Olympic Data Feed

ODF Equestrian Data Dictionary
Rio 2016 – Games of the XXXI Olympiad

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes

Document Reference	Document Title	Document Description
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

2 Messages

2.1 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE	List of horses / List of horses update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	

DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

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

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

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

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

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition

DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		
			IFId		

		RegisteredEvent (0,N)		
			Gender	
			Event	
			Bib	
			EventEntry (0,N)	
				Code
				Type
				Pos
				Value
	OfficialFunction (0,N)			
		FunctionId		

2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.

Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of

			officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.

IFId	O	S(16)	FEI Number (competitor's federation number for the discipline). It will be included when data available. May not be available for some athletes also.

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	S(3)	Rider No. This will be the Rider Number not the Horse Number. For Dressage and Jumping (where horse and rider numbers are the same) it will be sent once the horse numbers are allocated. For Eventing it will not be sent until the rider numbers are allocated following the draw. Example: For dressage 201,202 etc. For jumping 301, 302 etc. For eventing 1, 2 etc.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific athlete's event entries.

Type		Code	Pos	Description
ENTRY		HORSE_ID	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the Horse Id (Horse /Code from DT_PARTIC_HORSE)
ENTRY		RANK_OG	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	FEI rider Olympic Rank

ENTRY		RANK_WLD	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	FEI rider world rank

Element: Participant /OfficialFunction (0,N) **Send if the official has optional functions. Do not send, otherwise.**			
Attribute	**M/O**	**Value**	**Description**
FunctionId	M	CC @ResultsFunction	Additional officials' function code

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on

		which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

2.2.2.4 Message Structure

The following table defines the structure of the message.

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

	Discipline (0,1)		
		Code	
		RegisteredEvent (0,1)	
			Event
			Gender

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition. Code is deprecated and value is duplicated in the header.

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (1,N) **In the case of current teams the number of athletes is 2 or more.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.

Element: Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element: Team /Discipline /RegisteredEvent (0,1) **Each current team is assigned to one event. Historical teams will not be registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 List of horses / List of horses update

2.2.3.1 Description

The list of horses (DT_PARTIC_HORSES) is a bulk message containing a complete list of horses and provided only for equestrian (not for the horses in modern pentathlon). The arrival of this message resets all the previous equestrian horses' information.

List of horses update (DT_PARTIC_HORSES_UPDATE) is not a complete list, it only contains the data that has been modified and it is available for both equestrian and modern pentathlon.

The key of the information updated consists of the following attribute: Horse @Code. Therefore, any new or updated Horse will be identified by all these attributes.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_HORSES_UPDATE / DT_PARTIC_HORSES	List of horses message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.3.3 Trigger and Frequency

The DT_PARTIC_HORSES message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_HORSES_UPDATE messages are sent.

The DT_PARTIC_HORSES_UPDATE message is triggered when there is a modification in the data for any horse after the transfer of control to OVR.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			
	Code		
	Horse (1,N)		
		Code	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	

	Groom ModificationIndicator Entry (0,N)		
		Type Code Pos Value	

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Horse (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Horse's ID
Name	M	S(25)	Horse's name in upper case.
Organisation	M	CC @Organisation	Horse's organisation.
Sex	O	CC @HorseSex	Horse's sex. Send when information is available
YearBirth	O	Numeric ####	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's passport. Send if the information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send when information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send when information is available
Sire	O	S(25)	Horse's sire. Send when information is available. The content is expected in upper case.
Owner	O	S(35)	Horse's primary (first) owner. Send when information is available. The content is expected in upper case.
SecondOwner	O	S(35)	Horse's secondary owner. Send when available.

			The content is expected in upper case.
Groom	O	S(35)	Horse's groom. Send when information is available.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only N - New horse (any horse but particularly for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then updates the horse information to the existing one If ModificationIndicator='D', then deletes the horse

Element: Horse /Entry (0,N) **Only when there are entries specific for the horse.**				
Type		**Code**	**Pos**	**Description**
ENTRY		COUNTRY_BIRTH	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	CC @Country	Send the Birth Country
ENTRY		FEI_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(10)	Send the FEI horse registration number
ENTRY		HORSE_NUM	N/A	Element Expected: As soon as known
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the Horse No. as used in ORIS
ENTRY		RESERVE	N/A	Element Expected: For reserve horses
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send Y if this is a reserve horse, else do not send

2.2.3.6 Message Sort

The message will be sorted by Horse @Code

2.2.4 Event Unit Start List and Results

2.2.4.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

This is always a full message and all applicable elements and attributes are always sent.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values). For the event units that take place over two days (Dressage Grand Prix and Eventing Dressage) the event unit code will be "00"
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in EQ	Not used in EQ
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Follow the general definition, taking also into account the following: * START_LIST: as soon as the start list is available and any changes [inc. IRMs] * LIVE: when a new rider starts and when each rider finishes * LIVE: in jumping only (including eventing jumping) send after every penalty is incurred * INTERMEDIATE: at the end of every session (except the last) in each unit * UNOFFICIAL / OFFICIAL: after the unit is finished
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated,

		expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus. The Start List is considered to be changed if any of the following changes: * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> Changing descriptions is not considered a start list change.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.4.3 Trigger and Frequency

-As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
-When a new rider starts and when each rider finishes (LIVE)
-In jumping only (including eventing jumping) send after every penalty is incurred (LIVE)
-At the end of every session (except the last) in each unit (INTERMEDIATE)
-After the unit is finished (UNOFFICIAL / OFFICIAL)

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				
				FamilyName				
				Gender				

- Organisation
- IFId
- ExtOfficial (0,N)
  - Type
  - Code
  - Pos
  - Value
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - Unchecked
  - IRM
  - QualificationMark
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Competitor (1,1)
    - Code
    - Type
    - Organisation
    - Description (0,1)
      - TeamName
      - IFId
    - EventUnitEntry (0,N)
      - Type
      - Code
      - Pos
      - Value
    - ExtendedResults (0,1)
      - ExtendedResult (1,N)

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

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

2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		AFTER	N/A	Element Expected: In individual units only when ResultStatus = "INTERMEDIATE" or "LIVE"
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the number of riders that have finished.
DISPLAY		CURRENT	Numeric 0	Pos Description: For Jumping and Dressage @Pos is always 1. For cross country send 1,2,3,4 following the start order, where 1 is the first started, 2 the second started and so on. Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Send the competitor ID(s) of the competitor currently on the course

DISPLAY		LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Send the competitor ID of the last competitor to complete ride (with score or IRM)
DISPLAY		LAST_QUAL	N/A	Element Expected: When available and applicable in individual and team units.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeros	Send the ID of the rider (for individual units) or team (for team units) currently in the last qualifying position. For example, if the top 18 from the unit qualify then this is the ID of the rider currently ranked 18. This value will only be sent once the last qualifying position is occupied (e.g. only once 18 riders have competed). This value will take account of all qualification criteria (such as maximum of three from any one NOC) so the actual rank of the last qualified rider ot team may change during the unit.
DISPLAY		NEXT	N/A	Element Expected: When available and only when the unit is LIVE.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Send the competitor ID of the competitor next to start the course
UI		DISTANCE	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Send the Distance in metres
UI		INTERVAL	N/A	Element Expected: Only for Eventing-Cross Country units
	Attribute	**M/O**	**Value**	**Description**
	Value	O	mm:ss	Send the Interval between horses

UI		JUMPOFF	N/A	Element Expected: Only for Jump-Off units
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the jump-off information indicating for which medal.
UI		SPEED	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the Speed in metres/minute
UI		TIME_ALLOW	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Jumping ss Eventing Cross County mm:ss	Send the Time Allowed
UI		TIME_LIMIT	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Jumping ss Eventing Cross County mm:ss	Send the Time Limit
UI		TYPE	N/A	Element Expected: Only for Eventing Jumping & Jumping units
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the type information as defined in ORIS competition specifications

Sample (General)

```
<Competition ...>
<ExtendedInfos>
        <ExtendedInfo Type="UI" Code="DISTANCE" Value="5728" />
        <ExtendedInfo Type="UI" Code="SPEED" Value="570" />
        <ExtendedInfo Type="UI" Code="TIME_ALLOW" Value="10:03" />
        <ExtendedInfo Type="UI" Code="TIME_LIMIT" Value="20:06" />
        <ExtendedInfo Type="UI" Code="INTERVAL" Value="4:00" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	Text short description or the Event Unit, not code

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function
Order	M	Numeric	Official's order as in ORIS

Element: Officials /Official /Description (1,1)

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

Element: Officials /Official /ExtOfficial (0,N)				
Type		**Code**	**Pos**	**Description**
EO		JURY	Numeric 0	Pos Description: Send numeric, from 1 to n (for example "1" for 1st Judge or K Judge depend on the event) Element Expected: Only for Eventing Dressage & Dressage units
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Jury position, identification of the judge, normally the arena letter where they are sitting (e.g. C, M, B, E, H)
EO		PRESIDENT	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Y	Flag to indicate that the official is the president of the Jury. Send "Y" if the official is the president of the Jury

Sample (General)

```
<Competition ...>
...
<Officials>
        <Official Code="1138150" Function="J" Order="1">
                <Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="SUI" />
                <ExtOfficial Type="EO" Code="JURY" Pos="1" Value="K" />
        </Official>
        <Official Code="1138152" Function="J" Order="2">
                <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP" />
                <ExtOfficial Type="EO" Code="JURY" Pos="2" Value="E" />
        </Official>
        <Official Code="1138151" Function="J" Order="3">
                <Description GivenName="Jack" FamilyName="Brown" Gender="M" Organisation="GER" />
                <ExtOfficial Type="EO" Code="JURY" Pos="4" Value="C" />
                <ExtOfficial Type="EO" Code="PRESIDENT" Value="Y" />
        </Official>
....
</Officials>
```

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in this event unit. This attribute is optional and is not sent in eventing cross county or eventing jumping as there is no unit rank.
RankEqual	O	Y or not sent	Send only when the Rank attribute is equalled.
Result	O	Numeric ##0.000 or ##0 or ##0.00	Result in the event unit. Format data for the particular event. ##0.000 for Dressage ##0 for Jumping ##0.00 for Eventing Not needed in Eventing
Unchecked	O	S(1)	For dressage only, send "Y" in the case that the scores have not been validated against the paper scorecards. Do not send if not ="Y"
IRM	O	SC @IRM	IRM for the event unit. Send just in the case @ResultType is IRM (see codes)

QualificationMark	O	SC @QualificationMark	Qualification Mark
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on Start Order before the unit and the rank after the unit, but it should be used to sort out rank ties as well as results without rank. Where there is no rank then order by cumulative rank considering IRMs etc. For Eventing send StartOrder
StartOrder	O	Numeric	Start order of the competitor in the start list. Do not send for riders not competing in this event unit, eg. riders eliminated in previous phases.
StartSortOrder	M	Numeric	Same @StartOrder, except for riders not competing in this event unit who should have same value as @SortOrder.
ResultType	O	SC @ResultType	Result type Not needed in Eventing

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /EventUnitEntry (0,N) For team event information				
	Type	**Code**	**Pos**	**Description**
EUE		JUMPOFF	N/A	Element Expected: For team jump-off start lists only
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @JumpOff	Send the proposed code if applicable

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
	Type	**Code**	**Pos**	**Description**
ER		D_GP	N/A	Element Expected: Only in GPS Dressage
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send the team score
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric	Send the rank of the team in GP
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
ER		E_AFTER_XC	N/A	Element Expected: Used for Eventing Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.00	Send the team score after XC
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric	Send the rank of the team after XC
ER		E_DRESSAGE	N/A	Element Expected: Used for Eventing Cross-Country and Eventing Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.00	Send the team score
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric	Send the rank of the team in Dressage

ER		J_JUMPOFF_PEN	N/A	Element Expected: Used for Team Jumping Jump-Off
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the team Jump-Off Penalty
ER		J_JUMPOFF_TIME	N/A	Element Expected: Used for Team Jumping Jump-Off
	Attribute	**M/O**	**Value**	**Description**
	Value	O	ss.ff	Send the team Jump-Off Time
ER		J_RND1	N/A	Element Expected: Used for Jumping Round 2
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the team score in Round 1
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric	Send the rank of the team in Round 1

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(3)	Rider No.

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Horse	O	S(25)	Name of the athlete's horse

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		HORSE_ID	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the ID of the Horse (Horse /Code from DT_PARTIC_HORSE)
EUE		HORSE_NUM	N/A	Element Expected: For all dressage and jumping units (not including eventing)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the Horse No.
EUE		JUMPOFF	N/A	Element Expected: For individual jump-off
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @JumpOff	Send the proposed code
EUE		START_TIME	Numeric 0	Pos Description: Send the equestrian session number within the unit (not ticketing session) For units held in only one day send "1", for units held over two days send "1", "2" Element Expected: Only for all Dressage units and for Cross-country. Not sent for any Jumping units.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Dressage hh:mm Cross-country hh:mm:ss	Send the Start time
EUE		TEAM_MEMBER	N/A	Element Expected: Always for units with a team

				competition. Send only in Individuals units, not in Team units.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Y	Send "Y" If the rider belongs to a team else do not send.
EUE		TEAM_ONLY	N/A	Element Expected: Only for jumping 2nd Qualifier/ 3rd Qualifier
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Y	Flag to indicate the rider only compete in the Team Event, so he/she will not obtain a rank in the individual event. Send "Y" if the rider only competes in team event, otherwise do not send.

Sample (General)

```
<Competition ...>
 ...
 <Result ...>
  <Competitor ...>
   <Composition ...>
    <Athlete ...>
      <EventUnitEntry Type="EUE" Code="START_TIME" Pos="2" Value="10:24" />
      <EventUnitEntry Type="EUE" Code="TEAM_MEMBER" Value="Y" />
      <EventUnitEntry Type="EUE" Code="HORSE_ID" Value="H234123" />
      <EventUnitEntry Type="EUE" Code="HORSE_NUM" Value="123" />
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
	Type	**Code**	**Pos**	**Description**
ER		D_ARTISTIC	N/A	Element Expected: Used for Dressage (only Grand Prix Freestyle)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.000	Send the total artistic impression score
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: Used for Dressage (only Grand Prix Freestyle)**			
	Attribute	**Value**	**Description**	

	Code	ERANK		
	Pos	N/A	N/A	
	Value	Y	Send "Y" if the artistic impression rank is equalled, otherwise do not send	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
	Attribute	**Value**	**Description**	
	Code	RANK		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the artistic impression total rank	
ER		D_IRM	N/A	Element Expected: Used for Eventing Dressage
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send the IRM for Eventing Dressage
ER		D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials Element Expected: Always in dressage including eventing
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Dressage Numeric #0.000 Eventing Dressage Numeric #0.00	Send the percentage score from the judge
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric	Send the rank of the rider by this judge
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric	Send the order of the rider for the

			corresponding judge
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (GPF Artistic Mark)			
Attribute	**Value**	**Description**	
Code	ART_MARK		
Pos	Numeric #0	General impression mark number Same number as in @Pos attribute of ARTISTIC in DT_CONFIG message	
Value	Numeric #0.0	Send the general impression mark (Artistic)	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
Attribute	**Value**	**Description**	
Code	ARTISTIC		
Pos	N/A	N/A	
Value	Numeric #0.000	Send the artistic impression points	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
Attribute	**Value**	**Description**	
Code	ARTISTIC_ERANK		
Pos	N/A	N/A	
Value	Y	Send "Y" if the artistic impression rank is equalled, otherwise do not send	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
Attribute	**Value**	**Description**	
Code	ARTISTIC_RANK		

	Pos	N/A	N/A
	Value	Numeric #0	Send the artistic impression rank
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (GP and GPS, Collective Mark) and Eventing Dressage		
	Attribute	**Value**	**Description**
	Code	COLL_MARK	
	Pos	Numeric #0	General impression mark number Same number as in @Pos attribute of COLLECTIVE in DT_CONFIG message
	Value	Numeric #0.0	Send the general impression mark (Collective)
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
	Attribute	**Value**	**Description**
	Code	DEDUCTION	
	Pos	N/A	N/A
	Value	Numeric #0.0	Send deductions by this judge, only send if not zero.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage/ Eventing Dressage		
	Attribute	**Value**	**Description**
	Code	MOV_MARK	
	Pos	Numeric #0	Movement number
	Value	Numeric #0.0	Send the judge movement score
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)		

	Attribute	**Value**	**Description**	
	Code	TECH		
	Pos	N/A	N/A	
	Value	Numeric #0.000	Send the technical merit points	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
	Attribute	**Value**	**Description**	
	Code	TECH_ERANK		
	Pos	N/A	N/A	
	Value	Y	Send "Y" if the technical merit rank is equalled, otherwise do not send	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
	Attribute	**Value**	**Description**	
	Code	TECH_RANK		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the technical merit rank	
ER		D_PERCENT	N/A	Element Expected: Used for Eventing Dressage individual messages
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties)
ER		D_TECH	N/A	Element Expected: Used for Dressage (only Grand Prix Freestyle)
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric #0.000	Send the technical merit points
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
	Attribute	**Value**	**Description**	
	Code	ERANK		
	Pos	N/A	N/A	
	Value	Y	Send "Y" if the technical merit rank is equalled, otherwise do not send	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (only Grand Prix Freestyle)			
	Attribute	**Value**	**Description**	
	Code	RANK		
	Pos	N/A	N/A	
	Value	Numeric #0	Send the technical merit total rank	
ER		D_TOTAL_PEN	N/A	Element Expected: Used for Eventing Dressage
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Send total penalties for Eventing Dressage
ER		J_IRM	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send the IRM for jumping
ER		J_J_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Jump Penalty

ER		J_JUMPOFF_PEN	N/A	Element Expected: Used for Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Jump-Off Penalty
ER		J_JUMPOFF_TIME	N/A	Element Expected: Used for Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	ss.ff	Send the Jump-Off Time
ER		J_T_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0 or Numeric #0.00 for Eventing	Send the Time Penalty
ER		J_TIME	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	ss.ff	Send the time for Jumping
ER		J_TOTAL	N/A	Element Expected: Used for Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Total Jumping penalties in current unit
ER		J_TOTAL_PEN	N/A	Element Expected: Used for Eventing Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Send total penalties for Eventing Jumping
		XC_ADD_PEN	N/A	Element Expected:

ER				Used for Eventing Cross-Country, only send if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the additional penalty
ER		XC_EFFORTS	N/A	Element Expected: Only for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	N/A	Do not send anything.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Eventing Cross-Country			
	Attribute	**Value**	**Description**	
	Code	OUTCOME		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Effort Penalty	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Eventing Cross-Country, only send if needed			
	Attribute	**Value**	**Description**	
	Code	OUTCOME2		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Second Effort Penalty	
ER		XC_IRM	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send the IRM for Cross-Country
ER		XC_J_PEN	N/A	Element Expected: Always for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the XC Jump Penalty

ER		XC_T_PEN	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the XC Time Penalty
ER		XC_TIME	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Send the time for Cross-Country
ER		XC_TOTAL_PEN	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Send total penalties for Cross-Country

Sample (Dressage)


```
<Competition...>
...
<Result Rank="1" ResultType="POINTS" QualificationMark="Q" Result="83.663" SortOrder="1" StartOrder="12"
StartSortOrder="12">
        <Competitor Code="1116245" Type="A" Organisation="SUI" >
                <Composition>
                        <Athlete Code="1116245" Order="1" Bib="226">
                                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1992-12-15" Horse="REAL GOLD"/>
                                <EventUnitEntry Type="EUE" Code="START_TIME" Pos="2" Value="10:24" />
                                <EventUnitEntry Type="EUE" Code="TEAM_MEMBER" Value="Y" />
                                <EventUnitEntry Type="EUE" Code="HORSE_ID" Value="H234123" />
                                <EventUnitEntry Type="EUE" Code="HORSE_NUM" Value="123" />

                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="D_JUDGE" Pos="1" Rank="1"
Value="81.915" ValueType="PERCENT">
                                                <Extension Code="MOV_MARK" Pos="1" Value="8.0" />
                                                <Extension Code="MOV_MARK" Pos="2" Value="8.0" />
                                                <Extension Code="MOV_MARK" Pos="3" Value="8.0" />
                                                <Extension Code="MOV_MARK" Pos="4" Value="9.0" />
                                                <Extension Code="MOV_MARK" Pos="5" Value="7.0" />
...
                                                <Extension Code="COLL_MARK" Pos="37" Value="9.0" />
                                        </ExtendedResult>
                                        <ExtendedResult Type="ER" Code="D_JUDGE" Pos="2" Rank="1"
Value="85.213" ValueType="PERCENT">
...
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
```

Sample (Eventing)

```
<Competition ...>
 ...
<Result ...>
        <Competitor ...>
                <Composition>
                        <Athlete ...>
                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="XC_TIME" Value="9:55" />
                                        <ExtendedResult Type="ER" Code="XC_T_PEN" Value="60.00" />
                                        <ExtendedResult Type="ER" Code="XC_J_PEN" Value="8.00" />
                                        <ExtendedResult Type="ER" Code="XC_TOTAL_PEN"
Value="68.00" />
                                        <ExtendedResult Type="ER" Code="XC_EFFORTS" >
                                                <Extension Code="OUTCOME" Pos="1" Value="CL" />
                                                <Extension Code="OUTCOME" Pos="2" Value="CL" />
                                                <Extension Code="OUTCOME" Pos="3" Value="CL" />
                                                <Extension Code="OUTCOME" Pos="4" Value="CL" />
                                                <Extension Code="OUTCOME" Pos="5" Value="R" />
                                                <Extension Code="OUTCOME" Pos="6" Value="CL" />
                                                ...
                                        </ExtendedResult>
                                </ExtendedResults>
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder

2.2.5 Current Information

2.2.5.1 Description

The Current message is a message containing the current information in a competition which is live.

It is sent during every unit in Dressage (including Eventing Dressage), in Jumping (including Eventing Jumping) and in Eventing Cross Country. Not sent for Dressage Grand Prix Freestyle.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) but in summary it is sent during every unit in Dressage (including Eventing Dressage) and in Eventing Cross Country. Not sent for Dressage Grand Prix Freestyle.
DocumentSubcode	Not used in EQ	Not used in EQ
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.

		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.5.3 Trigger and Frequency

Trigger as follows:
-With the next to start when the unit ScheduleStatus becomes GETTING_READY
-At any time a new athlete starts on the field of play
-Immediately after every addition/change in data during the ride of those on the field of play (every fence, score, etc.)
-Immediately after the rider completes the course and the data is available.

Included in the message in each case is:
-Dressage and Jumping: Always two riders (except at end of event unit or day), the one on the course or just finished and the next to start. The competitors change when next to start actually starts.
-Cross Country: The last rider to finish, all riders on the course and the next to start.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	Result (0,N)							
		Rank						
		RankEqual						
		Result						
		IRM						
		SortOrder						
		StartOrder						
		StartSortOrder						

- ResultType
- Competitor (1,N)
  - Code
  - Type
  - Organisation
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Bib
      - EventUnitEntry (0,N)
        - Type
        - Code
        - Pos
        - Value
      - ExtendedResults (0,1)
        - ExtendedResult (1,N)
          - Type
          - Code
          - Pos
          - Value
          - ValueType
          - Rank
          - RankEqual
          - SortOrder
          - Extension (0,N)
            - Code
            - Pos
            - Value

2.2.5.5 Message Values

Element: Competition (1,1)

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Numeric	Rank of the competitor in the overall competition in eventing and phase in jumping (qual or final). This attribute is optional but must be sent when available.
RankEqual	O	Y or not sent	Send only when the Rank attribute is equalled.
Result	O	Numeric ##0.000 or ##0.00	Result after the event unit. Format data for the particular event. ##0.000 for Dressage ##0.00 for Eventing Not needed in Eventing
IRM	O	SC @IRM	IRM for the event unit in dressage, unit event in eventing or phase in jumping. Send just in the case @ResultType is IRM (see codes)
SortOrder	M	Numeric	Order by start order for the competitors in the file.
StartOrder	M	Numeric	Start order of the competitor in the start list
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type Not needed in Eventing

Element: Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T,A	T for team A for athlete

Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Send order according to Start number
Bib	M	S(3)	Rider No.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athlete's entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		HORSE_ID	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the ID of the Horse (Horse /Code from DT_PARTIC_HORSE)
EUE		SCORE_BEFORE	N/A	Element Expected: Always in Eventing Cross Country and jumping if a score is carried forward.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the score after the previous unit if the score is carried forward.
EUE		TEAM_MEMBER	N/A	Element Expected: If applicable for units with a team competition
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Y	Send "Y" If the rider belongs to a team else do not send.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**			
Type	**Code**	**Pos**	**Description**

ER		D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials Element Expected: Always in dressage including eventing
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Dressage Numeric #0.000 Eventing Dressage Numeric #0.00	Send the percentage score from the judge
	ValueType	O	SC @ResultType	Send CC @ResultType
	Rank	O	Numeric	Send the rank of the rider by this judge
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric	Send the order of the rider for the corresponding judge
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (GPF Artistic Mark)			
	Attribute	**Value**	**Description**	
	Code	ART_MARK		
	Pos	Numeric #0	General impression mark number Same number as in @Pos attribute of ARTISTIC in DT_CONFIG message	
	Value	Numeric #0.0	Send the general impression mark (Artistic)	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage (GP and GPS, Collective Mark) and Eventing Dressage			
	Attribute	**Value**	**Description**	
	Code	COLL_MARK		
	Pos	Numeric #0	General impression mark number. Same number as in @Pos attribute of COLLECTIVE in DT_CONFIG message	

	Value	Numeric #0.0	Send the general impression mark (Collective)	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Used for Dressage/ Eventing Dressage			
	Attribute	**Value**	**Description**	
	Code	MOV_MARK		
	Pos	Numeric #0	Movement number	
	Value	Numeric #0.0	Send the judge movement score	
ER		D_PERCENT	N/A	Element Expected: Used for Eventing Dressage individual messages
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties) Send only when rider finishes
ER		J_J_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Jump Penalty
ER		J_T_DEMOLITION	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	+s	Send the demolition penalty time in seconds for Jumping
ER		J_T_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric #0 or Numeric #0.00 for Eventing	Send the Time Penalty
ER		J_TIME	N/A	Element Expected: Used for Eventing Jumping and Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	ss.ff	Send the time for Jumping
ER		J_TOTAL	N/A	Element Expected: Used for Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Total Jumping penalties in current unit
ER		XC_ADD_PEN	N/A	Element Expected: Used for Eventing Cross-Country, only send if applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the additional penalty
ER		XC_COURSE_NEUTRALIZATION	N/A	Element Expected: Eventing Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send Y in case of course neutralization, neutralization happens when there is a race incident that not allows next competitor to start. Do not send if not applicable
ER		XC_EFFORTS	N/A	Element Expected: Only for Eventing-Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	N/A	Do not send anything.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Eventing-Cross Country			

	Attribute	**Value**	**Description**	
	Code	OUTCOME		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Effort Penalty	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Eventing-Cross Country, only send if needed			
	Attribute	**Value**	**Description**	
	Code	OUTCOME2		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Second Effort Penalty	
ER		XC_J_PEN	N/A	Element Expected: Always for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the XC Jump Penalty
ER		XC_LAST_EFFORT	N/A	Element Expected: Eventing Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##	Send the number of the last effort with an outcome
ER		XC_T_PEN	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the XCTime Penalty
ER		XC_TIME	N/A	Element Expected: Used for Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**

	Value	O	m:ss	Send the time for Cross Country

2.2.5.6 Message Sort

Order by StartSortOrder

2.2.6 Cumulative Results

2.2.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Dressage, Eventing and Jumping Team: DDGEEE000 Jumping Individual: DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	See comments	Dressage Grand Prix Individual: Not sent Team: [DD][G][EEE][P]00 Dressage Grand Prix Special Individual: Not sent Team: [DD][G][EEE][P][UU] Dressage Grand Prix Freestyle Individual: Not sent Team: Not sent Jumping 1st Qualifier/Team Qualifier Individual: [DD][G][EEE][P][UU] Team: Not sent Jumping 2nd Qualifier/Team Round 1 Individual: [DD][G][EEE][P][UU] Team: [DD][G][EEE][P][UU] Jumping 3rd Qualifier/Team Round 2 Individual: [DD][G][EEE][P][UU] Team: [DD][G][EEE][P][UU] Jumping Team Jump-Off Individual: Not sent Team: [DD][G][EEE][P][UU] Jumping Final Round A Individual: [DD][G][EEE][P][UU]

		Team: Not sent Jumping Final Round B Individual: [DD][G][EEE][P][UU] Team: Not sent Jumping Individual Jump-Off Individual: [DD][G][EEE][P][UU] Team: Not sent Eventing Dressage Individual: [DD][G][EEE][P]00 Team: [DD][G][EEE][P]00 Eventing Cross-Country Individual: [DD][G][EEE][P][UU] Team: [DD][G][EEE][P][UU] Eventing 2nd Horse Inspection Individual: [DD][G][EEE][P][UU] Team: Not sent Eventing Jumping Qualifier / Team Final Individual: [DD][G][EEE][P][UU] Team: [DD][G][EEE][P][UU] Eventing Jumping Final Individual: [DD][G][EEE][P][UU] Team: Not sent Please note that the Jumping event for individuals is made up of two separate cumulative competitions (with DocumentCode EQX002900 and EQX002100). The penalties from 1st, 2nd and 3rd Qualifiers accumulate to provide qualification to Final Round A. All riders who start Final Round A begin with zero penalties and it is the total of penalties in Final Round A and Final Round B that decides the final ranking.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.6.3 Trigger and Frequency

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

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						

- DisciplineName
- EventName
- Gender
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Result (1,N)
  - Rank
  - RankEqual
  - ResultType
  - Result
  - IRM
  - QualificationMark
  - SortOrder
  - ResultItems (0,1)
    - ResultItem (1,N)
      - Phase
      - Unit
      - Result (1,1)
        - Rank
        - RankEqual
        - ResultType
        - Result
        - IRM
        - QualificationMark
        - SortOrder
        - Extension (0,N)
          - Code
          - Pos
          - Value

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

2.2.6.5 Message Values

Element: Competition (1,1)

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
EI	TEAM_AFTER	N/A	Element Expected: Only when ResultStatus = "INTERMEDIATE" and "LIVE" and only for Eventing Team

Attribute	M/O	Value	Description
Value	O	Numeric 0	Send the number of riders from a team that are counted for current team ranks.

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location Code, do not send in the case of Eventing as it has multiple locations
LocationName	M	S(30)	Text short description, not code, do not send in the case of Eventing as it has multiple locations

Element: Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result

after one event unit or phase.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	It must be sent always when the Rank attribute is the same as another competitor to identify that the Rank is equalled.
ResultType	O	SC @ResultType	Result type, either points or IRM for the cumulative result.
Result	O	Numeric ##0.000 (Dressage) or ##0 (Jumping) or ###0.00 (Eventing)	Result of the competitor up to this point in the event. Format data for the particular event.
IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualification Mark
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for competitor after the referenced Phase/Unit as used in ORIS, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ResultItems /ResultItem (1,N) **Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.**			
Attribute	**M/O**	**Value**	**Description**
Phase	M	S(1)	Phase
Unit	O	S(2)	Unit Only send in Jumping events (01 or 02). Do not send attribute in Dressage and Eventing.

Element: Result /ResultItems /ResultItem /Result (1,1)

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Rank of the competitor in the referenced unit/phase. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	Y	It must be sent always when the Rank attribute is the same as another competitor to identify that the Rank is equalled.
ResultType	O	SC @ResultType	Result type, either points or IRM for the cumulative result. Only used for the total result of the event. Not needed in Eventing
Result	O	Numeric ##0.000 (Dressage) or ##0 (Jumping) or ###0.00 (Eventing)	Result after the event unit. Format data for the particular event. Not needed in Eventing
IRM	O	SC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Qualification Mark
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for competitor after the referenced Phase/Unit as used in ORIS, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /ResultItems /ResultItem /Result /Extension (0,N) **Extensions of ResultItem if required.**				
Type		**Code**	**Pos**	**Description**
N/A		AFTER_ERANK	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send Y if the rank is equalled else do not send.
N/A		AFTER_IRM	N/A	Element Expected: If applicable.

	Attribute	M/O	Value	Description
	Value	O	SC @IRM	Send IRM for the unit
N/A		AFTER_RANK	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Rank after the unit
N/A		AFTER_SCORE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.000 (Dressage) or ##0 (Jumping) or ###0.00 (Eventing)	Send the score for the competitor after participating in the unit
N/A		JUMP_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases and jumping event
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0 or #0.00	Send jumping penalties
N/A		JUMP_TIME	N/A	Element Expected: Only in individual eventing for XC and jumping phases and jumping event
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Jumping s.ff Cross-country mm:ss	Send jumping time
N/A		TIME_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases and jumping event
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send time penalties

			or #0.00	
N/A		TOTAL_PEN	N/A	Element Expected: Only for individual eventing
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Total penalties for the unit

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(3)	Bib number

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

Athletes extended information.

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

FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Horse	O	S(25)	Name of the athlete's horse

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".

Type		Code	Pos	Description
ER		2HI_IRM	N/A	Element Expected: Only for Eventing 2nd Horse Inspection
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send the IRM from the second horse inspection
ER		CONTRIB_RES	N/A	Element Expected: When applicable in Eventing team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.00	Send the rider's score that contributes to the team. This will normally be the individual total but where the individual has an IRM it will be 1000.00 in eventing
ER		D_GP	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.000	Send GP score.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	

	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
ER		D_GPS	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.000	Send GPS score.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	
	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
ER		DISCARDED	N/A	Element Expected: When applicable in eventing team event and team jump-off
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Y	Flag to indicate that the cumulative result does not count in team total. Send Y when the points are discarded, else do not send.
ER		E_DRESSAGE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send Dressage penalties.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	

	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
ER		E_JUMP1	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send penalties after Eventing Jumping Qualifier.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	
	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0	Jump penalties.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	TIME_PEN		
	Pos	N/A	N/A	

	Value	Numeric ##0.00	Time penalties.	
ER		E_JUMP2	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send penalties after Eventing Jumping Final.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable.			
	Attribute	**Value**	**Description**	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0	Jump penalties.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00	Time penalties.	
ER		E_XC	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send penalties after Cross Country.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		

	Pos	N/A	N/A	
	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00	Jump penalties.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00	Time penalties.	
ER		J_JUMPOFF_IRM	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send the IRM for Jump-off
ER		J_JUMPOFF_PEN	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Jump-off penalties.
ER		J_JUMPOFF_TIME	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**

	Value	O	ss.ff	Jump-off Time
ER		J_ROUND1	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send Round 1 total penalties.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	
	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric #0	Jump penalties.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric #0	Time penalties.	
ER		J_ROUND2	N/A	Element Expected: When applicable

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send Round 2 total penalties.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
	Attribute	**Value**	**Description**	
	Code	DISCARDED		
	Pos	N/A	N/A	
	Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric #0	Jump penalties.	
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
	Attribute	**Value**	**Description**	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric #0	Time penalties.	
ER		J_ROUND3	N/A	Element Expected: When applicable (individual jumping)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send Round 3 total penalties.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable in team events			
Attribute	**Value**	**Description**	
Code	DISCARDED		
Pos	N/A	N/A	
Value	Y	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
Attribute	**Value**	**Description**	
Code	JUMP_PEN		
Pos	N/A	N/A	
Value	Numeric #0	Jump penalties.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When applicable			
Attribute	**Value**	**Description**	
Code	TIME_PEN		
Pos	N/A	N/A	
Value	Numeric #0	Time penalties.	

Sample (Team Eventing)

```
<Competition ...>
....
<Result Rank="1" ResultType="POINTS" Result="133.70" SortOrder="1">
        <ResultItems>
                <ResultItem Phase="3">
                        <Result SortOrder="1" >
                                <Extension Code="TOTAL_PEN" Value="119.10" />
                        </Result>
                </ResultItem>
                <ResultItem Phase="2">
                        <Result SortOrder="1" >
                                <Extension Code="AFTER_SCORE" Value="123.90" />
                                <Extension Code="AFTER_RANK" Value="1" />
                                <Extension Code="TOTAL_PEN" Value="4.80" />
                        </Result>
                </ResultItem>
                <ResultItem Phase="1">
                        <Result SortOrder="2" >
                                <Extension Code="AFTER_SCORE" Value="133.70" />
                                <Extension Code="AFTER_RANK" Value="1" />
                                <Extension Code="TOTAL_PEN" Value="9.00" />
                        </Result>
                </ResultItem>
        </ResultItems>
        <Competitor Code="EQX403GER01" Type="T" Organisation="GER">
                <Description TeamName="Germany" />
                <Composition>
                        <Athlete Code="1118094" Bib="241" Order="1">
                                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1992-12-15" Horse="REAL GOLD"/>
                                <ExtendedResults>
                                        <ExtendedResult Type="ER" Code="CONTRIB_RES" Value="30.60" />
                                        <ExtendedResult Type="ER" Code="DISCARDED" Value="Y" />
                                        <ExtendedResult Type="ER" Code="E_DRESSAGE" Value="30.60" >
                                                <Extension Code="DISCARDED" Value="Y" />
                                        </ExtendedResult>
                                        <ExtendedResult Type="ER" Code="E_XC" Value="0.00" >
                                                <Extension Code="JUMP_PEN" Value="0.00" />
                                                <Extension Code="TIME_PEN" Value="0.00" />
                                                <Extension Code="DISCARDED" Value="Y" />
                                        </ExtendedResult>
                                        <ExtendedResult Type="ER" Code="E_JUMP1" Value="0.00" >
                                                <Extension Code="JUMP_PEN" Value="0" />
                                                <Extension Code="TIME_PEN" Value="0.00" />
                                        </ExtendedResult>
                                </ExtendedResults>
                        </Athlete>
                        <Athlete Code="1118078" Bib="211" Order="2">
```

2.2.6.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.

		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.7.3 Trigger and Frequency

Send when the final event unit is official for each event.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		Competitor (1,1)				
			Code			

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

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Competition	Unique ID for competition

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text			
Attribute	**M/O**	**Value**	**Description**

Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event .It is optional because the competitor can have an IRM
RankEqual	O	Y	Send if the rank is equalled else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event
Result	O	Numeric ##0.000 (Dressage) or ##0 (Jumping) or ###0.00 (Eventing)	Send the result in the final and only if the competitor participated in the final event unit, else do not include the score. (as it is not comparable to the others)
IRM	O	SC @IRM	Send only if applicable and if received in the final event unit as for @Result.
SortOrder	M	Numeric	This attribute is a sequential number with the overall order of the competitors at the end of the event, if they were to be presented.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

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

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

Attribute	M/O	Value	Description

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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Horse	O	S(25)	Name of the athlete's horse

Sample (General)

```
<Competition>
....
<Result Rank="16" ResultType="POINTS" Result="40.15" SortOrder="16" >
        <Competitor Type="A" Code="1067129" Organisation="SUI" >
                <Composition>
                        <Athlete Code="1067129" Order="1" />
                        <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1994-12-18" Horse="BLACK BEAUTY" />
                </Composition>
        </Competitor>
</Result>
<Result Rank="17" SortOrder="17">
        <Competitor Type="A" Code="1090447" Organisation="NZL" >
                <Composition>
                        <Athlete Code="1090447" Order="1">
                                <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1994-12-15" Horse="GREAT ONE" />
                        </Athlete>
                </Composition>
        </Competitor>
</Result>
...
```

2.2.7.6 Message Sort

Sort by Result @SortOrder

2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value='').

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	One message per event.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.

Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.8.3 Trigger and Frequency

Before any messages are sent for the affected units.

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

2.2.8.4 Message Structure

The following table defines the structure of the message.

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

2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	**M/O**	**Value**	**Description**

Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
EC		ARTISTIC	Numeric #0	Pos Description: Send the artistic mark number (it should be a consecutive number after the last movement number) in mixed case Element Expected: Only for Dressage Freestyle
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the artistic mark name for Dressage units in mixed case
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only for Dressage Freestyle**			
	Attribute	**Value**	**Description**	
	Code	COEFFICIENT		
	Pos	N/A	N/A	
	Value	Numeric 0	Send the Coefficient if it is different to 1	
EC		COLLECTIVE	Numeric #0	Pos Description: Send the collective mark number (it should be a consecutive number after the last movement number) Element Expected:

				Only for Dressage /Eventing Dressage
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the collective mark name for Dressage units in mixed case
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only for Dressage/ Eventing Dressage**			
	Attribute	**Value**	**Description**	
	Code	COEFFICIENT		
	Pos	N/A	N/A	
	Value	Numeric 0	Send the Coefficient if it is different to 1	
EC		EFFORTS_TOTAL	N/A	Element Expected: Only for Eventing-Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Number of efforts making up the cross-country course - maximum 45
EC		MOVEMENT	Numeric #0	Pos Description: Send the movement number Element Expected: Only for Dressage /Eventing Dressage
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the movement name in mixed case
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Only for Dressage/ Eventing Dressage**			
	Attribute	**Value**	**Description**	
	Code	COEFFICIENT		
	Pos	N/A	N/A	
	Value	Numeric 0	Send the Coefficient if it is different to 1	
EC		OBSTACLE	Numeric #0	Pos Description: Send the obstacle number (order)

				Element Expected: Only for Eventing Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Send the obstacle name
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only for Eventing Cross Country			
	Attribute	**Value**	**Description**	
	Code	EFFORT		
	Pos	Numeric #0	Send the effort number (order) from the start	
	Value	S(3)	Send the effort code of the efforts (eg. 1, 2, 3A, 3B, 3C, 4...)	
EC		OBSTACLES_TOTAL	N/A	Element Expected: Only for Eventing-Cross Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the number of obstacles
EC		QUAL_RULE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Text	Text with the Qualification Rule

Sample (Eventing Team)

```
<Competition>
...
<Config Gender="X" Event="403" Phase="2">
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="1" Value="Diamond Jubilee Hedge" >
                <ExtendedConfigItem Code="EFFORT" Pos="1" Value="1" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="2" Value="Royal Park Seat" >
                <ExtendedConfigItem Code="EFFORT" Pos="2" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="3" Value="Bandstand Rails" >
                <ExtendedConfigItem Code="EFFORT" Pos="3" Value="3A" />
                <ExtendedConfigItem Code="EFFORT" Pos="4" Value="3B" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="4" Value="The Royal Herb Garden" >
                <ExtendedConfigItem Code="EFFORT" Pos="5" Value="4" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="5" Value="The Chestnut Logs" >
                <ExtendedConfigItem Code="EFFORT" Pos="6" Value="5A" />
                <ExtendedConfigItem Code="EFFORT" Pos="7" Value="5B" />
                <ExtendedConfigItem Code="EFFORT" Pos="8" Value="5C" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="6" Value="The Planet" >
                <ExtendedConfigItem Code="EFFORT" Pos="9" Value="6" />
        </ExtendedConfig>
...
</Config>
```

Sample (Dressage Individual)

```
<Config Gender="X" Event="001" Phase="9">
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="1" Value="HALT - SALUTE" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="2" Value="EXTENDED TROT" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="3" Value="HALF-PASS RIGHT" >
                <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="4" Value="HALF-PASS LEFT" >
                <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="5" Value="REIN BACK 5 ST." />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="6" Value="EXTENDED TROT" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="7" Value="PASSAGE" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="8" Value="PIAFFE 12-15 ST." />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="9" Value="TRANSITIONS" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="10" Value="PASSAGE" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="11" Value="EXTENDED WALK" >
                <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="12" Value="COLLECTED WALK" >
                <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
        </ExtendedConfig>
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="13" Value="TRANSITION" />
        <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="14" Value="PASSAGE" />
...
        <ExtendedConfig Type="EC" Code="COLLECTIVE" Pos="37" Value="RIDER" >
                <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
        </ExtendedConfig>
</Config>
...
```

2.2.8.6 Message Sort

Sort by obstacle number/effort or movement number as appropriate.

3 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	30 May 2014	Submitted for review version
v1.1	18 July 2014	Submitted for approval
v1.2	29 October 2014	Internal version
v1.3	12 February 2015	Approved version
v1.4	14 May 2015	Minor correction
v1.5	5 November 2015	CR008453
v1.6	18 December 2015	Minor corrections
v1.7	5 February 2016	CR008981 and defects fixed
v1.8	10 March 2016	CR009496
v1.9	24 March 2016	Minor correction
v2.0	9 June 2016	Minor correction

File Reference: ODF/INT158- R-SOG-2016-v2.0 APP (EQ)

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
v1.1	SFA	-DT_CUMULATIVE_RESULT: for Individual Jumping should be send at phase level -DT_RESULT: removed sentence stating that is only sent in individual events -Applicable Messages: marked DT_PARTIC_HORSES_UPDATE and DT_CURRENT as extended in this document -DT_PARTIC / DT_PARTIC_UPDATE: added comments for @Bib format and content -DT_PARTIC / DT_PARTIC_UPDATE: renamed RANK to RANK_WLD for clarity -DT_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE: added attributes definitions (same as in General ODF document) for clarity -DT_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE: redefined Value attribute for RESERVE Entry -DT_RESULT: added trigger for jumping events to send message after every penalty -DT_RESULT: removed UNCONFIRMED ResultStatus -DT_RESULT: updated @Rank and @SortOrder comments to clarify -DT_RESULT: renamed ExtendedInfo TIME to TIME_ALLOW -DT_RESULT: changed ExtendedInfo Type to DISPLAY for AFTER and LAST_QUAL, these data only applies to Individual units -DT_RESULT: removed TOTAL ExtendedInfo -DT_RESULT: clarified @Pos description in CURRENT ExtendedInfo

		-DT_RESULT: added @Unchecked attribute for dressage -DT_RESULT: clarified @Pos description in START_TIME EventUnitEntry -DT_RESULT: removed HORSE_SEX and HORSE_AGE EventUnitEntries as this data already comes in DT_PARTIC_HORSES -DT_RESULT: updated sample, for D_JUDGE @ValueType changed to PERCENT -DT_RESULT / DT_CURRENT: clarified @Pos description in GEN_MARK ExtendedResult -DT_RESULT / DT_CURRENT: removed D_PENALTY ExtendedResult -General: renamed Cross Country references from CC to XC -DT_RESULT / DT_CURRENT: renamed EFFORT_PEN, EFFORT_PEN2 to OUTCOME, OUTCOME2 -DT_RESULT / DT_CURRENT: added XC_EFFORTS that includes OUTCOME, OUTCOME2 -DT_RESULT / DT_CURRENT: removed "-" from OUTCOME values -DT_RESULT / DT_CURRENT: added J_TIME ExtendedResult -DT_CURRENT: clarified @Rank comments -DT_CURRENT: added J_T_PEN, J_T_DEMOLITION, J_J_PEN and J_TOTAL ExtendedResults -DT_CUMULATIVE_RESULT: @Location and @LocationName not send in the case of Eventing as it has multiple locations -DT_CUMULATIVE_RESULT: updated ResultItem/@Unit comment -DT_CUMULATIVE_RESULT: updated ResultItem/Result/@SortOrder comment -DT_CUMULATIVE_RESULT: added JUMP_TIME Extension -DT_CUMULATIVE_RESULT: added Eventing 2nd Horse Inspection to DocumentSubtype values -DT_CUMULATIVE_RESULT: 2HI_IRM expected only for Eventing 2nd Horse Inspection -DT_RANKING: updated trigger -DT_RESULT: removed TR_TIME ExtendedInfo -DT_PARTIC / DT_PARTIC_UPDATE: updated @IFId comment -DT_PARTIC / DT_PARTIC_UPDATE: renamed EventEntry HORSE to HORSE_ID -DT_PARTIC / DT_PARTIC_UPDATE: removed SUBSTITUTE EventEntry -DT_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE: renamed HORSE_NO to HORSE_NUM and updated @Value description -DT_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE: rename FEI_NUMBER to FEI_NUM -DT_RESULT: added Result /Competitor /ExtendedResults /ExtendedResult to Messages Structure section -DT_RESULT: defined Officials /Official: attributes -DT_RESULT: clarified Result /Competitor /Composition /Athlete /@Order comment -DT_RESULT: updated @Value description for TYPE ExtendedInfo -DT_RESULT: renamed ExtendedInfo JUMP-OFF to JUMPOFF and updated description -DT_RESULT: updated @Value description for LAST_COMP ExtendedInfo -DT_RESULT: updated expected value for PRESIDENT ExtOfficial -DT_RESULT: renamed EventUnitEntry JUMP-OFF to JUMPOFF -DT_RESULT: renamed ExtendedResult J_JUMP-OFF_PEN to J_JUMPOFF_PEN -DT_RESULT: renamed ExtendedResult J_JUMP-OFF_TIME to J_JUMPOFF_TIME -DT_RESULT /DT_CURRENT: renamed EventUnitEntry HORSE to HORSE_ID -DT_RESULT: renamed HORSE_NO to HORSE_NUM -DT_RESULT: renamed ARTISTIC and TECH Extension Codes for D_JUDGE -DT_CURRENT: removed ART_PTS and TEC_PTS Extension Codes for D_JUDGE

		-DT_CURRENT: removed D_ARTISTIC, D_TECH ExtendedResults -DT_RESULT /DT_CURRENT: renamed ExtendedResult GEN_MARK to COLL_MARK -DT_RESULT: added ART_MARK ExtendedResult
v1.2	SFA	-Moved QUAL_RULE, OBSTACLES_TOTAL, EFFORTS_TOTAL from DT_RESULT to DT_CONFIG message
v1.3	APP	-DT_CURRENT: corrected element name for Bib and Order -DT_CURRENT: added ART_MARK ExtendedResult -DT_CURRENT: D_PERCENT send only when rider finishes -DT_CUMULATIVE_RESULT: added DISCARDED Extension to J_ROUND3 ExtendedResult -DT_CUMULATIVE_RESULT: CONTRIB_RES applies only to Eventing team events -DT_CUMULATIVE_RESULT: replaced E_JUMP with E_JUMP1, E_JUMP2 -DT_CONFIG: apply to all events -Description element for Athletes/Teams fixed to follow general definition
v1.4	APP	-DT_RESULT: updated ResultStatus comment
v1.5	APP	-CR008453: DT_RESULT: added J_JUMPOFF_PEN and J_JUMPOFF_TIME ExtendedResults to Competitor element to send Jump-Off penalties and time for teams -DT_RESULT: added clarification for StartOrder and StartSortOrder attributes
v1.6	APP	-DT_RESULT: LAST_QUAL ExtendedInfo should be sent also for team events with team ID -DT_RESULT: Updated the Athlete ExtendedResult J_TIME Value format -DT_CURRENT: Updated the Athlete ExtendedResult J_TIME Value format -DT_CUMULATIVE_RESULT: Updated the Athlete ExtendedResult DISCARDED Element's Expected
v1.7	APP	-CR008981: DT_RESULT: added seconds to START_TIME format for Croos-country -Defect 124439: DT_CUMULATIVE_RESULT: added J_JUMPOFF_IRM ExtendedResult -Defect 122574: DT_RESULT: updated format for E_AFTER_XC and E_DRESSAGE -Defect 122822: DT_CUMULATIVE_RESULT: updated format for JUMP_TIME in Cross-country -Defect 122828: DT_CUMULATIVE_RESULT: updated format for JUMP_PEN -Defect 123037: DT_RESULT: updated format for J_JUMPOFF_TIME -Defect 123121: DT_RESULT: CURRENT, LAST_COMP and NEXT only apply for Individuals units -Defect 123125: DT_RESULT: TEAM_MEMBER only applies for Individual units -Defect 123187: DT_RESULT: TIME_LIMIT applies also to Jumping and Eventing Jumping -DT_CUMULATIVE_RESULT: ER/DISCARTDED applies also to Team Jump-off -DT_CURRENT: fix in description, message also applies to Jumping event units
v1.8	APP	-CR009496: EQ DT_RESULT & DT_CUMULATIVE_RESULT proposal: * DT_RESULT: Result/@Result and @ResultType not needed in Eventing * DT_RESULT: redefined Result/@SortOrder for Eventing * DT_RESULT: added D_TOTAL_PEN, D_IRM, XC_TOTAL_PEN, XC_IRM, J_TOTAL_PEN ExtendedResults * DT_CURRENT: Result/@Result and @ResultType not needed in Eventing * DT_CUMULATIVE_RESULT: ResultItem/Result/@Result and @ResultType not needed in Eventing * DT_CUMULATIVE_RESULT: added TOTAL_PEN and AFTER_IRM in ResultItem/Result/Extension

		-Reverted changes from defect 123121: DT_RESULT: CURRENT, LAST_COMP and NEXT apply also for Team units -DT_CUMULATIVE_RESULT: added clarification for @DocumentCode
v1.9	APP	* DT_CUMULATIVE_RESULT: corrected @Value format for E_JUMP2
v2.0	APP	* DT_RESULT, DT_CURRENT, DT_CUMULATIVE_RESULT: added missing Extension element in message structure for Athlete/ ExtendedResults/ ExtendedResult