

# Olympic Data Feed



# **ODF Biathlon and Cross Country Data Dictionary**

**Lillehammer 2016 –Winter Youth Olympic Games** 

**Technology and Information Department** 

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# 1 Introduction

# 1.1 This document

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

# 1.2 Objective

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

# 1.3 Main Audience

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

# 1.4 Glossary

The following abbreviations are used in this document

- BTH Biathlon
- CCS Cross Country
- IF International Federation
- IOC International Olympic Committee
- NOC National Olympic Committee
- ODF Olympic Data Feed
- RSC Results System Codes
- WNPA World News Press Agencies

# 1.5 Related Documents

<b>Document Reference</b>	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF Genera messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This document details the header values which shows which RSCs are used in which messages.



# THESE CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.

# **Sport Codes**

Discipline	Code_Entity	Code	Order	Description
BTH	@IRM	DNF		Did not finish
BTH	@IRM	DNS		Did not start
BTH	@IRM	DQB		Disqualified (Behaviour)
BTH	@IRM	DSQ		Disqualified
BTH	@IRM	LAP		Lapped
BTH	@MassGroup	MEDAL		Medal winners
BTH	@MassGroup	OG_PTS		Qualified by Olympic Games Points
BTH	@MassGroup	OG_PTS_RES		Reserve athletes qualified by Olympic Games points
BTH	@MassGroup	WCP		World Cup Total Score - top 10
BTH	@ResultType	IRM		Invalid Result Mark
BTH	@ResultType	IRM_TIME		For both, time and invalid result mark
BTH	@ResultType	TIME		Time
BTH	@ResultType	PENALTY		Number of penalties
CCS	@Bracket	FNL		Final
CCS	@BracketItems	FNL		Final
CCS	@BracketItems	QFNL		Quarterfinal
CCS	@BracketItems	SFNL		Semifinal
CCS	@IRM	DNF		Did not finish
CCS	@IRM	DNS		Did not start
CCS	@IRM	DQB		Disqualified (Behaviour)
CCS	@IRM	DSQ		Disqualified
CCS	@IRM	LAP		Lapped
CCS	@IRM	RAL		Ranked as Last
CCS	@QualificationMark	LL		Lucky Loser
CCS	@QualificationMark	Q		Qualified
CCS	@ResultPhase	F		Final
CCS	@ResultPhase	FA		Final A
CCS	@ResultPhase	FB		Final B
CCS	@ResultPhase	Q		Qualification
CCS	@ResultPhase	QF		Quarterfinal
CCS	@ResultPhase	SF		Semifinal
CCS	@ResultPhase	SF1		Semifinal 1
CCS	@ResultPhase	SF2		Semifinal 2
CCS	@ResultType	IRM		Invalid Result Mark
CCS	@ResultType	TIME		Time
GEN	@WeatherPoints	HIGH		High
GEN	@WeatherPoints	LOW		Low

# Results Functions (proposed, to be confirmed)

OG / PG	Discipline	Function Code	Order	Description	Category
OG	BTH	COMP_CHF	4	Chief of Competition	J
OG	BTH	JUR_ME		Member	J
OG	BTH	RE		International Referee for Course	J
OG	BTH	TCH_DEL		IBU Technical Delegate	J
OG	BTH	TCH_DEL_AST		<b>IBU Assistant Technical Delegate</b>	J
OG	CCS	COMP_CHF	<mark>3</mark>	Chief of Competition	J
OG	CCS	JUR_ME	<mark>5</mark>	Member	J
OG	CCS	RCE_DIR_AST	2	FIS Assistant Race Director	J
OG	CCS	TCH_DEL	1	FIS Technical Delegate	J



OG / PG	Discipline	Function Code	Order	Description	Category
OG	CCS	TCH_DEL_AST	4	FIS Assistant Technical Delegate	J
PG	BTH	COMP_CHF	<u>5</u>	Chief of Competition	J
PG	BTH	JUR_ME	4	IPC Jury Member	J
PG	BTH	RCE_DIR	3	IPC Race Director	J
PG	BTH	TCH_DEL	1	IPC Technical Delegate	J
PG	BTH	TCH_DEL_AST	2	IPC Assistant Technical Delegate	J
PG	CCS	COMP_CHF	<u>5</u>	Chief of Competition	J
PG	CCS	JUR_ME	4	IPC Jury Member	J
PG	CCS	RCE_DIR	3	IPC Race Director	J
PG	CCS	TCH_DEL	1	IPC Technical Delegate	J
PG	CCS	TCH_DEL_AST	2	IPC Assistant Technical Delegate	J



# 2 Messages

# 2.1 Applicable Messages

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

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

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of Teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_IMAGE	Image (for Photofinish)	X	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	X	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_BRACKETS	Brackets	X	X
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	



# 2.1.1 List of Participants by Discipline / Update

#### 2.1.1.1 Description

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

#### 2.1.1.2 Header Values

As defined in the header values document.

# 2.1.1.3 Trigger and Frequency

Follow the general definition.

#### 2.1.1.4 Message Structure

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

• Competition /Participant/Discipline /RegisteredEvent /EventEntry In the next section (message values), there is a more detailed definition.

# 2.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFId	0	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant	Event	M	CC @Event	
/Discipline /RegisteredEvent	Bib	0	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.

#### 2.1.1.6 Message sort

Please, follow the general definition.



# 2.1.2 List of Teams / Update

#### 2.1.2.1 Description

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

# 2.1.2.2 Header Values

As defined in the header values document.

#### 2.1.2.3 Trigger and Frequency

Follow the general definition.

# 2.1.2.4 Message Structure

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

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent /EventEntry

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

#### 2.1.2.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	0	Numeric 0	Team member order
Team /Discipline	IFId	0	S(16)	Competitor's federation number for the corresponding discipline
Team /Discipline	Event	M	CC @Event	
/RegisteredEvent	Bib	0	Numeric ##0	Team bib number to be sent in all the team event units (team sprint, relay)

#### 2.1.2.6 Message sort

Please, follow the general definition.



#### 2.1.3 Event Unit Start List and Results

#### 2.1.3.1 Description

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

#### 2.1.3.2 Header Values

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

# 2.1.3.3 Trigger and Frequency

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

- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

# 2.1.3.4 Message Structure

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

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult



# 2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	М	S(40)	Text description from common codes
/SportDescription	EventName	М	S(40)	Text short description, not code
	SubEventName	М	S(40)	Text short description of the Event Unit, not
				code
	Gender	M	CC @DisciplineGender	
ExtendedInfos	Organisation	0	CC @Organisation	Organisation allocated to the range
/ExtendedInfo	Order	0	Numeric	Order of the organisation at the position
/Competitor	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		#0	Variation On the
ExtendedInfos /VenueDescription	Venue VenueName	M	CC @VenueCode	Venue Code
/ venue Description	Location	M	S(25) CC @Location	Text short description, not code  Location Code
		M	S(30)	
Officials /Official	LocationName Code	M	S(20) with no leading	Text short description, not code Officials code
Officials /Official	Code	IVI	zeroes	Officials code
	Function	М	CC @ResultsFunction	Officials Function
	Order	0	Numeric	Order of officials.
Result	Rank	0	String	Rank of the competitor in the event unit
	RankEqual	0	S(1)	Send 'Y' if the rank is equalled else do not
	,			send.
	ResultType	0	SC @ResultType	Result type.
	IRM	0	SC @IRM	IRM for the event unit
				Send only in the case @ResultType is IRM or IRM_TIME
	Result	0	h:mm:ss.ff	Time for the competitor except in mass start.
			or	Do not send hours if not applicable.
			m:ss.f	E 0 1 / E / 10 / 10 / 10 / 10 / 10 / 10
			(for sprint events	For Sprint Events, result times will be
			during the unit)	transmitted in tenths of seconds while ResultStatus status is "LIVE". Result times
				format will change to hundredths of seconds
				for other statuses.
	Diff	0	m:ss.ff	Time behind the leader. Send 0.00 for the
			or	leader.
			m:ss.f	
	QualificationMark	0	SC	Send just in the case the competitor has
			@QualificationMark	qualified. (Sprint and Team Sprint)
	SortOrder	M	Numeric	This attribute is a sequential number with the
			#0	order of the results for the particular event unit,
				if they were to be presented. It is mostly based on the rank, but it should be used to sort out
				rank ties as well as results without rank. Prior
				to the unit the order is the same as
				StartSortOrder.
				Updated during the race with the current order,
	StartOrder	0	Numeric	Start order.
	0, 10, 10, 1		#0	
	StartSortOrder	М	Numeric #0	Unique number for sorting the start list.
Result /Competitor	Code	M	S(20) with no leading	Competitor ID
	Type	М	zeroes S(1)	A for athlete, T for Team
	Bib	О	Numeric	Bib number for the team
			##0	
	Organisation	0	S(3)	Organisation ID
Result /Competitor /Composition	Code	М	S(20) with no leading zeroes	Athlete ID
/Athlete	Order	М	Numeric	
	Bib	0	S(5)	Bib number
				Numeric for individuals.
				##0-0 for team members.



The following table describes in more detail the ExtendedInfo element.

Element: E Type	ExtendedInfo Code	Extension	Pos	Value	Description	Expected
		code				·
UI	STARTERS			Numeric ##0	For @Type: Send proposed type	Always where status is not
				"""	For @Code:	START_LIST
					Send proposed code	
					For @ Pos: Do not send anything	
					For @Value:	-
					Sent the number of	
		COMPLETE		Numeric	competitors on the start list For @Code:	-
		COMPLETE		##0	Send proposed code	
					For @ Pos:	
					Do not send anything For @Value:	-
					Send the number of	
					competitors whose event unit	
	LAST QUAL			C(20) with	is completed (includes IRMs) For @Type:	Only for
	LAST_QUAL			S(20) with	Send proposed type	Individual
				leading	For @Code:	Sprint and
				zeroes	Send proposed code For @Pos:	Team Sprint (all phases except
					Do not send anything	final)
					For @Value:	1 ′
					Send the last qualifying place	
					competitor ID. In the situation where	
					insufficient competitors have	
					participated to show the last	
					qualifying position then show the current last place	
	PROVISIONAL			Numeric	For @Type:	Only if this is provisional start list in biathlon
				0	Send proposed type	
					For @Code: Send proposed code	
					For @Pos:	
					Do not send anything	-
					For @Value: In Relay send 0	
					In Mass Start send the	
					number of competitions that	
					are complete (as used in header in ORIS)	
	RANGE		Numeric	S(1)	For @Type:	When
			#0		Send proposed type	applicable in
					For @Code: Send proposed code	biathlon. For zeroing &
					For @Pos:	range allocation
					Send the shooting lane	
					number (1n). Send all available shooting	
					lanes.	
					For @Value: Send P for Prone and S for	
					Standing	
DISPLAY	INT_x		Numeric	S(20)	For @Type:	When available
	(x = overall Intermediate		0	without leading	Send proposed type	and only when the unit is LIVE.
	Point, not LEG)			zeroes	For @Code: Send proposed code	Each
					For @Pos:	competitor is only sent once
					Send a unique number for	
					each competitor included (that is if two competitors updated	
					send 1 & 2)	
					For @Value:	
					Send the competitor ID of the last competitor(s) to reach the	
					intermediate point (including	
					F).	



#### Sample

```
<ExtendedInfos>
 <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
 <ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
  <Extension Code="COMPLETE" Value="9" />
 </ExtendedInfo>
 <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
Biathlon
  <ExtendedInfos>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="1">
     <Competitor Organisation="NOR" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="2">
     <Competitor Organisation="AUT" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="3">
     <Competitor Organisation="CZE" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="4">
     <Competitor Organisation="RUS" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="5">
     <Competitor Organisation="CAN" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="6">
     <Competitor Organisation="FRA" />
    </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="7">
     <Competitor Organisation="SLO" />
    </ExtendedInfo>
```

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

Element: Res	sult /ExtendedResult	s /Extended	Result			
Туре	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(2)	h:mm:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (1, 2F). For @Value: Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.	When data is available for individual events.
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor at the intermediate point	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	



Flomont: Pacult /ExtendedDecult	s /Evtopolo	ID oculé			
Element: Result /ExtendedResult	s /Extended	ikesuit	SC @IRM	For @IRM: IRM at the intermediate if applicable	
			h:mm:ss.f or 0.0	For @Diff: Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.	
	IDX_ARR		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value:	Only in interval start events
				Arrival order at the intermediate point	
SECTION		S(2)	m:ss.ff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point at the end of the section where section time is taken (1, 2 F). For example 1 is the section from the start to 1. For @Value: Time for the section ending at the intermediate point @Pos.	When available in individual events.
			CC @ResultType S(2)	For @ValueType: Send CC @ResultType For @Rank:	
				Send the rank of the competitor in the section.	
			S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
			Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
			SC @IRM	For @IRM: IRM at the intermediate if applicable	
			m:ss.f or 0.0	For @Diff: Send the time behind the leader in the section. Do not send hours or minutes if zero.	
PRETIMING		S(2)	h:mm:ss.f  CC @ResultType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Pretiming point where the intermediate time is recorded (1, 2F). For @Value: Cumulative time at the pretiming point in the current race. Do not send hours or minutes if zero. For @ValueType:	Only for Interval Start events.
			S(2)	Send CC @ResultType For @Rank: Send the rank of the competitor at the pretiming point	



esult /ExtendedRe	esults /Exteridet	inesuit	S(1)	For @RankEqual:		
			3(1)	Send "Y" if rank is		
				equalled, otherwise do not		
				send.		
			Numeric #0	For @SortOrder: Index based on the Rank		
			#0	to sort the competitor		
				considering equals and		
				IRMs		
			SC @IRM	For @IRM:		
				IRM at the pretiming point if applicable		
			h:mm:ss.f	For @Diff:		
			or 0.0	Send the time behind the		
				leader at the point. Do not		
				send hours or minutes if zero.		
	IDX_ARR		Numeric	For @Code:	Only in	
	15/_/!!!!		#0	Send proposed code	interval start	
				For @Pos:	events	
				Do not send anything		
				For @Value: Arrival order at the		
				pretiming point		
SHOOT		S(2)	m:ss.f	For @Type:	Only in	
				Send proposed type	biathlon individual	
				For @Code: Send proposed code	events	
				For @Pos:	CVCIIIS	
				Shooting point (1, 2n).	_	
				For @Value:		
				Total time in this shooting		
				point. Do not send leading zeros.		
			m:ss.f	For @Diff:		
			or 0.0	Send the time behind the		
				leader for this shooting		
				point. Do not send minutes if zero.		
			SC @ResultType	For @ValueType:		
				Send CC @ResultType,		
			C(2)	(TIME)		
				S(2)	For @Rank: Send the rank of the	
				competitor based on		
				@Value		
			S(1)	For @RankEqual:		
				Send "Y" if rank is equalled, otherwise do not		
				send.		
			Numeric	For @SortOrder:		
			#0	Index based on the Rank		
				to sort the competitor considering equals and		
				IRMs		
	PENALTY		Numeric	For @Code:		
			0	Send proposed code		
				For @Pos: Do not send anything		
				For @Value:		
				Total penalties in this		
	DENIALTY		Nivers and a	shoot (05)		
	PENALTY		Numeric #0	For @Code: Send proposed code		
	_101		#U	For @Pos:		
				Do not send anything		
				For @Value:		
				Total penalties up to this		
	PENALTY		m:ss.f	point. For @Code:		
	_TIME		or 0.0	Send proposed code		
				For @Pos:		
	1			Do not send anything	i .	



Element: Result /ExtendedResults	s /Eytended	Result			
Element. Result/ExtendedResult	S-/Extended	Kesult		For @Value: Send the penalty time at this shooting point	
	ARRIVE		h:mm:ss.f	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time of arrival at this shooting point. Do not send leading zeros.	
	DEPART		h:mm:ss.f	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time of departure from this shooting point (after any penalty loops). Do not	
	DEPART_ DIFF		m:ss.f or 0.0	send leading zeros. For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the time behind the leader at the departure of this shooting point. Do not send minutes if zero.	
RANGE		S(2)	m:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Shooting point (1, 2n). For @Value: Range time for this shoot. Do not send leading zeros.	Only in biathlon individual events
			m:ss.f or 0.0 SC @ResultType	For @Diff: Send the time behind the leader. Do not send minutes if zero. For @ValueType: Send CC @ResultType,	
			S(2)	(TIME) For @Rank: Send the rank of the competitor based on @Value	
			S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
			Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
LOOP		S(2)	m:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Loop (1, 2n). For @Value: Time for this loop. Do not send leading zeros.	Only in biathlon individual events
			m:ss.f or 0.0	For @Diff: Send the time behind the leader for this loop. Do not send minutes if zero.	



Element: Res	sult /ExtendedResults /Extended	dResult			
			SC @ResultType	For @ValueType: Send CC @ResultType,	
			S(2)	(TIME) For @Rank:	
			0(2)	Send the rank of the	
				competitor based on	
			S(1)	@Value For @RankEqual:	
				Send "Y" if rank is	
				equalled, otherwise do not send.	
			Numeric	For @SortOrder:	
			#0	Index based on the Rank to sort the competitor	
				considering equals and	
	COLIDOR	0(0)		IRMs	Out to
	COURSE	S(2)	m:ss.f	For @Type: Send proposed type	Only in biathlon
				For @Code:	individual
				Send proposed code For @Pos:	events
				Loop (1, 2n).	
				For @Value:	
				Course time for this loop. Do not send leading zeros.	
			m:ss.f	For @Diff:	
			or 0.0	Send the time behind the leader. Do not send	
				minutes if zero.	
			SC @ResultType	For @ValueType: Send CC @ResultType,	
				(TIME)	
			S(2)	For @Rank:	
				Send the rank of the competitor based on	
				@Value	
			S(1)	For @RankEqual: Send "Y" if rank is	
				equalled, otherwise do not	
			Numeric	send. For @SortOrder:	
			#0	Index based on the Rank	
				to sort the competitor considering equals and	
				IRMs	
	SKI	S(2)	m:ss.f	For @Type:	Only in biathlon
				Send proposed type For @Code:	individual
				Send proposed code	competition
				For @Pos: Loop (1, 2n).	(20km M, 15km W)
				For @Value:	' ' '
				Ski time (regardless of penalties) for this loop. Do	
				not send leading zeros.	
			m:ss.f	For @Diff:	
			or 0.0	Send the time behind the leader. Do not send	
				minutes if zero.	
			SC @ResultType	For @ValueType: Send CC @ResultType,	
				(TIME)	
			S(2)	For @Rank: Send the rank of the	
				competitor based on	
			0(4)	@Value	
			S(1)	For @RankEqual: Send "Y" if rank is	
				equalled, otherwise do not	
				send.	



Element: Re	sult /ExtendedResults	/ExtendedResult			
			Numeric	For @SortOrder:	
			#0	Index based on the Rank	
				to sort the competitor	
				considering equals and	
	STYLE	\$(2)	h:mm:ss.f	IRMs For @Type:	Only for
	STILE	S(2)	11.111111.55.1	Send proposed type	Skiathlon
				For @Code:	Oklatillori
				Send proposed code	
				For @Pos:	
				Style or PitStop. Send C,	
				F, or PS for Classical, Free	
				or PitStop For @Value:	
				Result time of the	
				style/stop. Do not send	
				hours or minutes if zero.	
			CC @ResultType	For @ValueType:	
				Send CC @ResultType	
			S(2)	For @Rank:	
				Send the rank of the competitor in the style/stop	
			S(1)	For @RankEqual:	
			0(1)	Send "Y" if rank is	
				equalled, otherwise do not	
				send.	
			Numeric	For @SortOrder:	
			#0	Index based on the Rank	
				to sort the competitor considering equals and	
				IRMs	
			SC @IRM	For @IRM:	
				IRM in the style	
			h:mm:ss.f	For @Diff:	
			or 0.0	Send the time behind the	
				leader in the unit in the	
				style. Do not send hours or minutes if zero.	
ER	PHOTO		S(1)	For @Type:	If applicable
-··				Send proposed type	Парриодою
				For @Code:	
				Send proposed code	
				For @Pos:	
				Do not send anything For @Value:	
				To know if the competitor's	
				final result was decided by	
				photo.	
				Send Y for Evaluated, P	
				for Pending, otherwise do	
1				not send If pending then those	
1				pending competitors will	
				not have rank but will still	
1				be sorted in the correct	
Ī				place (as well as is	
				len ouen)	
				known).	
				For example: Rank =	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,,,4 and SortOrder =	Only in
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type	Only in biathlon
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code:	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos:	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,,,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total time shooting. Do not	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,.,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:	
	SHOOT_TOT			For example: Rank = 1,,,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total time shooting. Do not send leading zeros. For @Diff: Send the shooting time	
	SHOOT_TOT		m:ss.f	For example: Rank = 1,,,4 and SortOrder = 1,2,3,4 For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total time shooting. Do not send leading zeros. For @Diff:	



Element: Re	sult /ExtendedResult	s /ExtendedResul			
			SC @ResultType	For @ValueType: Send CC @ResultType, (TIME)	
			S(2)	For @Rank: Send the rank of the competitor based on @Value	
			S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
			Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
		PENALTY	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total penalties in shooting for the competitor	Only in biathlon
		PENALTY _TIME	m:ss.f or 0.0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Send total shooting penalty time	Only in biathlon
		SPARE	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Total used spare rounds	Only in biathlon relay for the team
		PRONE	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Total prone penalties in shooting for the competitor	Only in biathlon relay for the team
		PRONE_S PARE	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Total used spare rounds in prone	Only in biathlon relay for the team
		STAND	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Total standing penalties in shooting for the competitor	Only in biathlon relay for the team
		STAND_S PARE	Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Diff: Total used spare rounds in standing	Only in biathlon relay for the team
	COURSE_TOT		h:mm:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total course time. Do not send leading zeros.	Only in biathlon



Element: Result /ExtendedResults /Exte	m:ss.f	For @Diff:	
	m:ss.r or 0.0	Send the time behind the leader. Do not send	
	SC @ResultType	minutes if zero.  For @ValueType:  Send CC @ResultType,	
	S(2)	(TIME) For @Rank: Send the rank of the competitor based on @Value	
	S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
RANGE_TOT	m:ss.f	For @Type: Send proposed type For @Code:	Only in biathlon
		Send proposed code For @Pos: Do not send anything	
		For @Value: Total range time. Do not send leading zeros.	
	m:ss.f or 0.0	For @Diff: Send the time behind the leader. Do not send minutes if zero.	
	SC @ResultType	For @ValueType: Send CC @ResultType, (TIME)	
	S(2)	For @Rank: Send the rank of the competitor based on @Value	
	S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
	Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
SKI_TOT	m:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Only in biathlon individual
		Do not send anything For @Value: Total ski time. Do not send leading zeros.	
	m:ss.f or 0.0	For @Diff: Send the time behind the leader. Do not send minutes if zero.	
	SC @ResultType	For @ValueType: Send CC @ResultType, (TIME)	
	S(2)	For @Rank: Send the rank of the competitor based on @Value	
	S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	-



Element: Res	ult /ExtendedResults /Exte	ndedResult			
			Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
	RAW		h:mm:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.	Only in biathlon pursuit
			m:ss.f or 0.0 SC @ResultType	For @Diff: Send the time behind. Do not send minutes if zero. For @ValueType: Send CC @ResultType,	_
			S(2)	(TIME) For @Rank: Send the rank of the competitor based on @Value	-
			S(1) Numeric	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send. For @SortOrder:	
	TIME AD ILICT	0/0	#0	Index based on the Rank to sort the competitor considering equals and IRMs	If one lead to
	TIME_ADJUST	S(2)	m:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Shooting No. at which the time needed to be adjusted or "0" if adjusted from the start" For @Value: Send the time adjustment (- or +). Do not send minutes if zero.	If applicable in biathlon
	POT_DSQ	Send pro For @Co Send pro For @Po Do not s For @Vo Send "Y' is a pote disqualif adjustme	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.	If applicable	
	IRM_RULE		String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send rule number if disqualified or for the time adjustment in Biathlon	If applicable



Element: Result /Ex	Element: Result /ExtendedResults /ExtendedResult									
IRM_F	RULE_TEXT	String	For @Type:	If applicable						
			Send proposed type							
			For @Code:							
			Send proposed code							
			For @Pos:							
			Do not send anything.							
			For @Value:							
			Send rule description if							
			disqualified.							

#### Sample (Cross Country)

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



#### Sample (Biathlon)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="24:34.8" Diff="1.3"</pre>
StartOrder="5" StartSortOrder="5" >
 <ExtendedResults>
  <ExtendedResult Type="ER" Code="SHOOT TOT" ValueType="TIME" Value="58.0" Diff="2.9"
Rank="8" >
   <Extension Code="PENALTY" Value="0" />
    <Extension Code="PENALTY_TIME" Value="17.8" />
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="SHOOT" Pos="1" ValueType="TIME" Value="30.0"
Diff="3.9" Rank="14" RankEqual="Y" >
    <Extension Code="PENALTY" Value="0" />
    <Extension Code="PENALTY_TIME" Value="9.8" />
    <Extension Code="ARRIVE" Value="7:45.7" />
    <Extension Code="DEPART" Value="8:41.8" />
    <Extension Code="DEPART_DIFF" Value="6.9" />
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="SHOOT" Pos="2" ValueType="TIME" Value="28.0"
Diff="1.7" Rank="7"
    <Extension Code="PENALTY" Value="0" />
    <Extension Code="PENALTY_TIME" Value="8.0" />
    <Extension Code="ARRIVE" Value="16:17.2" />
    <Extension Code="DEPART" Value="17:10.6" />
    <Extension Code="DEPART_DIFF" Value="11.8" />
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="LOOP" ValueType="TIME" Value="8:41.8" Pos="1"
Diff="23.9" Rank="14" RankEqual="Y" SortOrder="15" /
  <ExtendedResult Type="PROGRESS" Code="LOOP" ValueType="TIME" Value="8:28.8" Pos="2"</pre>
Diff="6.9" Rank="7" SortOrder="7" />
  <ExtendedResult Type="PROGRESS" Code="LOOP" ValueType="TIME" Value="7:24.2" Pos="3"
Diff="0.0" Rank="1" SortOrder="1" />
   <ExtendedResult Type="ER" Code="COURSE TOT" ValueType="TIME" Value="22:45.3"
Diff="9.4" Rank="4" SortOrder="4" />
  <ExtendedResult Type="PROGRESS" Code="COURSE" ValueType="TIME" Value="7:45.7"
Pos="1" Diff="17.1" Rank="16" SortOrder="16" />
  <ExtendedResult Type="PROGRESS" Code="COURSE" ValueType="TIME" Value="7:35.4"
Pos="2" Diff="8.7" Rank="11" SortOrder="11" />
  <ExtendedResult Type="PROGRESS" Code="COURSE" ValueType="TIME" Value="7:24.2"</pre>
Pos="3" Diff="0.0" Rank="1" SortOrder="1" />
  <ExtendedResult Type="ER" Code="RANGE_TOT" ValueType="TIME" Value="1:31.7"
Diff="14.2" Rank="44" RankEqual="Y" SortOrder="44" />
  <ExtendedResult Type="PROGRESS" Code="RANGE" ValueType="TIME" Value="46.3" Pos="1"</pre>
Diff="7.3" Rank="40" RankEqual="Y" SortOrder="40" />
  <ExtendedResult Type="PROGRESS" Code="RANGE" ValueType="TIME" Value="45.4" Pos="2"</pre>
Diff="8.2" Rank="48" SortOrder="48" />
  <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="2:33.2"</pre>
Pos="1" Diff="6.3" Rank="22" RankEqual="Y" SortOrder="22" >
    <Extension Code="IDX ARR" Value="15" />
   </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="4:47.2"
Pos="1" Diff="7.4" Rank="12" SortOrder="12" >
    <Extension Code="IDX ARR" Value="15" />
   </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="6:12.2"
Pos="2" Diff="14.0" Rank="19" SortOrder="19" >
   <Extension Code="IDX_ARR" Value="15" />
   </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="7:45.7"</pre>
Pos="2" Diff="17.1" Rank="16" SortOrder="16" >
    <Extension Code="IDX_ARR" Value="15" />
   </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="PRETIMING" ValueType="TIME" Value="11:01.1"
Pos="3" Diff="29.9" Rank="13" SortOrder="13" >
   <Extension Code="IDX ARR" Value="15" />
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="8:41.8"
Pos="3" Diff="23.9" Rank="14" RankEqual="Y" SortOrder="15" >
    <Extension Code="IDX_ARR" Value="15" />
  </ExtendedResult>
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="21:37.6"
Pos="7" Diff="10.7" Rank="5" SortOrder="5" >
   <Extension Code="IDX ARR" Value="11" />
  </ExtendedResult>
```



```
<ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" ValueType="TIME" Value="24:34.8"
Pos="F" Diff="1.3" Rank="2" SortOrder="2" >
    <Extension Code="IDX_ARR" Value="9" />
  </ExtendedResult>
  <ExtendedResult Type="PROGRESS" Code="SECTION" ValueType="TIME" Value="4:47.2"</pre>
Pos="1" Diff="7.4" Rank="12" SortOrder="12" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" ValueType="TIME" Value="2:58.5"</pre>
Pos="2" Diff="9.7" Rank="42" SortOrder="42" />
  <ExtendedResult Type="PROGRESS" Code="SECTION" ValueType="TIME" Value="56.1" Pos="3"</pre>
Diff="7.4" Rank="26" SortOrder="26" />
 <ExtendedResult Type="PROGRESS" Code="SECTION" ValueType="TIME" Value="2:57.2"</pre>
Pos="F" Diff="0.0" Rank="1" SortOrder="1" />
 </ExtendedResults>
 <Competitor Code="2023687" Type="A">
  <Composition>
    <Athlete Code="2023687" Bib="15" Order="1" Organisation="GER" >
     <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER"</pre>
BirthDate="1994-12-15" />
    </Athlete>
  </Composition>
 </Competitor>
</Result>
```

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

Eleme	Element: Result /Competitor /EventUnitEntry							
Type	Code	Pos	Value	Description	Expected			
ΕÜΕ	FIS_PTS		Numeric ###0.00	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value:	Cross Country Team sprint			
	START_GROUP		Numeric ##0	Team FIS points For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Start row	Always			

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

Elemer	Element: Result /Competitor /Composition /Athlete /EventUnitEntry								
Type	Code	Pos	Value	Description	Expected				
EUE	FIS_PTS	S(1)	Numeric	For @Type:	Send if FIS points				
			###0.00	Send proposed type	(or "seeded") in				
				For @Code:	the case of				
				Send proposed code	interval start,				
				For @ Pos:	sprint, mass start				
				In case of Team Sprint only send D	and Skiathlon.				
				for distance points or S for sprint					
				points.					
				For @Value:					
	OTART OROUR		NI' -	FIS points	La d'adala a Las assa				
	START_GROUP		Numeric	For @Type: Send proposed type	Individual mass start races and				
			##0	For @Code:	biathlon pursuit				
				Send proposed code	and individual				
				For @ Pos:	and marvidual				
				Do not send anything					
				For @Value:					
				Start lane, row or group					
	START TIME		hh:mm:ss	For @Type:	Races with				
	_			Send proposed type	interval start				
				For @Code:					
				Send proposed code					



t: Result /Competitor /	Composition /Athlete /Even		
		For @ Pos:	
		Do not send anything For @Value:	
		Start time	
HCP_TIME	m:ss	For @Type:	Biathlon pursuit
TIOI _TIME	111.55	Send proposed type	Biatilion paroait
		For @Code:	
		Send proposed code	
		For @ Pos:	
		Do not send anything	
		For @Value:	
\A\A\/E		Handicap time or start behind time	If the constant of the
WAVE	m:ss	For @Type: Send proposed type	If the competitor is in a wave star
		For @Code:	IS III a wave stat
		Send proposed code	
		For @ Pos:	
		Do not send anything	
		For @Value:	
		Time of the wave start for the	
		competitor if applicable	
LEG_BIB	Numeric	For @Type:	All team events
	0	Send proposed type For @Code:	-
		Send proposed code	
		For @ Pos:	_
		Do not send anything	
		For @Value:	
		Leg number of the Team member.	
		For Team Sprint provide number of	
		the first leg (1 or 2).	
0010110	2(1)	For Relay should be 1,2,3,4	A.II.
COLOUR	S(1)	For @Type:	All team events
		Send proposed type For @Code:	_
		Send proposed code	
		For @ Pos:	_
		Do not send anything	
		For @Value:	
		Bib colour ("b", "g", "r" or "y")	
TECHNIQUE	S(1)	For @Type:	Cross Country
		Send proposed type	Relay
		For @Code:	
		Send proposed code	_
		For @ Pos: Do not send anything	
		For @Value:	_
		Skiing Technique ("C" or "F")	
QUAL_GROUP	SC @MassGroup	For @Type:	Biathlon Mass
		Send proposed type	Start
		For @Code:	
		Send proposed code	_
		For @ Pos:	
		Do not send anything	-
		For @Value:	
RANK_WLD	Numeric	Send applicable code For @Type:	Biathlon Mass
IVWINT_AAFD	##0	Send proposed type	Start
	ιτπΟ	For @Code:	Start
		Send proposed code	
		For @ Pos:	1
		Do not send anything	
		For @Value:	
		World Cup Rank	
OG_PTS	Numeric	For @Type:	Biathlon Mass
	##0	Send proposed type	Start
		For @Code:	
		Send proposed code For @ Pos:	-
		I I In not cond anything	
		Do not send anything For @Value:	_



The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element for team events only.

Туре	Code	Extension		<b>ExtendedResults /E</b> Value	Description	Expected
PROGRESS	INTERMEDIATE	Code	S(2)	h:mm:ss.f	For @Type:	When data
PROGRESS	INTERMEDIATE	<b>-</b>	3(2)	11.111111.55.1	Send proposed type	is available
					For @Code:	in team
					Send proposed code	events.
					For @Pos:	-
					Intermediate point where	
					the intermediate time is	
					recorded (1, 2F).	
					For @Value:	
					Cumulative time at the	
					intermediate point in the current race. Do not send	
					hours or minutes if zero.	
				CC @ResultType	For @ValueType:	-
					Send CC @ResultType	
				S(2)	For @Rank:	
					Send the rank of the	
					competitor at the	
				0(4)	intermediate point	-
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled, otherwise do not send.	
				Numeric	For @SortOrder:	-
				#0	Index based on the Rank to	
				""	sort the competitor	
					considering equals and	
					IRMs	
				SC @IRM	For @IRM:	
					IRM at the intermediate if	
					applicable	-
				h:mm:ss.f	For @Diff: Send the time behind the	
				or 0.0	leader in the unit at the	
					point. Do not send hours or	
					minutes if zero.	
	SECTION		S(2)	m:ss.ff	For @Type:	When data
					Send proposed type	is available
					For @Code:	in team
					Send proposed code	events.
					For @Pos:	
					Intermediate point at the end of the section where	
					section time is taken (1, 2	
					F).	
					For example 1 is the section	
					from the start to 1.	-
					For @Value:	
					Time for the section ending	
					at the intermediate point	
				CC @Dag.ukT	@Pos.	-
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank:	-
				3(2)	Send the rank of the	
					competitor in the section.	
				S(1)	For @RankEqual:	1
					Send "Y" if rank is equalled,	
					otherwise do not send.	_
				Numeric	For @SortOrder:	
				#0	Index based on the Rank to	
					sort the competitor	
					considering equals and IRMs	
				SC @IRM	For @IRM:	
				JO SILVI	IRM at the intermediate if	
					applicable	1



Element: Res	ult /Competitor /Co	mposition /	Athlete /E			
				m:ss.f or 0.0	For @Diff: Send the time behind the	
				01 0.0	leader in the section. Do not	
					send hours or minutes if	
					zero.	
	LEG_SPLIT		S(2)	m:ss.f	For @Type:	When data
					Send proposed type	is available
					For @Code:	in team
					Send proposed code	events.
					For @Pos:	
					Identifies the leg or round, from 1 to the total number of	
					legs (relay) or rounds (team	
					sprint)	
					For @Value:	
					Leg time in the @Pos leg or	
					round for the team member	
					in the leg (relay) or round	
					(team sprint). It is not cumulative.	
				CC @ResultType	For @ValueType:	-
				CC @ Result Type	Send CC @ResultType	
				S(2)	For @Rank:	-
				- (-)	Rank @Pos in the leg or	
					round for the team member	
					in the leg (relay) or round	
					(team sprint).	
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled,	
				Numeric	otherwise do not send. For @SortOrder:	-
				#0	Index based on the Rank to	
				"0	sort the team member in the	
					leg (relay) or round (team	
					sprint).considering equals	
					and IRMs	
				SC @IRM	For @IRM:	
					IRM at the intermediate if	
				m:ss.f	applicable For @Diff:	-
				or 0.0	Send the time behind the	
				01 0.0	leader in the unit at the split.	
PROGRESS	SHOOT		S(2)	m:ss.f	For @Type:	Only in
					Send proposed type	biathlon
					For @Code:	relay
					Send proposed code	
					For @Pos:	
					Cumulative shooting point,	
					not within the leg (1, 2n). For @Value:	-
					Total time in this shooting	
					point for the athlete. Do not	
					send leading zeros.	
				m:ss.f	For @Diff:	
				or 0.0	Send the time behind the	
					leader for this shooting point.	
				CC @ Door ItTure :	Do not send minutes if zero.	
				SC @ResultType	For @ValueType:	
					Send CC @ResultType, (TIME)	
				S(2)	For @Rank:	
				- (=/	Send the rank of the athlete	
					based on @Value	
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled,	
					otherwise do not send.	
				Numeric	For @SortOrder:	
				#0	Index based on the Rank to	
					sort considering equals and IRMs	
		PENALTY		Numeric	For @Code:	-



Flowerst Beauty (Commetitee (C	Sammanitian /Athla	to /Futou do dDooule	to /Evtor dodDooult	
Element: Result /Competitor /C	omposition /Atnie	te /=xtendeaResult	For @Pos:	
			Do not send anything	
			For @Value:	
			Total penalties in this shoot	
			(05)	
	PENALTY	Numeric	For @Code:	
	_TOT	#0	Send proposed code	
			For @Pos: Do not send anything	
			For @Value:	
			Total penalties up to this	
			point.	
	PENALTY	Numeric	For @Code:	
	_CUM	#0	Send proposed code	
			For @Pos:	
			Do not send anything For @Value:	
			Total penalties for the team	
			up to this point.	
	SPARE	Numeric	For @Code:	
		0	Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value: Total spare rounds used in	
			this shoot	
	SPARE_T	Numeric	For @Code:	
	OT	#0	Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Total spare rounds used up to this point	
	SPARE_C	Numeric	For @Code:	
	UM	#0	Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Total spare rounds used by the team up to this point	ł
	PENALTY	m:ss.f	For @Code:	
	_TIME	or 0.0	Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Diff:	
			Send the penalty time at this shooting point	
	ARRIVE	h:mm:ss.f	For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Time of arrival at this shooting point. Do not send	
			leading zeros.	
	DEPART	h:mm:ss.f	For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Time of departure from this shooting point. Do not send	
			leading zeros.	
	DEPART_	m:ss.f	For @Code:	
	DIFF	or 0.0	Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Diff: Send the team time behind	
			the leader at the departure of	
			this shooting point. Do not	
			send minutes if zero.	



ement: Res	ult /Competitor /Co					
	RANGE		S(2)	m:ss.f	For @Type:	Only in
					Send proposed type	biathlon
					For @Code:	relay
					Send proposed code	
					For @Pos:	
					Shooting point (1, 2n).	
					For @Value:	
					Range time for this shoot.	
					Do not send leading zeros.	
				m:ss.f	For @Diff:	
				or 0.0	Send the time behind the	
					leader. Do not send minutes	
					if zero.	
				SC @ResultType	For @ValueType:	
				CC Crtocuttypo	Send CC @ResultType,	
					(TIME)	
				S(2)	For @Rank:	-
				3(2)	Send the rank based on	
				0(4)	@Value	-
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled,	
					otherwise do not send.	_
				Numeric	For @SortOrder:	
				#0	Index based on the Rank to	
					sort considering equals and	
					IRMs	
	LOOP		S(2)	m:ss.f	For @Type:	Only in
					Send proposed type	biathlon relay
					For @Code:	
					Send proposed code	
					For @Pos:	
					Loop (1, 2n).	
					For @Value:	
					Time for this loop. Do not	
					send leading zeros.	
				m:ss.f	For @Diff:	-
					Send the time behind the	_
				or 0.0		
					leader for this loop. Do not	
				CO @ DaassiltTs and	send minutes if zero.	
				SC @ResultType	For @ValueType:	
					Send CC @ResultType,	
					(TIME)	
				S(2)	For @Rank:	
					Send the rank based on	
					@Value	
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled,	
					otherwise do not send.	
				Numeric	For @SortOrder:	
				#0	Index based on the Rank to	
					sort the athlete considering	
					equals and IRMs	
	COURSE	5	S(2)	m:ss.f	For @Type:	Only in
			` '		Send proposed type	biathlon
					For @Code:	relay
					Send proposed code	,
					For @Pos:	1
					Loop (1, 2n).	
					For @Value:	-
					Course time for this loop. Do	
					·	
					not send leading zeros.	-
				m:ss.f	For @Diff:	
				or 0.0	Send the time behind the	
					leader. Do not send minutes	
					if zero.	
				SC @ResultType	For @ValueType:	
					Send CC @ResultType,	
					(TIME)	
				S(2)	For @Rank:	
				3(2)	Send the rank of the athlete	



Liement.	Result/Competitor/	Composition /Atme	ete /ExtendedResults /E		
			S(1)	For @RankEqual:	
				Send "Y" if rank is equalled,	
			Numaria	otherwise do not send. For @SortOrder:	-
			Numeric		
			#0	Index based on the Rank to	
				sort the athlete considering	
	CHOOT TOT			equals and IRMs	Oralisation
ER	SHOOT_TOT		m:ss.f	For @Type:	Only in
				Send proposed type	biathlon
				For @Code:	relay
				Send proposed code	
				For @Pos:	
				Do not send anything	
				For @Value:	
				Total time shooting. Do not	
				send leading zeros.	
			m:ss.f	For @Diff:	
			or 0.0	Send the shooting time	
				behind the leader. Do not	
				send minutes if zero.	
			SC @ResultType	For @ValueType:	
				Send CC @ResultType,	
				(TIME)	_
			S(2)	For @Rank:	
				Send the rank based on	
				@Value	
			S(1)	For @RankEqual:	
				Send "Y" if rank is equalled,	
				otherwise do not send.	
			Numeric	For @SortOrder:	
			#0	Index based on the Rank to	
				sort considering equals and	
				IRMs	
		PENALTY	Numeric	For @Code:	Only in biathlon
			#0	Send proposed code	
				For @Pos:	
				Do not send anything	
				For @Value:	
				Total penalties in shooting	
				for the athlete	
		PENALTY	m:ss.f	For @Code:	Only in
		TIME	or 0.0	Send proposed code	biathlon
			0.0.0	For @Pos:	
				Do not send anything	
				For @Diff:	
				Send total shooting penalty	
				time	
		SPARE	Numeric	For @Code:	Only in
		OI AILL	#0	Send proposed code	biathlon
			π0		relay for the
				For @Pos: Do not send anything	team
				For @Diff:	
				Total used spare rounds	
		PRONE	Numorio	For @Code:	Only in
		FRONE	Numeric		Only in
			#0	Send proposed code	biathlon
				For @Pos:	relay for the
				Do not send anything	team
				For @Diff:	
				Total prone penalties in	
		DDC::= -		shooting for the athlete	0.1.
		PRONE_S	Numeric	For @Code:	Only in
		PARE	#0	Send proposed code	biathlon
				For @Pos:	relay for the team
				Do not send anything	
				For @Diff:	
				Total used spare rounds in	
				prone	
		STAND	Numeric	For @Code:	Only in
			#0	Send proposed code	biathlon
				For @Pos:	relay for the
				TOI @ FOS.	Tolay for the



Element: Resu	ult /Competitor /Co	mposition /	Athlete /E	xtendedResults /E	xtendedResult	·
					For @Diff:	
					Total standing penalties in shooting for the athlete	
		STAND_S		Numeric	For @Code:	Only in
		PARE		#0	Send proposed code	biathlon
					For @Pos: Do not send anything	relay for the team
					For @Diff:	
					Total used spare rounds in	
	COURSE_TOT			h:mm:ss.f	standing For @Type:	Only in
	0001102_101				Send proposed type	biathlon
					For @Code:	relay
					Send proposed code For @Pos:	
					Do not send anything	
					For @Value: Total course time. Do not	
					send leading zeros.	
				m:ss.f	For @Diff:	-
				or 0.0	Send the time behind the leader. Do not send minutes	
				SC @ResultType For @	if zero.	
					For @ValueType:	
					Send CC @ResultType, (TIME)	_
				S(2)	For @Rank:	
					Send the rank based on  @Value	
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled,	
				Numeric	otherwise do not send. For @SortOrder:	
				#0	Index based on the Rank to	
					sort considering equals and	
	RANGE_TOT			m:ss.f	IRMs For @Type:	Only in
	_				Send proposed type	biathlon relay
					For @Code: Send proposed code	
					For @Pos:	
					Do not send anything	
					For @Value: Total range time. Do not	
					send leading zeros.	
				m:ss.f	For @Diff: Send the time behind the	
				or 0.0	leader. Do not send minutes	
				22.02	if zero.	
				SC @ResultType	For @ValueType: Send CC @ResultType,	
					(TIME)	
				S(2)	For @Rank: Send the rank of the athlete	
					based on @Value	
				S(1)	For @RankEqual:	
					Send "Y" if rank is equalled, otherwise do not send.	
				Numeric	For @SortOrder:	1
				#0	Index based on the Rank to	
					sort considering equals and IRMs	
	TIME_ADJUST		S(2)	m:ss.f	For @Type:	If applicable
					Send proposed type For @Code:	in biathlon relay
					Send proposed code	July
					For @Pos:	
					Send intermediate point where the time was adjusted	
					For @Value:	-
					Send the time adjustment (-	
					or +). Do not send minutes if zero.	
				I.		



#### Sample (Cross Country)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0"</pre>
StartOrder="10" StartSortOrder="10" >
 <Competitor Code="CCSW4x5km---SWE01" Bib="2" Type="T" Organisation="SWE" >
  <Description TeamName="Sweden" />
  <Composition>
    <Athlete Bib="2-1" Code="2019490" Order="1">
      <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED"</pre>
BirthDate="1994-11-15" />
      <ExtendedResults>
       <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"</pre>
Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
       <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" ValueType="TIME"</pre>
Value="6:56.8" Diff="+1.3" Rank="7" SortOrder="7" />
       <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" ValueType="TIME"</pre>
Value="11:29.6" Diff="+0.4" Rank="2" SortOrder="2" />
       <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"</pre>
Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
       <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" ValueType="TIME"</pre>
Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
       <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" ValueType="TIME"</pre>
Value="2:33.5" Diff="+1.8" Rank="7" RankEqual="Y" SortOrder="7" />
       <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" ValueType="TIME"</pre>
Value="4:32.8" Diff="+0.7" Rank="2" SortOrder="2" />
       <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" ValueType="TIME"</pre>
Value="2:40.2" Diff="+5.9" Rank="4" SortOrder="4" />
       <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" ValueType="TIME"</pre>
Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
     </ExtendedResults>
    </Athlete>
    <Athlete Bib="2-2" Code="2014836" Order="2">
```

#### 2.1.3.6 Message sort

Please, follow the general definition.



#### 2.1.4 Current Information

#### 2.1.4.1 Description

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

#### 2.1.4.2 Header Values

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

The DocumentCode will be the RSC of the unit.

There are two different types of DT\_CURRENT messages, one for the overall unit which does not have any DocumentSubcode and another which has the athlete ID as the DocumentSubcode which is only used for shooting information in biathlon.

#### 2.1.4.3 Trigger and Frequency

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

- For the overall message (no DocumentSubcode)
  - At any time a competitor starts in interval start events as there will be a new "next" (unless last athlete).
  - Whenever the competitor most advanced on the course reaches a new intermediate point.
  - o As soon as the leading team starts a new leg in a team event.
  - o As soon as any competitor enters or departs from the range (biathlon)
- For the individual athlete message (with DocumentSubcode). Single message for all shooting for the athlete.
  - One message per athlete when the athlete enters the range
  - Update after each shot
  - Update when athlete departs the range.

#### **Understanding Biathlon Shooting Sessions**

There are 3 quite common exceptions situations which can happen during shooting which therefore need to be considered and is the reason some values are not updated during a shooting session:

- a shot does not hit the target at all, thus no "missed shot" information is available for this shot (in such a case the session would have only 4 shots and not 5)
- a shot from an adjacent target might ricochet and touch the target frame with sufficient force to create a "missed shot" (in such case the session might have 6 shots and not 5)
- an athlete might crossfire to the wrong target. In such case s/he is credited 5 penalties but has "no shots" at all

For these reasons, the "number" of penalties in a session is available only when the operator at the shooting range confirms that the athlete has left the lane. The number of penalties is then the number of "still open" targets regardless of the shots recorded in the session. So it's important to understand that the "official penalties" are recorded once the operator confirms the end of the shooting which is 1 to 2 seconds after the recording of the last shot of the session.

Given this, it is important to be aware that there is a potential mismatch in between the values in the Result element and the UnitActions of the message at athlete level.

#### 2.1.4.4 Message Structure

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

• Result /ExtendedResults /ExtendedResult



# 2.1.4.5 Message Values

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

Only send the following elements in the individual message.

Element	Attribute	M/O	Value	Comments
UnitActions /UnitAction	Туре	M	S(4)	SHOOT
	Code	M	Numeric	Send the shoot number
			0	
	Pos	M	Numeric 0	Shot number at the current shooting point
	Result	М	S(1)	Result of the shot H for hit and M for miss
	Value	0	S(1)	Send the target number if the shot was successful
Result	ResultType	М	SC @ResultType	Result type. PENALTY
	Result	0	Numeric	Total penalties so far for the athlete at all
			#0	completed shooting points in the unit.
	SortOrder	M	Numeric #0	Start Order in the unit
	StartSortOrder	М	Numeric #0	Start Order in the unit
Result /Competitor	Code	М	S(20) with no leading zeroes	Competitor ID
	Type	М	S(1)	A for athlete, T for Team
	Organisation	0	S(3)	Organisation ID
Result /Competitor /Composition /Athlete	Code	М	S(20) with no leading zeroes	Athlete ID
·	Order	М	Numeric 0	Always 1
	Bib	0	S(5)	Bib number
				Numeric for individuals.
				##0-0 for team members.

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

Element:	ExtendedInfos /ExtendedI	Info				
Туре	Code	Exten sion code	Pos	Value	Description	Expected
DISPLAY	NEXT			S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the competitor ID of the next competitor to start.	In interval start events. (overall message)
	CURR_LEG			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Current Leg reached by the leading competitor updated at the exchange.	Team Sprint and Relay events (overall message)
	CURR_INTERMEDIATE			S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything.	All events with intermediate points. (overall message)



Element:	ExtendedInfos /ExtendedI	Info				
					For @Value: Most recent intermediate point reached by the first competitor (1,2,3,F). Finish line is considered as an intermediate point. Also consider intermediate points within legs.	
	CURR_SHOOT		Numeric 0	S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the shooting position number. In the case of relay it is the overall shooting number for the team. For @Value: Send the competitor ID of the each athlete in the range.	In biathlon events for every competitor in the range. (overall message)
		LANE		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Lane number chosen by the athlete	In biathlon events for every competitor in the range. (overall message)
UI	SHOOT			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shoot number for the athlete if they are in the range. In the case of relay it is the overall shooting number for the team.	In biathlon events (athlete message)

#### Sample (overall)

#### Sample (athlete)

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



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

Element	: Result /ExtendedResults	/Exten	dedResult			
Туре	Code	Exte nsion code	Pos	Value	Description	Expected
ER	SPARE_TOT			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Total number of spare rounds used by the athlete in the unit. (all spare rounds of completed shooting sessions, not including active shooting sessions)	Biathlon relay events. (athlete message)
	PENALTY		Numeric 0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Shoot number. In the case of relay it is the overall shooting number for the team. For @Value: Number of penalties for the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.	Biathlon events. (athlete message)
	SPARE		Numeric 0	S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Shoot number. In the case of relay it is the overall shooting number for the team. For @Value: Number of spare rounds used by the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.	Biathlon relay events. (athlete message)



## 2.1.4.1 Sample (Biathlon)

```
<ExtendedInfos>
 <ExtendedInfo Type="UI" Code="SHOOT" Value="1" />
</ExtendedInfos>
<UnitActions>
 <UnitAction Type="SHOOT" Code="1" Pos="1" Result="H" Value="5" />
<UnitAction Type="SHOOT" Code="1" Pos="2" Result="H" Value="4" />
 <UnitAction Type="SHOOT" Code="1" Pos="3" Result="M" />
 <UnitAction Type="SHOOT" Code="1" Pos="4" Result="H" Value="3" />
 <UnitAction Type="SHOOT" Code="2" Pos="5" Result="H" Value="1" />
</UnitActions>
<Result ResultType="PENALTY" Result="0" SortOrder="1" StartSortOrder="1" >
 <ExtendedResults>
  <ExtendedResult Type="ER" Code="PENALTY" Pos="1" Value="0" />
 </ExtendedResults>
 <Competitor Code="1234567" Type="A" Organisation="GER">
  <Composition>
    <Athlete Code="1234567" Bib="24" Order="1" />
  </Composition>
 </Competitor>
</Result>
```

#### 2.1.4.2 Message sort

Not applicable.



## 2.1.5 Image

## 2.1.5.1 Description

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

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

#### 2.1.5.2 Header Values

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

DocumentCode: Unit level RSC.

DocumentSubtype is PHOTOFINISH.

## 2.1.5.3 Trigger and Frequency

Triggered as soon as image available.

#### 2.1.5.4 Message Structure

No applicable optional elements.

#### 2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Image	Pos	М	Numeric #0	Used as differentiator if there are multiple images in the message.
	Version	М	Numeric #0	Document Version
	Revision	М	Numeric #0	Document Revision
	ImageType	M	S(3)	Image type extension, jpg or png
Image /ImageData	-	М	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

#### 2.1.5.6 Message sort

Please, follow the general definition.



#### 2.1.6 Brackets

#### 2.1.6.1 Description

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

#### 2.1.6.2 Header Values

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

## 2.1.6.3 Trigger and Frequency

Please, follow the general definition also adding the trigger below:

• During the athlete selection of heats the message is sent LIVE until all heats are complete (then INTERMEDIATE)

## 2.1.6.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Bracket /BracketItems /BracketItem

#### 2.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	М	S(40)	Text description from common codes
/SportDescription	EventName	М	S(40)	Text short description, not code
	Gender	М	CC @DisciplineGender	
ExtendedInfos	Venue	М	CC @VenueCode	Venue code
/VenueDescription	VenueName	М	S(25)	Text short description, not code
	Location	М	CC @Location	Location Code
	LocationName	М	S(30)	Text short description, not code
Bracket	Code	М	CC @Bracket	Bracket code to identify a bracket item.
Bracket / BracketItems	Code	М	CC @BracketItems	Bracket code to identify a set of bracket items.
Bracket /BracketItems	Code	0	Numeric #0	Heat number in the phase.
/BracketItem	Order	М	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
	Date	0	Date	Date of BracketItem (example: YYYY-MM-DD). Must include if the data is available.
	Time	0	S(5)	Time of the BracketItem (example HH:MM) Must include if the data is available.
	Unit	0	CC @Unit	Full RSC of the unit.
	Result	0	m:ss.ff	Time of the winning competitor
	NextUnit	0	CC @Unit	Not used in this sport as successful competitors do not progress to a fixed unit.
	NextUnitLoser	0	CC @Unit	Not used in this sport as losers do not progress
Bracket /BracketItems /BracketItem /CompetitorPlace	Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1, 2). Before the unit it is by position number, after the unit rank by place in the unit.
	Code	0	SC @CompetitorPlace	If the competitor is not known yet send TBD.
	WLT	0	S(1)	Send W if the competitor progresses to the next phase or L if they do not progress.
Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit	Unit	О	CC @Unit	Full RSC of the unit where the competitor progressed from



Element	Attribute	M/O	Value	Comments
Bracket	Code	М	S(20) with no leading	Competitor ID
/BracketItems			zeroes	
/BracketItem	Туре	M	S(1)	A for Athlete or T for Team
/CompetitorPlace /Competitor	Organisation	0	CC @Organisation	Competitors' organisation if known

The following table describes in more detail the CompetitorPlace /ExtCompPlaces /ExtCompPlace element

Element: C	Element: CompetitorPlace /ExtCompPlaces /ExtCompPlace								
Туре	Code	Pos	Value	Description	Expected				
ECP	DIFF		+m:ss.ff	For @Type:	When available				
			or	Send proposed type					
			0.00	For @Code:					
				Send proposed code					
				For @Pos:					
				Do not send anything					
				For @Value:					
				Send the time behind or					
	IDM		00 81014	0.00 if winner.	IC IDAA				
	IRM		SC @IRM	For @Type:	If IRM				
				Send proposed type For @Code:					
				Send proposed code For @Pos:					
				Do not send anything					
				For @Value:					
				Send applicable code if					
				IRM applicable.					
	LL		S(2)	For @Type:	For lucky loser				
				Send proposed type	•				
				For @Code:					
				Send proposed code					
				For @ Pos:					
				Do not send anything					
				For @Value:					
				Send "LL" is the					
				competitor is the lucky					
				loser					

## Sample (Sprint)

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



## 2.1.6.6 Message sort

Please, follow the general definition.



## 2.1.7 Event Final Ranking

#### 2.1.7.1 Description

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

#### 2.1.7.2 Header Values

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

One message is sent for each event.

#### 2.1.7.3 Trigger and Frequency

Follow the general definition though the message is expected at the end of each phase along with each change.

## 2.1.7.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- · Result /ExtendedResults

#### 2.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	M	S(40)	Text description from common codes
/SportDescription	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos	Venue	M	CC @VenueCode	Venue Code
/VenueDescription	VenueName	M	S(25)	Text short description, not code
Result	Rank	0	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of an IRM for example.
	RankEqual	0	S(1)	Send Y if the rank is equalled, else do not send
	Result	0	m:ss.ff or h:mm:ss.f	Time for the competitor. Do not send leading zeros. Decimals vary according to sport rules.
	ResultType	0	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
	IRM	0	SC @IRM	Send if the competitor has an IRM
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: C	Element: Competition /Result /ExtendedResults /ExtendedResult							
Туре	Code	Pos	Value	Description	Expected			
ER	DIFF		m:ss.f or 0.0 for winner	For @Type: Send proposed type For @Code: Send proposed code	When available in relay and individual events (not sprint)			



Element: Co	Element: Competition /Result /ExtendedResults /ExtendedResult								
				For @Pos					
				Do not send anything					
				For @Value:					
				Time behind the leader					
	LAST_PHASE		SC	For @Type:	In individual and				
			@ResultPhase	Send proposed type	team sprint events				
				For @Code:					
				Send proposed code					
				For @Pos					
				Do not send anything					
				For Value:					
				Last phase reached by the					
	NEXT BUAGE		00	competitor	0 1 77				
	NEXT_PHASE		SC	For @Type:	Only if the				
			@ResultPhase	Send proposed type	competition is not				
				For @Code:	complete in the				
				Send proposed code For @Pos	individual sprint event				
				Do not send anything	event				
				For Value:					
				Next phase for the competitors if they have not completed their					
				participation.					
				participation.					

#### 2.1.7.6 Sample

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86">
 <ExtendedResults>
  <ExtendedResult Type="ER" Code="DIFF" Value="+0.97" />
  <ExtendedResult Type="ER" Code="LAST_PHASE" Value="F" />
 </ExtendedResults>
 <Competitor Code="CCSMTeamSp2-RUS01" Type="T" Organisation="RUS" >
  <Description TeamName="Russia" />
  <Composition>
    <Athlete Code="2000691" Order="1" >
     <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS"</pre>
BirthDate="1994-11-15" />
    </Athlete>
    <Athlete Code="2000821" Order="2" >
     <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS"</pre>
BirthDate="1994-11-15" />
    </Athlete>
  </Composition>
 </Competitor>
</Result>
```

## 2.1.7.7 Message sort

Please, follow the general definition



#### 2.1.8 Weather Conditions

#### 2.1.8.1 Description

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

#### 2.1.8.2 Header Values

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

#### 2.1.8.3 Trigger and Frequency

Please, follow the general definition.

#### 2.1.8.4 Message Structure

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

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

#### 2.1.8.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Conditions	Code	М	SC @WeatherPoint	Weather points, send GEN (Stadium), HIGH and LOW
	Humidity	0	Numeric ##0	Humidity in %
	Wind_Direction	0	CC @WindDirection	Wind direction
	Prec_Type	0	SC @PrecType	Precipitation Type if applicable
Weather	Code	M	S(4)	Weather condition type, send SKY and SNOW
/Conditions	Value	M	CC @WeatherCondition	Use CC @WeatherConditions for SKY
/Condition			CC @SnowConditions	Use CC @SnowConditions for SNOW
Weather	Code	M	S(4)	Temperature type, send AIR, SNOW
/Conditions	Unit	M	SC @TemperatureUnit	Unit for temperature, send both
/Temperature	Value	M	Numeric	Temperature of the @Code. Negative if
			#0.0	applicable. Do not send '+' if positive.
Weather	Code	M	S(5)	Wind Speed, send SPEED
/Conditions /Wind	Unit	М	SC @WindUnit	Unit for Wind. Use MS and KMH
	Value	М	Numeric ##0.0	Wind speed in @Unit.

#### Sample

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



## 2.1.8.6 Message sort

Please, follow the general definition.



## 2.1.9 Configuration

## 2.1.9.1 Description

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

#### 2.1.9.2 Header Values

Send one message per unit with the unit level DocumentCode for single unit events.

Send one message per phase with the phase level DocumentCode for multiple unit events.

#### 2.1.9.3 Trigger and Frequency

Please, follow the general definition.

#### 2.1.9.4 Message Structure

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

• ExtendedConfigItem

#### 2.1.9.5 Message Values

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

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

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



Element: Exten						
Туре	Code	ExtendedConfigIt em Code	Pos	Value	Description	Expected
FIS	CODEX			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: FIS Codex	When available
COURSE	NAME		Numeric 0	String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. For @Value: Name of the course in ENG	
	ALTITUDE			Numeric ###0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the altitude of the stadium (start/finish) in metres	Always
	HEIGHT_DIFF		Numeric 0	Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. For @Value: Send the total difference in height from the low point to the highest point. (metres)	Always
	LENGTH		Numeric 0	Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second.	Always



Element: Extende	edConfig					
	<u> </u>				For @Value:	
					Send the total	
					length of the course in m.	
	LAP		Numeric	Numeric	For @Type:	When
			0	####0	Send proposed type	
					For @Code:	cross
					Send proposed code	country
					For @Pos:	
					If there is more than	
					one course in the race (skiathlon &	
					relay) send 1 for the	
					first course and 2	
					for the second.	
					For @Value: Send the lap length	
					in m.	
		NUM		Numeric	For @Code:	When
				#0	Send proposed	available in
					code For @Pos:	cross
					Do not send	
					anything	
					For @Value: Number of laps	
	CLIMB		Numeric	Numeric	For @Type:	Always
			0	###0	Send proposed type	
					For @Code:	
					Send proposed code	
					For @Pos:	
					Do not send	
					anything For @Value:	
					Course Total Climb	
					in metres	
		MAX		Numeric ###0	For @Type:	Always
				###0	Send proposed type For @Code:	
					Send proposed	
					code	
					For @Pos: Do not send	
					anything	
					For @Value:	
					Course Maximum Climb in metres	
EC	SHOOT		S(2)	S(1)	For @Type:	Always in
					Send proposed type	Biathlon
					For @Code:	
					Send proposed code	
					For @Pos:	
					Send the shooting	
					number 1n for each shooting effort	
					on the course	
					For @Value:	
					Type of shoot,	
					P = Prone S = Standing	
	INTERMEDIATE		S(2)	Numeric	For @Type:	Always for
			` ′	#0.0#	Send proposed type	all
					For @Code:	intermediat es including
					Send proposed code	those with
<u> </u>				1	Journal	WILL



Flowerty ExtendedConfin					V
Element: ExtendedConfig				For @Pos: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. For @Value:	a leg in relays. Not required in sprint events.
	SHOOT_START		Numeric 0	Distance from the start in km for the intermediate.  For @Code: Send proposed code	Only in biathlon and only if
				For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point immediately before a shooting. Send 1n for the shooting point.	this intermediat e is the entrance to a shooting session.
	SHOOT_END		Numeric 0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Shooting session number, only if this intermediate point immediately after a shooting. Send 1n for the shooting point.	Only in biathlon and only if this intermediat e is the end of a shooting session.
	SHOOT_COMP		Numeric 0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send 1n for the number of shootings completed at this intermediate.	Always in biathlon
	LEG	Numeric 0	S(2)	For @Code: Send proposed code For @Pos: Send the leg number of the team For @Value: Send the INTERMEDIATE within the leg 1F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2	Team events only
	LOOP		S(2)	For @Code: Send proposed code For @Pos: Do not send anything	If applicable in biathlon



Element: ExtendedConfig					
Element. Extended coning				For @Value: Send 1n for the loop number if this intermediate	
INTERMEDIATE	=S		Numeric	corresponds to the end of a loop.  For @Type:	Always
_NUM			#0	Send proposed type For @Code: Send proposed code For @Pos:	
				Do not send anything For @Value: Send the total number of intermediate points	
				where the time is recorded including F.	
PRETIMING		S(2)	Numeric #0.0#	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Only for interval start events
				For @Pos: Send the value that identifies the pretiming point, 1 to n. For @Value: Distance from the start in km for the pre-timing point.	
	NEXT_INTERME DIATE		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything	Only for interval start events
				For @Value: Send the total number of intermediate points where the time is recorded including F.	
PRETIMING_N	UM		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Only for interval start events
				Do not send anything For @Value: Send the total number of pre-timing points.	
LOOP		S(2)	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Always in biathlon
				Send the loop number. 1n For @Value: Length of the loop in km.	
	COLOUR		S(15)	For @Code: Send proposed code	Always in biathlon



Element: Extende	edConfig					
	3				For @Pos: Do not send anything For @Value:	
		LETTER		S(1)	Colour label of the loop For @Code:	Always in
					Send proposed code For @Pos: Do not send anything For @Value: Letter label of the	biathlon
		211227			loop, uppercase.	.,
		SHOOT		Numeric 0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the shoot number on this loop	If applicable in biathlon
	LEG		S(2)	Numeric #0.0#	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the value that identifies the leg in the team event, 1 to n for each leg. For @Value: Distance from the	Team sprint and relay events
		INTERMEDIATE	S(2)	Numeric #0.0#	start in km to the end of the leg. For @Code:	
				#U.U#	Send proposed code  For @Pos: Send the value that identifies the intermediate point, 1,2 to F for intermediates in the leg, including the end.  For @Value:	
					Distance from the start of the leg in km for the intermediate.	
		CUMULATIVE	S(2)	Numeric #0.0#	For @Code: Send proposed code For @Pos:	
					Send the value that identifies the intermediate point, 1,2 to F for intermediates in the leg, including the end.  For @Value:	
					Distance from the start of the race in km for the intermediate.	
	LEGS_NUM			Numeric #0	For @Type: Send proposed type	Team sprint and relay



Element: Extende	edConfig			
			For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the total number of intermediate points where the time is recorded including F.	events
QUALIFICATION (by phase)		Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the qualifying rank to indicate first rank to qualify	
	TO_RANK	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the qualifying rank to indicate last rank to qualify	When applicable
	QUAL_BT	Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of competitors to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers)	competitors qualify by time.
	QUAL_RULE	S(100)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Text description of the qualification rule for next phase.	When applicable pre-finals



#### 2.1.9.6 **Samples**

```
<Configs>
 <Config Unit="CCSWSkiathln-----FNL-0001----">
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="3.75 km C red" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT DIFF" Pos="1" Value="35" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="3883" >
   <ExtendedConfigItem Code="NUM" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
    <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="2" Value="3.75 km C blue" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="2" Value="87" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="2" Value="3985" >
    <ExtendedConfigItem Code="NUM" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="2" Value="284" >
    <ExtendedConfigItem Type="COURSE" Code="MAX" Value="56" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES NUM" Value="9" />
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  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="11.25" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="13.3" />
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 </Config>
```

#### **Team Events**

```
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  <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="1.7" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="2.5" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="4.2" />
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  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="6.7" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="7.5" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="9.2" />
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</ExtendedConfig>
```



#### Biathon

```
<Config Unit="BTHM10kmSp-----">
 <ExtendedConfig Type="COURSE" Code="NAME" Value="blue 3388m + blue 3388m + blue</pre>
 <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="127" />
 <ExtendedConfig Type="COURSE" Code="HEIGHT DIFF" Value="57" />
 <ExtendedConfig Type="COURSE" Code="LENGTH" Value="10164" />
 <ExtendedConfig Type="COURSE" Code="CLIMB" Value="284" >
  <ExtendedConfigItem Code="MAX" Value="56" />
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  <ExtendedConfigItem Code="LOOP" Value="1" />
 </ExtendedConfig>
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  <ExtendedConfigItem Code="SHOOT START" Value="1" />
  <ExtendedConfigItem Code="SHOOT COMP" Value="0" />
  <ExtendedConfigItem Code="LOOP" Value="1" />
 </ExtendedConfig>
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  <ExtendedConfigItem Code="SHOOT END" Value="1" />
  <ExtendedConfigItem Code="SHOOT COMP" Value="1" />
  <ExtendedConfigItem Code="LOOP" Value="1" />
 </ExtendedConfig>
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  <ExtendedConfigItem Code="SHOOT_COMP" Value="2" />
  <ExtendedConfigItem Code="LOOP" Value="3" />
 </ExtendedConfig>
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 </ExtendedConfig>
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  <ExtendedConfigItem Code="LETTER" Value="A" />
 </ExtendedConfig>
 <ExtendedConfig Type="EC" Code="LOOP" Pos="2" Value="3.3" >
  <ExtendedConfigItem Code="COLOUR" Value="blue" />
  <ExtendedConfigItem Code="LETTER" Value="A" />
 </ExtendedConfig>
 <ExtendedConfig Type="EC" Code="LOOP" Pos="3" Value="3.3" >
  <ExtendedConfigItem Code="COLOUR" Value="blue" />
  <ExtendedConfigItem Code="LETTER" Value="A" />
 </ExtendedConfig>
</Config>
```

#### 2.1.9.7 Message sort

Please, follow the general definition.



# 2.2 Message timeline

# 2.2.1 Preparation Phase

Trigger	Message	Status	D	Ε	Ρ	S	U
OVR gets Initial data	DT_CODES (Ab WOG2018)		Х				
	DT_SCHEDULE		Х				0
	DT_PARTIC		Х				
	DT_PARTIC_TEAM		X				
OVR sends	DT_CONFIG		X		0		0
	DT_BRACKETS			Χ			0
	DT_PDF C08 Schedule		Х	0			
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_TEAM_UPDATE		Х				
When athlete/team data is confirmed	DT_PDF C32x Entry List		Х				

## 2.2.2 Before and During Individual, Pursuit

Trigger	Message	Status		Ε	P	S	U
As soon as the start list is known (-120')	DT_RESULT for each unit	START_LIST					Х
	DT_PDF C51x Start List			Χ			
Individual Start							
At scheduled start (-0.5)	DT_SCHEDULE_UPDATE	GETTING_READY	Χ			0	0
Mass Start							
At scheduled start (-1)	DT_SCHEDULE_UPDATE	GETTING_READY	Χ			О	0
All							
Event unit starts (First Athlete starts)	DT_SCHEDULE_UPDATE	RUNNING	Χ			0	0
	DT_RESULT	LIVE					Х
	DT_CURRENT						Χ
Time received	DT_CURRENT						Х
*	DT_RESULT	LIVE					Х
* repeated for each athlete							



## 2.2.3 After competition

Trigger	Message Status		D	Ε	Р	S	U
Last Result Mass-Start	DT_RESULT	UNCONFIRMED					Х
	DT_SCHEDULE_UPDATE	FINISHED X					0
Stats are entered	DT_RESULT	UNOFFICIAL					Χ
Last Result Individual	DT_RESULT	UNOFFICIAL					Х
	DT_SCHEDULE_UPDATE	FINISHED X				О	
Race confirmed	DT_RESULT	OFFICIAL					Х
	DT_PDF C73 Results						Х

## 2.2.4 At the end of the event

Trigger	Message	Status	D	Ε	Р	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		Χ			
	DT_MEDALLIST_DISCIPLINE		Χ				
	DT_RANKING	OFFICIAL		Χ			
	DT_PDF C92x Medallist			Χ			



# 3 Document Control

Version history								
Version	Date	Comments						
WYOG-2016-BTH-CCS-v1.0	11 Sep 2015	First Version						
WYOG-2016-BTH-CCS-v1.1	1 Oct 2015	Updated						
WYOG-2016-BTH-CCS-v1.1	3 Dec 2015	Approved with no changes						
WYOG-2016-BTH-CCS-v1.2	8 Feb 2016	Approved with small changes						

File reference: ODF/INT011-WYOG-2016-BTH-CCS-v1.2 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-BTH-CCS-v1.0	SFR	First version
WYOG-2016-BTH-CCS-v1.1	SFR	Add LIVE to DT_BRACKETS Add WAVE in EventUnitEntry
WYOG-2016-BTH-CCS-v1.1	APP	Approved with no changes
WYOG-2016-BTH-CCS-v1.2	APP	Message timeline added.



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