwise 'N'
	EQ_CC_TIME			MM'SS"	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the time for Cross Country
	EQ_CC_J_PEN			N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump Penalty
	EQ_CC_T_PEN			N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Time Penalty
	EQ_J_J_PEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump Penalty
	EQ_J_T_PEN			N(2) 90 or N(2).N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				90.00 for Eventing	For @Value: Send the Time Penalty
	EQ_J_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the IRM for jumping
	EQ_J_TOTAL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Total Jumping penalties
	EQ_J_JUMPOFF_PEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump-Off Penalty
	EQ_J_JUMPOFF_TIME			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump-Off Time
	EQ_D_ART_PTS_TOT			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression points
	EQ_D_TEC_PTS_TOT			N(2).N(3) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit points
	EQ_D_ART_RANK_TOT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression rank



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	EQ_D_ART_ERANK_TOT			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the artistic impression rank is equalled, otherwise 'N'
	EQ_D_TEC_RANK_TOT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit rank
	EQ_D_TEC_ERANK_TOT			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the technical merit rank is equalled, otherwise 'N'
	EQ_CC_EFFORT_PEN		N(2)	CC @XCObstacleOutcome Or '-'	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Effort number
					For @Value: Send proposed code
	EQ_CC_EFFORT_PEN2		N(2)	CC @XCObstacleOutcome	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Effort number
					For @Value: Send proposed code
	EQ_D_PENALTY			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if the rider has penalty Points
	EQ_CC_ADDITIONAL_PEN			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the additional penalty



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

Type /Code	CodeExtension	Description	Expected
ER_EQ/ EQ_D_JUDGE	EQ_PERC	Percentage of the judge	Used for Eventing Dressage and Dressage
	EQ_RANK	Total Rank by Judge	Used for Eventing Dressage and Dressage
	EQ_ERANK	Flag for equalled rank	Used for Eventing Dressage and Dressage
	EQ_D_ART_PTS	Artistic Impression Points by Judge	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_TEC_PTS	Technical Merit Points by Judge	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_ART_RANK	Artistic Impression Rank by Judge	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_ART_ERANK	Flag for equalled rank	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_TEC_RANK	Technical Merit Rank by Judge	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_TEC_ERANK	Flag for equalled rank	Used for Dressage (only Grand Prix Freestyle)
	EQ_D_MOV_MARKS	Movement marks by Judge	Used for Dressage/ Eventing Dressage
	EQ_D_GEN_MARK	General impression Marks (Collective or Artistic) by judge	Used for Dressage (GP and GPS, Collective Mark. GPF Artistic Mark) and Eventing Dressage
ER_EQ/ EQ_D_TOTAL		Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties)	Used for Eventing Dressage individual messages
ER_EQ/ EQ_NO_TEAM		Flag to indicate that the result do not count in team total	Used for Eventing and Jumping team events
ER_EQ/EQ_ONLY_TEAM		Flag to indicate the the rider only compete in the Team Event, so he/she will not obtain a rank in the individual event.	Only for jumping 2 <sup>nd</sup> Qualifier/ 3 <sup>rd</sup> Qualifier
ER_EQ/ EQ_CC_TIME		Cross Country Time	Used for Eventing Cross-Country
ER_EQ/ EQ_CC_J_PEN		Cross Country Jump Penalty	Used for Eventing Cross-Country
ER_EQ/ EQ_CC_T_PEN		Cross Country Time Penalty	Used for Eventing Cross-Country
ER_EQ/ EQ_J_J_PEN		Jumping Penalty	Used for Eventing Jumping and Jumping
ER_EQ/ EQ_J_T_PEN		Time Penalty	Used for Eventing Jumping and Jumping
ER_EQ/ EQ_J_IRM		Jumping IRM	Used for Eventing Jumping and Jumping
ER_EQ/ EQ_J_TOTAL		Total Penalties	Used for Jumping
ER_EQ/ EQ_J_JUMPOFF_PEN		Jump-Off Penalties	Used for Jumping
ER_EQ/ EQ_J_JUMPOFF_TIME		Jump-Off Time	Used for Jumping
ER_EQ/ EQ_D_ART_PTS_TOT		Artistic Impression Total Points	Used for Dressage (only Grand Prix Freestyle)
ER_EQ/ EQ_D_ART_RANK_TOT		Artistic Impression Total Rank	Used for Dressage (only Grand Prix Freestyle)
ER_EQ/ EQ_D_ART_ERANK_TOT		Flag for equalled rank	Used for Dressage (only Grand Prix Freestyle)



Type /Code	CodeExtension	Description	Expected
ER_EQ/ EQ_D_TEC_PTS_TOT		Technical Merit Total Points	Used for Dressage (only Grand Prix Freestyle)
ER_EQ/ EQ_D_TEC_RANK_TOT		Artistic Impression Total Rank	Used for Dressage (only Grand Prix Freestyle)
ER_EQ/ EQ_D_TEC_ERANK_TOT		Flag for equalled rank	Used for Dressage (only Grand Prix Freestyle)
ER_EQ/ EQ_CC_EFFORT_PEN		Effort Penalty	Only for Eventing-Cross Country
ER_EQ/ EQ_CC_EFFORT_PEN2		2nd Effort Penalty	Only for Eventing-Cross Country (If needed)
ER_EQ/ EQ_D_PENALTY		Penalty points indicator	Used for Eventing Dressage
ER_EQ/EQ_CC_ADDITIONAL_PEN		Additional Penalty	Used for Eventing Cross-Country

#### 5.1.4.6 Message sort

Please, follow the general definition.



## 5.1.5 Cumulative Results

### 5.1.5.1 Description

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

### 5.1.5.2 Header Values

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

The DocumentSubtype should be set according with the following:

Unit	Individual	Team
Dressage Grand Prix	Not sent	[DD][G][EEE][P]00
Dressage Grand Prix Special	Not sent	[DD][G][EEE][P][UU]
Dressage Grand Prix Freestyle	Not sent	Not sent
Jumping 1st Qualifier/Team Qualifier	[DD][G][EEE][P][UU]	Not sent
Jumping 2nd Qualifier/Team Round 1	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Jumping 3rd Qualifier/Team Round 2	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Jumping Team Jump-Off	Not sent	[DD][G][EEE][P][UU]
Jumping Final Round A	[DD][G][EEE][P][UU]	Not sent
Jumping Final Round B	[DD][G][EEE][P][UU]	Not sent
Jumping Individual Jump-Off	[DD][G][EEE][P][UU]	Not sent
Eventing Dressage	[DD][G][EEE][P]00	[DD][G][EEE][P]00
Eventing Cross-Country	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Eventing Jumping Qualifier	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Eventing Jumping Final	[DD][G][EEE][P][UU]	Not sent

Please note that the Jumping event for individuals is made up of two separate cumulative competitions (both with DocumentCode EQX002000). The penalties from 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Qualifiers accumulate to provide qualification to Final Round A. All riders who start Final Round A begin with zero penalties and it is the total of penalties in Final Round A and Final Round B that decides the final ranking.

### 5.1.5.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.5.4 Message Structure

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

- Competitor /Composition /ExtendedResults /ExtendedResult
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- ExtendedInfos / ExtendedInfo

### 5.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
CumulativeResult	Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
Cumulative				



Element	Attribute	M/O	Value	Comments
Result /ResultItems /ResultItem /Result	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled.
	ResultType	O	CC @ResultType	Result type, either points or IRM for the cumulative result. Only used for the total result of the event.
	QualificationMark	O	CC @QualifiedMark	Qualification Mark
	IRM	O	CC @IRM	IRM for the cumulative result  Send just in the case @ResultType is IRM
	Result	O	N(3).N(3) 990.000 OR N(3) 990 OR N(3).N(2) 990.00	Result after the event unit. Format data for the particular event. N(3).N(3) for Dressage N(3) for Jumping N(3).N(2) for Eventing
	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.

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

Element: ExtendedInfos / ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_EQ	EQ_TEAM_AFTER			N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the number of riders from a team that are counted for current team ranks.

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

Type /Code	Description	Expected
EI_EQ /EQ_TEAM_AFTER	Send the number of riders from a team that are counted for current team ranks.	Only when ResultStatus = "INTERMEDIATE" and only for Eventing Team

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_E_AFTER_CC_PEN			N(4).N(2) 9900.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element: Competitor /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the Penalty Points after Cross country
	EQ_E_AFTER_CC_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Rank after Cross country
	EQ_E_AFTER_CC_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the Rank after Cross country is equalled, otherwise 'N'
	EQ_E_AFTER_J1_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 1 <sup>st</sup> jump
	EQ_E_AFTER_J1_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 1 <sup>st</sup> jump is equalled, otherwise, 'N'
	EQ_E_AFTER_J1			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 1 <sup>st</sup> jump

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

Type /Code	Description	Expected
ER_EQ /EQ_E_AFTER_CC_PEN	Penalty after Cross Country	Only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_RANK	Rank after Cross Country	Only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_ERANK	Flag for equalled Ranks	Only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_J1_RANK	Rank after Jumping Round 1 (Eventing)	Only for Eventing Jumping





ER_EQ/EQ_E_AFTER_J1_ERANK	Flag for equalled Ranks	Only for Eventing Jumping
ER_EQ/EQ_E_AFTER_J1	Penalties after Jumping Round 1 (Eventing)	Only for Eventing Jumping

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_E_AFTER_CC_PEN			N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Penalty Points after Cross country
	EQ_E_AFTER_CC_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Rank after Cross country
	EQ_E_AFTER_CC_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the Rank after Cross country is equalled, otherwise 'N'
	EQ_J_AFTER_JUMP2			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the penalties after 2 <sup>nd</sup> jump
	EQ_J_AFTER_JUMP3			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the penalties after 3 <sup>rd</sup> jump
	EQ_J_AFTER_JUMP2_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 2 <sup>nd</sup> jump



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	EQ_J_AFTER_JUMP3_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 3 <sup>rd</sup> jump
	EQ_J_AFTER_JUMP2_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 2 <sup>nd</sup> jump is equalled, otherwise 'N'
	EQ_J_AFTER_JUMP3_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 3 <sup>rd</sup> jump is equalled, otherwise 'N'
	EQ_J_AFTER_FINALB			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the penalties after Final B
	EQ_J_AFTER_FINALB_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after Final B
	EQ_E_AFTER_J1_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 1 <sup>st</sup> jump
	EQ_J_AFTER_FINALB_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after Final B is equalled, otherwise 'N'
	EQ_E_AFTER_J1_ERANK			Y/N	For @Type: Send proposed type



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 1 <sup>st</sup> jump is equalled, otherwise 'N'
	EQ_E_AFTER_J1			N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 1 <sup>st</sup> jump
	EQ_E_AFTER_J2_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 2 <sup>nd</sup> jump
	EQ_E_AFTER_J2_ERANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 2 <sup>nd</sup> jump is equalled, otherwise 'N'
	EQ_E_AFTER_J2			N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 2 <sup>nd</sup> jump
	EQ_2HI_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the IRM from the second horse inspection
	EQ_NO_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send Y when the points not count in team total, otherwise N



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	EQ_E_CONTRIB_RES			N(4).N(2) 9990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the rider's score that contributes to the team

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

Type /Code	Description	Expected
ER_EQ/ EQ_E_AFTER_CC_PEN	Penalty after Cross Country	Only for Eventing Cross Country and Eventing Jumping
ER_EQ/ EQ_E_AFTER_CC_RANK	Rank after Cross Country	Only for Eventing Cross Country and Eventing Jumping
ER_EQ/ EQ_E_AFTER_CC_ERANK	Flag for equalled ranks	Only for Eventing Cross Country and Eventing Jumping
ER_EQ/ EQ_J_AFTER_JUMP2	Penalties after Jump 2	Only for Jumping
ER_EQ/ EQ_J_AFTER_JUMP3	Penalties after Jump 3	Only for Jumping
ER_EQ/ EQ_J_AFTER_JUMP2_RANK	Rank after Jump 2	Only for Jumping
ER_EQ/ EQ_J_AFTER_JUMP3_RANK	Rank after Jump 3	Only for Jumping
ER_EQ/ EQ_J_AFTER_JUMP2_ERANK	Flag for equalled ranks	Only for Jumping
ER_EQ/ EQ_J_AFTER_JUMP3_ERANK	Flag for equalled ranks	Only for Jumping
ER_EQ/ EQ_J_AFTER_FINALB	Penalties after Final B	Only for Jumping
ER_EQ/ EQ_J_AFTER_FINALB_RANK	Rank after Final B	Only for Jumping
ER_EQ/ EQ_E_AFTER_J1_RANK	Rank after Jumping Round 1 (Eventing)	Only for Eventing Jumping
ER_EQ/ EQ_J_AFTER_FINALB_ERANK	Flag for equalled ranks	Only for Jumping
ER_EQ/ EQ_E_AFTER_J1_ERANK	Flag for equalled ranks	Only for Eventing Jumping
ER_EQ/ EQ_E_AFTER_J1	Penalties after Jumping Round 1 (Eventing)	Only for Eventing Jumping
ER_EQ/ EQ_E_AFTER_J2_RANK	Rank after Jumping Round 2 (Eventing)	Only for Eventing Jumping
ER_EQ/ EQ_E_AFTER_J2_ERANK	Flag for equalled ranks	Only for Eventing Jumping
ER_EQ/ EQ_E_AFTER_J2	Penalties after Jumping Round 2 (Eventing)	Only for Eventing Jumping
ER_EQ/ EQ_2HI_IRM	Second Horse Inspection IRM	Only for Eventing Jumping
ER_EQ/ EQ_NO_TEAM	Flag to indicate that the result do not count in team total	Only for Eventing Team
EQ_E_CONTRIB_RES	The rider's score that contributes to the team. This will normally be the individual total but where the individual has an IRM it will be 1000.00	Only for Eventing

#### 5.1.5.6 Message sort

Please, follow the general definition.





## **5.1.6 Event's Medallists**

### **5.1.6.1 Description**

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Equestrian, the message has to be sent for all the competition events, as listed in the header values section.

### **5.1.6.2 Header Values**

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

### **5.1.6.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.6.4 Message Structure**

Please, follow the general definition.

### **5.1.6.5 Message Values**

Please, follow the general definition.

### **5.1.6.6 Message sort**

Please, follow the general definition.



## **5.1.7 Discipline/venue good morning**

### **5.1.7.1 Description**

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

### **5.1.7.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.7.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.7.4 Message Structure**

Please, follow the general definition.

### **5.1.7.5 Message Values**

Please, follow the general definition.

### **5.1.7.6 Message sort**

Please, follow the general definition.



## **5.1.8 Discipline/venue good night**

### **5.1.8.1 Description**

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

### **5.1.8.2 Header Values**

The DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

### **5.1.8.3 Trigger and Frequency**

Please, follow the general definition.

### **5.1.8.4 Message Structure**

Please, follow the general definition.

### **5.1.8.5 Message Values**

Please, follow the general definition.

### **5.1.8.6 Message sort**

Please, follow the general definition.





## 5.1.9 Discipline configuration

### 5.1.9.1 Description

This message is the Discipline configuration message as described in the ODF Sport Messages Interface Document.

### 5.1.9.2 Header Values

Please, follow the general definition.

### 5.1.9.3 Trigger and Frequency

Please, follow the general definition.

### 5.1.9.4 Message Structure

Please, follow the general definition.

### 5.1.9.5 Message Values

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

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

Element	Attribute	M/O	Value	Comments
Config	Gender	M	CC @Gender	For Dressage and Eventing send at Phase level. For Jumping send at unit level.
	Event	M	CC @Event	
	Phase	O	CC @Phase	
	Unit	O	CC @Unit	

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

Type	Code	Pos	Value	Description
CFG_EQ	EQ_QUALIFICATION		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Text with the Qualification Rule
	EQ_TR_TIME		HH:MM	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Start Time of the test rider
	EQ_CC_DISTANCE		N(4) 9990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Distance
	EQ_CC_DISTANCE_UNIT		Text	For @Type: Send proposed type
				For @Code:



Type	Code	Pos	Value	Description
				Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Distance unit
	EQ_CC_SPEED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Speed
	EQ_CC_SPEED_UNIT		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Speed unit
	EQ_CC_TIME_ALL		MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Time Allowed
	EQ_CC_TIME_LIM		MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Time Limit
	EQ_CC_INTERVAL		MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the Interval between horses
	EQ_CC_OBSTACLES		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of obstacles
	EQ_CC_EFFORTS		N(2) 90	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the number of efforts
	EQ_JMP_TYPE		Text	For @Type: Send proposed type



Type	Code	Pos	Value	Description
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the type information
	EQ_JMP_SPEED		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the speed
	EQ_JMP_DISTANCE		N(3) 990	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the distance
	EQ_JMP_DISTANCE_UNIT		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the distance unit
	EQ_JMP_TIME		MM:SS	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the time allowed
	EQ_JMP_SPEED_UNIT		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the speed unit
	EQ_JMP_JUMPOFF		Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Do not send anything
				For @Value: Send the jump-off information
	EQ_D_COEFFICIENT	N(2)	N(1)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Movement Number
				For @Value: Send the Coefficient different than 1
	EQ_MOVEMENTS	N(2)	Text	For @Type:



Type	Code	Pos	Value	Description
				Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the movement number
				For @Value: Send the movement name
	EQ_GENERAL	N(2)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the collective or general mark number (it should be a consecutive number after the last movement number)
				For @Value: Send the collective or general mark name for Dressage units
	EQ_OBSTACLE	N(2)	Text	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the obstacle number (order)
				For @Value: Send the obstacle name
	EQ_EFFORT	N(2)	S(3)	For @Type: Send proposed type
				For @Code: Send proposed code
				For @Pos: Send the effort number (order)
				For @Value: Send the effort code

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

Type /Code	Description	Expected
CFG_EQ/EQ_QUALIFICATION	Qualification Rule	When applies
CFG_EQ/EQ_TR_TIME	Test Rider Start Time	Only for Eventing Dressage
CFG_EQ/EQ_CC_DISTANCE	Distance	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_DISTANCE_UNIT	Distance Unit	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_SPEED	Speed	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_SPEED_UNIT	Speed Unit	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_TIME_ALL	Time Allowed	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_TIME_LIM	Time Limit	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_INTERVAL	Interval between horses	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_OBSTACLES	Number of obstacles making up the cross-country course	Only for Eventing-Cross Country units
CFG_EQ/EQ_CC_EFFORTS	Number of efforts making up the cross-country course – maximum 45	Only for Eventing-Cross Country units
CFG_EQ/EQ_JMP_TYPE	Jumping Type	Only for Eventing Jumping & Jumping units
CFG_EQ/EQ_JMP_SPEED	Speed	Only for Eventing Jumping & Jumping units
CFG_EQ/EQ_JMP_DISTANCE	Distance	Only for Eventing Jumping & Jumping units
CFG_EQ/EQ_JMP_DISTANCE_UNIT	Distance Unit	Only for Eventing Jumping & Jumping units
CFG_EQ/EQ_JMP_TIME	Time allowed	Only for Eventing Jumping & Jumping units
CFG_EQ/EQ_JMP_SPEED_UNIT	Speed Unit	Only for Eventing Jumping & Jumping units



Type /Code	Description	Expected
CFG_EQ/EQ_JMP_JUMPOFF	Jump-Off	Only for Jumping units
CFG_EQ/ EQ_D_COEFFICIENT	Coefficient different than 1	Used for Dressage/ Eventing Dressage
CFG_EQ/EQ_MOVEMENTS	Number and name of the movements	Only for Dressage /Eventing Dressage
CFG_EQ/EQ_GENERAL	Number and name of the collective or general marks for Dressage units	Only for Dressage /Eventing Dressage
CFG_EQ/EQ_OBSTACLE	Obstacle names (eg. "Crescent Moon")	Only for Eventing Cross Country
CFG_EQ/EQ_EFFORT	Number and code of the efforts (eg. 1, 2, 3A, 3B, 3C, 4...)	Only for Eventing Cross Country



## 6 Real time

The following chapter describes the ODF-RT part of Equestrian.

### 6.1 Real Time Applicable Messages

The next table is a full list of all ODF-RT messages and describes the list of messages used in Equestrian the same way as it is done in the table of chapter 4.

Message Type	Message name	Message documented	Message used in this sport	Message extended in this document
DT_RT_GM	RT Discipline/Venue good morning	Sports	X	
DT_RT_GN	RT Discipline/venue good night	Sports	X	
DT_RT_KA	RT Discipline/venue keep alive	Sports	X	
DT_RT_RESULT	RT Event Unit Results	Sports	X	X
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results	Sports	X	X



## 6.1.1 RT Event Unit Results

### 6.1.1.1 Description

This message is the RT Event Unit Results message as described in the ODF Sport Messages Interface Document.

### 6.1.1.2 Header Values

In general, the ODF header will be sent according to the ODF Common Codes document.

For the eventunits that has place in two days (Dressage Grand Prix and Eventing Dressage) the eventunit code will be '00'

### 6.1.1.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger after any changes in event information
- ResultStatus="LIVE\_FULL"
  - This value should be suggested and sent in the DT\_RT\_GM message after further testing
- For other ResultStatus follow the general definition.

### 6.1.1.4 Message Structure

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

- UnitInfos and its child element UnitInfo
- Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Please, follow the general considerations for all ResultStatus.

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

### 6.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments	LIVE_UPDATE RT trigger expected
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional.	T1
	RankEqualled	O	Numeric	It must be sent always that the Rank attribute is sent in order to identify if the Rank is equalled.	T1
	ResultType	O	CC @ResultType	Result type.	T1
	QualificationMark	O	CC @QualifiedMark	Qualification Mark	T1



	IRM	O	CC @IRM	IRM for the event unit.  Send just in the case @ResultType is IRM (see codes section)	T1
	Result	O	N(3).N(3) 990.000 OR N(3) 990 OR N(3).N(2) 990.00	Result after the event unit. Format data for the particular event. N(3).N(3) for Dressage N(3) for Jumping N(3).N(2) for Eventing	T1
	SortOrder	O	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.  It is now optional, because it should not be informed if ResultType is empty, as defined for the ResultType attribute.	T1

The following table describes in more detail the UnitInfo element in the case of Equestrian.

Element: UnitInfo					
Type	Code	Extensi on Code	Pos	Value	Description
UI_RESULTS	EQ_TEAM_AFTER			N(1)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the number of riders from a team that are counted for current team ranks.
	EQ_AFTER			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the number of riders that have finished.
	EQ_TOTAL			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total number of riders





Element: UnitInfo					
Type	Code	Extension Code	Pos	Value	Description
	EQ_LAST_QUALIFIED			N(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the ID of the rider currently in the last qualifying position

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

Type /Code	Description	LIVE_UPDATE trigger expected	RT
UI_RESULTS/EQ_TEAM_AFTER	Number of riders from a team that are counted for current team ranks.	T1 only for Team Dressage and Team Jumping ( EQX401nnn, EQX402nnn)	
UI_RESULTS/EQ_AFTER	Number of riders that have finished	T1	
UI_RESULTS/EQ_TOTAL	Number of riders that participate.	T1	
UI_RESULTS/EQ_LAST_QUALIFIED	Rider ID of the rider currently in the last qualifying position. For example, if the top 18 from the unit qualify then this is the ID of the rider currently ranked 18. This value will only be sent once the last qualifying position is occupied (e.g. only once 18 riders have competed). This value will take account of all qualification criteria (such as maximum of three from any one NOC) so the actual rank of the last qualified rider may change during the unit.	T1	

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_NEXT			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the proposed code
	EQ_LAST_FINISHED			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the proposed code
	EQ_CURR		N(1)	Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send 1, 2, 3, 4, etc. Where 1 is the most advanced rider on course, 2 is the second most advanced and so on. (Only for Cross Country)
					For @Value: Send the proposed code
	EQ_D_JUDGE		N(1)		For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Send numeric to align with the Pos from DT_START_LIST
					For @Value: Do not send anything
	EQ_PERC			Dressage N(2).N(3) 90.000  Eventing Dressage N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the percentage of the judge
	EQ_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank
	EQ_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank is equalled, otherwise 'N'
	EQ_D_ART_PTS			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression points
	EQ_D_TEC_PTS			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything.
					For @Value: Send the technical merit points
		EQ_D_ART_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression rank
		EQ_D_ART_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the artistic impression rank is equalled, otherwise 'N'
		EQ_D_TEC_RANK		N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit rank
		EQ_D_TEC_ERANK		Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the technical merit rank is equalled, otherwise 'N'
		EQ_D_MOV_MARKS	N(2)	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Movement number
					For @Value: Send the judge movement score
		EQ_D_GEN_MARK	N(2)	N(2).N(1) 90.0	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: General impression mark number
					For @Value: Send the general impression mark (Collective or Artistic)
	EQ_D_TOTAL			N(3).N(2) 990.00	For @Type: Send proposed type
					For @Code: Send proposed code



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything.
					For @Value: Send the total percentage for dressage
	EQ_ONLY_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send 'Y' if the rider only compete in team event, otherwise 'N'
	EQ_NO_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' when the points not count in team total, otherwise 'N'
	EQ_CC_TIME			MM'SS"	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the time for Cross Country
	EQ_CC_J_PEN			N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump Penalty
	EQ_CC_T_PEN			N(2).N(2) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Time Penalty
	EQ_J_J_PEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump Penalty
	EQ_J_T_PEN			N(2) 90 or	For @Type: Send proposed type
					For @Code: Send proposed code



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
				N(2).N(2) 90.00 for Eventing	For @Pos: Do not send anything.
					For @Value: Send the Time Penalty
	EQ_J_IRM			CC @IRM	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the IRM for jumping
	EQ_J_TOTAL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Total Jumping penalties
	EQ_J_JUMPOFF_PEN			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump-Off Penalty
	EQ_J_JUMPOFF_TIME			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Jump-Off Time
	EQ_D_ART_PTS_TOT			N(2).N(3) 90.000	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the artistic impression points
	EQ_D_TEC_PTS_TOT			N(2).N(3) 90.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit points
	EQ_D_ART_RANK_TOTAL			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the artistic impression rank
	EQ_D_ART_ERANK_TOT			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the artistic impression rank is equalled, otherwise 'N'
	EQ_D_TEC_RANK_TOT			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the technical merit rank
	EQ_D_TEC_ERANK_TOT			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the technical merit rank is equalled, otherwise 'N'
	EQ_CC_EFFORT_PEN		N(2)	CC @XCObstacleOutcome Or '.'	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Effort number
					For @Value: Send the proposed code
	EQ_CC_EFFORT_PEN2		N(2)	CC @XCObstacleOutcome	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Effort number
					For @Value: Send proposed code
	EQ_CC_STARTED			'G'/R'	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the Started Light
	EQ_CC_LAST_FENCE			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything



Element : Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
	EQ_TEAM_RANK			N(2) 90	For @Value: Send the number of the last fence passed
					For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the rank of the rider's team - where the team competition is cumulative this will be the cumulative rank.
	EQ_TEAM_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if the rank of the rider's team is equal with another team - where the team competition is cumulative this will be the cumulative rank.
	EQ_TEAM_RES			N(4).N(2) 9990.00 for Eventing N(3).N(3) 990.000 for Dressage N(3) 990 for Jumping	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the points result for the team - where the team competition is cumulative this will be the cumulative result.
	EQ_D_PENALTY			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send Y if the rider has penalty Points
	EQ_CC_ADDITIONAL_PEN			N(2)	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the additional penalty

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



Type /Code	CodeExtension	Description	LIVE_UPDATE RT trigger expected
ER_EQ/ EQ_NEXT		Flag to indicate the next rider	T1
ER_EQ/ EQ_LAST_FINISHED		Flag to indicate the last finished rider	T1
ER_EQ/ EQ_CURR		Flag to indicate the current rider.  In case of Cross Country the current riders:  Pos='1' for the most advanced rider on course, Pos='2' for the second most advanced and so on.	T1
ER_EQ/ EQ_D_JUDGE	EQ_PERC	Percentage of the judge	T1 (Eventing Dressage & Dressage)
	EQ_RANK	Total Rank by Judge	T1 (Eventing Dressage & Dressage)
	EQ_ERANK	Flag for equalled rank	T1 (Eventing Dressage & Dressage)
	EQ_D_ART_PTS	Artistic Impression Points by Judge	T1 (Dressage GPF)
	EQ_D_TEC_PTS	Technical Merit Points by Judge	T1 (Dressage GPF)
	EQ_D_ART_RANK	Artistic Impression Rank by Judge	T1 (Dressage GPF)
	EQ_D_ART_ERANK	Flag for equalled rank	T1 (Dressage GPF)
	EQ_D_TEC_RANK	Technical Merit Rank by Judge	T1 (Dressage GPF)
	EQ_D_TEC_ERANK	Flag for equalled rank	T1 (Dressage GPF)
	EQ_D_MOV_MARKS	Movement marks by Judge	T1(Eventing Dressage & Dressage)
	EQ_D_GEN_MARK	General impression Marks (Collective or Artistic) by judge	T1(Eventing Dressage & Dressage)
ER_EQ/ EQ_D_TOTAL		Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties).	T1 (Eventing Dressage Individual)
ER_EQ/ EQ_NO_TEAM		Flag to indicate that the result do not count in team total	T1 (Eventing and Jumping team events)
ER_EQ/ EQ_ONLY_TEAM		Flag to indicate the rider only compete in the Team Event, so he/she will not obtain a rank in the individual event.	T1(Jumping 2 <sup>nd</sup> Qualifier/ 3 <sup>rd</sup> Qualifier)
ER_EQ/ EQ_CC_TIME		Cross Country Time	T1 (Eventing Cross Country)
ER_EQ/ EQ_CC_J_PEN		Cross Country Jump Penalty	T1 (Eventing Cross Country)
ER_EQ/ EQ_CC_T_PEN		Cross Country Time Penalty	T1 (Eventing Cross Country)
ER_EQ/ EQ_J_J_PEN		Jumping Penalty	T1 (Eventing Jumping & Jumping)
ER_EQ/ EQ_J_T_PEN		Time Penalty	T1 (Eventing Jumping & Jumping)
ER_EQ/ EQ_J_IRM		Jumping IRM	T1 (Eventing Jumping & Jumping)
ER_EQ/ EQ_J_TOTAL		Total Penalties	T1 (Jumping)
ER_EQ/ EQ_J_JUMPOFF_PEN		Jump-Off Penalties	T1 (Jumping)
ER_EQ/ EQ_J_JUMPOFF_TIME		Jump-Off Time	T1 (Jumping)





Type /Code	CodeExtension	Description	LIVE_UPDATE RT trigger expected
ER_EQ/ EQ_D_ART_PTS_TOT		Artistic Impression Total Points	T1 (Dressage GPF)
ER_EQ/ EQ_D_ART_RANK_TOT		Artistic Impression Total Rank	T1 (Dressage GPF)
ER_EQ/ EQ_D_ART_ERANK_TOT		Flag for equalled ranks	T1 (Dressage GPF)
ER_EQ/ EQ_D_TEC_PTS_TOT		Technical Merit Total Points	T1 (Dressage GPF)
ER_EQ/ EQ_D_TEC_RANK_TOT		Artistic Impression Total Rank	T1 (Dressage GPF)
ER_EQ/ EQ_D_TEC_ERANK_TOT		Flag for equalled ranks	T1 (Dressage GPF)
ER_EQ/ EQ_CC_EFFORT_PEN		Effort Penalty	T1 (Eventing Cross Country)
ER_EQ/ EQ_CC_EFFORT_PEN2		2nd Effort Penalty	T1 (Eventing Cross Country)
ER_EQ/ EQ_CC_STARTED		Started Light (Red/Green)	T1 (Eventing Cross Country)
ER_EQ/ EQ_CC_LAST_FENCE		Number of the last fence passed	T1(Eventing Cross Country)
ER_EQ/ EQ_TEAM_RANK		Team Rank	T1(Eventing, Dressage and Jumping Individual messages where there is a Team competition)
ER_EQ/ EQ_TEAM_ERANK		Flag for equalled ranks	T1 (Eventing, Dressage and Jumping Individual messages where there is a Team competition)
ER_EQ/ EQ_TEAM_RES		Team Result	T1 (Eventing, Dressage and Jumping Individual messages where there is a Team competition)
ER_EQ/ EQ_D_PENALTY		Penalty points indicator	T1 (Eventing Dressage & Dressage)
ER_EQ/EQ_CC_ADDITIONA L_PEN		Additional Penalty	T1 (Eventing Cross Country)

#### 6.1.1.6 Message sort

Please, follow the general definition.



## 6.1.2 RT Cumulative Results

### 6.1.2.1 Description

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

### 6.1.2.2 Header Values

The ODF header will be sent according to the ODF Common Codes document.

The DocumentSubtype should be set according with the following:

Unit	Individual	Team
Dressage Grand Prix	Not sent	[DD][G][EEE][P]00
Dressage Grand Prix Special	Not sent	[DD][G][EEE][P][UU]
Dressage Grand Prix Freestyle	Not sent	Not sent
Jumping 1st Qualifier/Team Qualifier	[DD][G][EEE][P][UU]	Not sent
Jumping 2nd Qualifier/Team Round 1	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Jumping 3rd Qualifier/Team Round 2	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Jumping Team Jump-Off	Not sent	[DD][G][EEE][P][UU]
Jumping Final Round A	[DD][G][EEE][P][UU]	Not sent
Jumping Final Round B	[DD][G][EEE][P][UU]	Not sent
Jumping Individual Jump-Off	[DD][G][EEE][P][UU]	Not sent
Eventing Dressage	[DD][G][EEE][P]00	[DD][G][EEE][P]00
Eventing Cross-Country	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Eventing Jumping Qualifier	[DD][G][EEE][P][UU]	[DD][G][EEE][P][UU]
Eventing Jumping Final	[DD][G][EEE][P][UU]	Not sent

Please note that the Jumping event for individuals is made up of two separate cumulative competitions (both with DocumentCode EQX002000). The penalties from 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Qualifiers accumulate to provide qualification to Final Round A. All riders who start Final Round A begin with zero penalties and it is the total of penalties in Final Round A and Final Round B that decides the final ranking.

### 6.1.2.3 Trigger and Frequency

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE\_UPDATE"
  - T1: Trigger after any rider finishes or gets an IRM
- ResultStatus="LIVE\_FULL"
  - This value should be suggested after further testing and sent in the DT\_RT\_GM message after further testing
- For other ResultStatus follow the general definition.

### 6.1.2.4 Message Structure

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

- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
- ExtendedInfos / ExtendedInfo

Please, follow the general considerations for all ResultStatus.

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



### 6.1.2.5

### Message Values

The following table describes in more detail the CumulativeResult element, and the Cumulative Result /ResultItems /ResultItem /Result element.

Element	Attribute	M/O	Value	Comments
Cumulative Result	Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
Cumulative Result/ResultItems/ResultItem/Result	RankEqual	O	Y/N	It must be sent always that the Rank attribute is sent in order to indentify if the Rank is equalled.
	ResultType	O	CC @ResultType	Result type, either points or IRM for the cumulative result.Only used for the total result of the event.
	QualificationMark	O	CC @QualifiedMark	Qualification Mark
	IRM	O	CC @IRM	IRM for the cumulative result  Send just in the case @ResultType is IRM
	Result	O	N(3).N(3) 990.000 OR N(3) 990 OR N(3).N(2) 990.00	Result after the event unit. Format data for the particular event.  N(3).N(3) for Dressage N(3) for Jumping N(3).N(2) for Eventing
	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.

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

Element: ExtendedInfos / ExtendedInfo					
Type	Code	Extension Code	Pos	Value	Description
EI_EQ	EQ_TEAM_AFTER			N(1)	For @Type: Send proposed type  For @Code: Send proposed code  For @Pos: Do not send anything.  For @Value: Send the number of riders from a team that are counted for current team ranks.

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

Type /Code	Description	Expected
EI_EQ/EQ_TEAM_AFTER	Send the number of riders from a team that are counted for current team ranks.	T1, only for Eventing Team

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

Element: Competitor /ExtendedResults /ExtendedResult
--



Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_E_AFTER_CC_PEN			N(4).N(2) 9900.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Penalty Points after Cross country
	EQ_E_AFTER_CC_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Rank after Cross country
	EQ_E_AFTER_CC_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the Rank after Cross country is equalled, otherwise 'N'
	EQ_E_AFTER_J1_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 1 <sup>st</sup> jump
	EQ_E_AFTER_J1_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 1 <sup>st</sup> jump is equalled, otherwise, 'N'
	EQ_E_AFTER_J1			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 1 <sup>st</sup> jump

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
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ER_EQ /EQ_E_AFTER_CC_PEN	Penalty after Cross Country	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_RANK	Rank after Cross Country	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_ERANK	Flag for equalled Ranks	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_J1_RANK	Rank after Jumping Round 1 (Eventing)	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J1_ERANK	Flag for equalled Ranks	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J1	Penalties after Jumping Round 1 (Eventing)	T1, only for Eventing Jumping

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element.

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
ER_EQ	EQ_E_AFTER_CC_PEN			N(3).N(2) 900.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Penalty Points after Cross country
	EQ_E_AFTER_CC_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the Rank after Cross country
	EQ_E_AFTER_CC_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the Rank after Cross country is equalled, otherwise 'N'
	EQ_J_AFTER_JUMP2			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the penalties after 2 <sup>nd</sup> jump
	EQ_J_AFTER_JUMP3			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Pos: Do not send anything.
					For @Value: Send the penalties after 3 <sup>rd</sup> jump
	EQ_J_AFTER_JUMP2_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 2 <sup>nd</sup> jump
	EQ_J_AFTER_JUMP3_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 3 <sup>rd</sup> jump
	EQ_J_AFTER_JUMP2_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 2 <sup>nd</sup> jump is equalled, otherwise 'N'
	EQ_J_AFTER_JUMP3_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 3 <sup>rd</sup> jump is equalled, otherwise 'N'
	EQ_J_AFTER_FINALB			N(3) 990	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the penalties after Final B
	EQ_J_AFTER_FINALB_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after Final B
	EQ_E_AFTER_J1_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send the rank after 1 <sup>st</sup> jump
	EQ_J_AFTER_FINALB_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after Final B is equalled, otherwise 'N'
	EQ_E_AFTER_J1_ERANK			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 1 <sup>st</sup> jump is equalled, otherwise 'N'
	EQ_E_AFTER_J1			N(3).N(2) 900.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 1 <sup>st</sup> jump
	EQ_E_AFTER_J2_RANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the rank after 2 <sup>nd</sup> jump
	EQ_E_AFTER_J2_ERANK			N(2) 90	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send 'Y' if the rank after 2 <sup>nd</sup> jump is equalled, otherwise 'N'
	EQ_E_AFTER_J2			N(3).N(2) 900.00	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.
					For @Value: Send the total penalties after 2 <sup>nd</sup> jump
	EQ_NO_TEAM			Y/N	For @Type: Send proposed type
					For @Code: Send proposed code
					For @Pos: Do not send anything.



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult					
Type	Code	Extension Code	Pos	Value	Description
					For @Value: Send Y when the points not count in team total, otherwise N
	EQ_E_CONTRIB_RES			N(4).N(2) 9990.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the rider's score that contributes to the team

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

Type /Code	Description	LIVE_UPDATE RT trigger expected
ER_EQ /EQ_E_AFTER_CC_PEN	Penalty after Cross Country	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_RANK	Rank after Cross Country	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_E_AFTER_CC_ERANK	Flag for equalled ranks	T1, only for Eventing Cross Country and Eventing Jumping
ER_EQ /EQ_J_AFTER_JUMP2	Penalties after Jump 2	T1, only for Jumping
ER_EQ /EQ_J_AFTER_JUMP3	Penalties after Jump 3	T1, only for Jumping
ER_EQ /EQ_J_AFTER_JUMP2_RANK	Rank after Jump 2	T1, only for Jumping
ER_EQ /EQ_J_AFTER_JUMP3_RANK	Rank after Jump 3	T1, only for Jumping
ER_EQ /EQ_J_AFTER_JUMP2_ERANK	Flag for equalled ranks	T1, only for Jumping
ER_EQ /EQ_J_AFTER_JUMP3_ERANK	Flag for equalled ranks	T1, only for Jumping
ER_EQ /EQ_J_AFTER_FINALB	Penalties after Final B	T1, only for Jumping
ER_EQ /EQ_J_AFTER_FINALB_RANK	Rank after Final B	T1, only for Jumping
ER_EQ /EQ_E_AFTER_J1_RANK	Rank after Jumping Round 1 (Eventing)	T1, only for Eventing Jumping
ER_EQ /EQ_J_AFTER_FINALB_ERANK	Flag for equalled ranks	T1, only for Jumping
ER_EQ /EQ_E_AFTER_J1_ERANK	Flag for equalled ranks	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J1	Penalties after Jumping Round 1 (Eventing)	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J2_RANK	Rank after Jumping Round 2 (Eventing)	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J2_ERANK	Flag for equalled ranks	T1, only for Eventing Jumping
ER_EQ /EQ_E_AFTER_J2	Penalties after Jumping Round 2 (Eventing)	T1, only for Eventing Jumping
ER_EQ /EQ_NO_TEAM	Flag to indicate that the result do not count in team total	T1, only for Eventing Team
EQ_E_CONTRIB_RES	The rider's score that contributes to the team. This will normally be the individual total but where the individual has an IRM it will be 1000.00	T1, only for Eventing

#### 6.1.2.6 Message sort

Please, follow the general definition.







## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R2 1.0	21 Aug 2009	Submitted for review version
R2 2.0	18 Sep 2009	Submitted for approval version
R2 3.0	16 Oct 2009	Approved version
R2 3.1	12 Mar 2010	Approved version
R2 4.0	20 Aug 2010	ORIS Release 5 version 1.1 changes and some minor issues
R2 5.0	4 Feb 2011	Improvements detected during test with OVR
R2 5.1	18 Mar 2011	Minor corrections
R2 6.0	2 Sep 2011	CR002780, CR003280 & CR003286
R2 6.1	3 Oct 2011	Defects: 46810, 47947, 47954, 47955, 47957, 48232, 48267, 48387, 48961, 48987, 49045, 49050
R2 7.0	10 Feb 2012	IR0101, Defects: 47013, 53758, 55080, 55084, 55570, 55571, 55572, 55573, 55574, 55575, 55576
R2 8.0	12 Mar 2012	CR006646, CR007170, CR008324 & Defects: 52448, 58152, 62513, 63467, 63975, 63977, 64024, 64059, 64429, 66328
R2 9.0	13 Apr 2012	CR008290, Defects 47013, 55084, 67190, 67557
<b>R2 9.1</b>	<b>25 May 2012</b>	<b>Defect 71211, 71206, 70892, 55084, 72128</b>

**File reference:** ODF/INT033-R2-v9.1 APP (EQ)



## Change Log

Version	Status	Changes on version
R2 1.0	SFR	<ul style="list-style-type: none"><li>• First version</li></ul>
R2 2.0	SFA	<ul style="list-style-type: none"><li>• Codes: Added ResultType codes.</li><li>• Added List of horses message.</li><li>• Start List: Removed Reserve flag.</li><li>• Start List: Renamed EQ_EQ_TIME to EQ_TR_TIME.</li><li>• Results / RT Results: Changed value for QualificatioMark attribute.</li><li>• Results / RT Results: Removed EQ_IRM from EQ_D_JUDGE_@JudgePos</li><li>• Results / RT Results: Removed duplicated EQ_D_IRM</li><li>• Results / RT Results: Changed description for several elements</li><li>• Cumulative Results / RT Cumulative Results: Added EQ_D_TOT_GPS+GPF element</li><li>• RT Results: Added EQ_CC_STARTED and EQ_CC_LAST_FENCE elements.</li></ul>
R2 3.0	APP	<ul style="list-style-type: none"><li>• Some minor changes</li></ul>
R2 3.1	APP	<ul style="list-style-type: none"><li>• List of horses: Added E_HORSE_NO and E_COUNTRY_BIRTH elements</li><li>• Startlist: Added EQ_JMP_DISTANCE, EQ_DISTANCE_UNIT, EQ_JMP_TIME, EQ_IRM and EQ_JUMPOFF elements.</li><li>• Discipline Config: Added new element.</li><li>• RT Results: added new elements.</li><li>• RT Cumulative Results: Added new elements.</li><li>• RT Results: Added EQ_LAST_QUALIFIED element</li><li>• RT Results: Added EQ_LAST_FINISHED element.</li></ul>
R2 4.0	APP	<ul style="list-style-type: none"><li>• General: Added attributes and elements for equalled ranks</li><li>• Codes: Changed values for cc@JudgePos</li><li>• Codes: Added 'q' as possible value for CC@QualificationMark</li><li>• List of Participants : Added E_SUBSTITUTE element.</li><li>• Cum Results / RT Cum Results: Added EQ_D_TOT_GP+GPS and EQ_D_TOT_GP+GPS_RANK elements</li><li>• EU Results / RT EU Results: Added EQ_E_PENALTY element</li><li>• EU Results / RT EU Results : Added ER_EQ/EQ_CC_ADDITIONAL_PEN element</li><li>• Cum Results: unified with RT Cum Results.</li><li>• Modify section 3 Codes where said CC@ResultStatus it should be CC@ResultType</li><li>• Update Point in Time Applicable Messages section because some X was missing.</li><li>• In Result message clarify that EQ_CC_OBSTACLE_PEN and EQ_CC_OBSTACLE_PEN2 are expected Only for Eventing-Cross Country</li><li>• Clarify the Description for the ER_EQ/ EQ_D_JUDGE_@JudgePos elements in Results messages.</li></ul>
R2 5.0	APP	<ul style="list-style-type: none"><li>• Cum Results / RT Cum Results: Deleted elements EQ_E_AFTER_J2* and EQ_D_TOT_GP+GPS* for teams.</li><li>• Start List : Deleted unitinfos elements and added to Config message.</li><li>• EU Results / RT EU Results: Deleted EQ_MOVEMENTS, EQ_OBSTACLE, EQ_D_GEN_COEF and EQ_D_COEFFICIENT elements and added them to the Config message.</li><li>• EU Results/ RT EU Results: added element EQ_ONLY_TEAM.</li><li>• List of Participants : Added E_RESERVE_HORSE element</li></ul>
R2 5.1	APP	<ul style="list-style-type: none"><li>• Participants / Participants Update: in E_SUBSTITUTE should send N just in the value of the attribute has changed.</li><li>• Horses / Horses Update: updated description for E_RESERVE</li><li>• Point in Time Applicable Messages table: marked DT_CONFIG in both columns</li><li>• Codes: removed CC @Status</li></ul>



**File reference:** ODF/INT033-R2-v9.1 APP (EQ)

## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>Codes: renamed CC @CODE_CC to CC @XCObstacleOutcome</li><li>RT Cumulative Results: clarified triggers section</li></ul>



**File reference:** ODF/INT033-R2-v9.1 APP (EQ)

## Change Log

Version	Status	Changes on version
R2 6.0		<ul style="list-style-type: none"><li>• CR002780:<ul style="list-style-type: none"><li>- EU Results / RT EU Results: EQ_PERC, EQ_RANK and EQ_ERANK also apply to Dressage GPF. Removed "except GPF" in Expected column of additional/summary table</li></ul></li><li>• CR003280:<ul style="list-style-type: none"><li>- Codes: removed CC @JudgePos</li><li>- Start List: redefined Pos and Value attributes for Officials /Official /ExtOfficial EQ_JURY_POS</li><li>- EU Results / RT EU Results: redefined ER_EQ/EQ_D_JUDGE_@JudgePos as ER/EQ/EQ_D_JUDGE with a Pos attribute for judge position</li><li>- EU Results / RT EU Results: redefined EQ_D_ART_PTS, EQ_D_TEC_PTS, EQ_D_ART_RANK, EQ_D_ART_ERANK, EQ_D_TEC_RANK, EQ_D_ERANK, EQ_D_MOV_MARKS and EQ_D_GEN_MARK as Extensions of ER_EQ/EQ_D_JUDGE</li></ul></li><li>• CR003286:<ul style="list-style-type: none"><li>- EU Results: updated EQ_TEAM_AFTER description</li><li>- EU RT Results: added EQ_TEAM_AFTER to UnitInfo element</li></ul></li><li>• Defect 39220: Cumulative Results / RT Cumulative Results: specified value for DocumentSubtype</li><li>• Defect 40324: List of participants by discipline / List of participants by discipline update: added EventEntry E_RANK</li><li>• Defect 40325: List of equestrian horses / List of equestrian horses update: added value CC @Country for E_COUNTRY_BIRTH</li><li>• Defect 46972: RT Cumulative Results: corrected wrong sport reference</li><li>• Defect 47013: EU Results / RT EU Results: corrected format and description for EQ_D_TOTAL</li><li>• Defect 47304: RT EU Results: corrected @Pos description for EQ_CURR</li><li>• Defect 47337: RT EU Results: removed EQ_MOVEMENTS in summary table</li><li>• Defect 47346: EU Results: updated Expected description for EQ_TEAM_AFTER</li><li>• Defect 47349: Start List: added UnitInfos/UnitDateTime to message structure</li><li>• Defect 47409: EU Results / RT EU Results: corrected format for EQ_J_J_PEN and EQ_J_T_PEN values</li><li>• RT EU Results / RT Cumulative Results: updated comments about ResultStatus</li><li>• EU Results / RT EU Results: updated value format for EQ_PERC</li><li>• Moved Document Control section to the end of the document</li></ul>
R2 6.1		<ul style="list-style-type: none"><li>• Defect 46810: Start List: Order attribute in Officials/Official element should be mandatory.</li><li>• Defect 47947: Discipline Configuration: clarified descriptions for EQ_TR_TIME, EQ_CC_OBSTACLES, EQ_CC EffORTS</li><li>• Defect 47954: EU RT Results: added EQ_CC_EFFORT_PEN2 ExtendedResult</li><li>• Defect 47955:<ul style="list-style-type: none"><li>- Discipline Configuration: updated EQ_OBSTACLE value and description and added EQ_EFFORT</li><li>- EU Results / RT EU Results: renamed EQ_CC_OBSTACLE_PEN, EQ_CC_OBSTACLE_PEN2 by EQ_CC_EFFORT_PEN, EQ_CC_EFFORT_PEN2</li></ul></li><li>• Defect 47957: Discipline Configuration: added EQ_GENERAL code for Dressage units</li><li>• Defect 48232: moved EQ_2HI_IRM from EU Results to Cumulative Results message.</li><li>• Defect 48267: Start List clarified Expected column for EQ_START_TIME</li><li>• Defect 48387: Cumulative Results / RT Cumulative Results: clarified Expected column for EQ_E_AFTER_CC_PEN, EQ_E_AFTER_CC_RANK, EQ_E_AFTER_CC_ERANK</li><li>• Defect 48961: RT EU Results: clarified description for EQ_LAST_QUALIFIED</li><li>• Defect 48987: EU Results / RT EU Results: removed EQ_D_IRM and EQ_CC_IRM</li></ul>



**File reference:** ODF/INT033-R2-v9.1 APP (EQ)

## Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none"><li>Defect 49045: Cumulative Results: removed duplicated description for EQ_E_AFTER_J1</li><li>Defect 49050: Cumulative Results / RT Cumulative Results: clarification of value formats for extensions</li></ul>



**File reference:** ODF/INT033-R2-v9.1 APP (EQ)

## Change Log

Version	Status	Changes on version
R2 7.0		<ul style="list-style-type: none"><li>• IR0101: Add DT_SERIAL message in the PiT messages</li><li>• Defect 47013: DT_RESULT: EQ_D_TOTAL is now <math>N(3).N(2)</math> instead of <math>N(3).N(2)</math> OR <math>N(3)</math></li><li>• Defect 53758: RT EU Result: <b>UI_RESULTS /EQ_TEAM_AFTER</b> changed trigger to match EU Result message.</li><li>• Defect 55080: RT EU Result: SortOrder changed to Optional.</li><li>• Defect 55084: EventUnit Result, RT Event Unit Result: Result/@Result redefined. Changed value box and comments.</li><li>• Defect 55570: DT_PARTIC:DT_PARTIC_UPDATE:Description of @Value for E_SUBSTITUTE changed.</li><li>• Defect 55571: DT_PARTIC_HORSES:DT_PARTIC_HORSES_UPDATE: E_ENTRY /E_HORSE_NO expected attribute changed from "As soon as known" to "Always"</li><li>• Defect 55572: DT_START_LIST: changed Start /Competition /Composition /Athlete /@Order to N(1).</li><li>• Defect 55573: DT_CONFIG :changed the configuration element to /Configs /Config /ExtendedConfig.</li><li>• Defect 55574: RT Cumulative Result. Changed the text describing the message values.</li><li>• Defect 55575: Cumulative Result, RT Cumulative Result: The attributes of the element <b>CumulativeResult</b> should also apply to <b>CumulativeResult /ResultItems /ResultItem /Result</b>.</li><li>• Defect 55576: Cumulative Result, RT Cumulative Result: Result/@Result redefined. Changed value box and comments.</li></ul>
R2 8.0		<ul style="list-style-type: none"><li>• CR006646: RT EU Result: clarified @Pos values for EQ_CURR in Cross Country.</li><li>• CR007170: Cumulative Result, RT Cumulative Result: added QualificationMark attribute</li><li>• CR008324: Discipline Configuration: removed EQ_JMP_ROUNDS code in ExtendedConfig element</li><li>• Defect 52448: Discipline Configuration: clarified at which level should be send Config element for each event</li><li>• Defect 58152: List of Equestrian horses: added E_FEI_NUMBER</li><li>• Defect 62513: List of Participants : removed E_RESERVE_HORSE</li><li>• Defect 63467: List of Equestrian horses: updated E_RESERVE description</li><li>• Defect 63975: Start List: updated 'Expected' value for EQ_TEAM_MEMBER</li><li>• Defect 63977: Start List: added EQ_JUMPOFF to Competitor /EventUnitEntry and updated 'Expected' value</li><li>• Defect 64024: Cumulative Result, RT Cumulative Result: added table with DocumentSubtype values for each event unit</li><li>• Defect 64059: EU Results / RT EU Results: clarified that EQ_NO_TEAM applies only for Eventing and Jumping team events</li><li>• Defect 64429: List of participants: added @InternationalFederationId</li><li>• Defect 66328: Start List: added EQ_IRM to Start /Competitor /EventUnitEntry</li></ul>
R2 9.0		<ul style="list-style-type: none"><li>• CR008290:<ul style="list-style-type: none"><li>- EU Result / RT EU Result: EQ_TEAM_AFTER UnitInfo element is required only for Dressage and Jumping, not for Eventing</li><li>- EU Cumulative Result / RT EU Cumulative Result added: EQ_TEAM_AFTER, EQ_NO_TEAM and EQ_E_CONTRIB_RES ExtendedInfo elements</li></ul></li><li>• Defect 47013: EU Result / RT EU Result: updated value format for EQ_D_TOTAL</li><li>• Defect 67190: Start List: updated value format for Bib attribute</li><li>• Defect 55084: EventUnit Result Result/@Result redefined. Changed value box and comments.</li><li>• Defect 67557 EQ_TEAM_RANK, EQ_TEAM_ERANK and EQ_TEAM_RES: Clarifications for value description and updated Trigger</li></ul>



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**R2 9.1**

- Defect 71211: Event Unit Results Clarifications.
  - Defect 71206: Codes: Added BD : Breaking a frangible/deformable device
  - Defect 70892: RT Cumulative Result changed **RankEqual** instead of **RankEqualled**
  - Defect 55084: Results / Cumulative / RT Results / RT Cumulative: Attribute @Result: Changed comments.
  - Defect 72128:
    - Discipline Configuration: updated @Pos definition for EQ\_GENERAL
    - EU Results / RT EU Results: updated @Pos definition for EQ\_GEN\_MARK
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