OLYMPIC DATA FEED

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

2 Messages

2.1 Applicable Messages

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

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

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

2.2.1.2   Header Values

The following table describes the message header attributes.

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

2.2.1.3   Trigger and Frequency

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

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

2.2.1.4   Message Values

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	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 critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute 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)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
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.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FEI code (competitor's federation number for the discipline). It will be included when data available. May not be available for some athletes.

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**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(4)	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.
Class	O	CC @SportClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Sports

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_WLD	N/A	Element Expected: Always in Olympic Games, not applicable in Paralympic Games.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	FEI rider world rank.
ENTRY	RANK_PTS	N/A	Element Expected: Always in Olympic Games, not applicable in Paralympic Games.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	FEI rider world rank points
ENTRY	PROFILE	N/A	Element Expected: Paralympic Games only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(10)	Competitor's Profile Code

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

2.2.1.5   Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.2.3   Trigger and Frequency

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

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

2.2.2.4   Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member.
Order	O	Numeric	Team member order

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

Element: Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

2.2.2.5 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 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	Full RSC (discipline level)	RSC at the discipline level
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.

Attribute	Value	Comment
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).

The end of the logical day is defined by default at 03:00 a.m.

For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.

Logical Date is expressed in the local time zone where the message was produced. |
| Source | SC @Source | Code indicating the system which generated the message. |

2.2.3.3   Trigger and Frequency

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

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

2.2.3.4   Message Values

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 federation ID
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

Element: Horse (1,N)

Attribute	M/O	Value	Description
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	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

Element: Horse /Entry (0,N)
Only when there are entries specific for the horse.

Type		Code	Pos	Description
ENTRY		DISCIPLNE	N/A	Element Expected: If known
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @HorseDiscipline	Horse discipline code (DRESSAGE, EVENTING, JUMPING)
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

2.2.3.5 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	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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.

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

2.2.4.3   Trigger and Frequency

- As soon as the start list is available and any updates [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 Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always after status START_LIST

	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Sent the number of competitors on the start list

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: Always after status START_LIST

	Attribute	Value	Description
	Code	COMPLETE	
	Pos	N/A	
	Value	Numeric #0	Send the number of competitors whose event unit is completed (includes IRMs)

Type	Code	Pos	Description
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 for those on the course. 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

Type	Code	Pos	Description
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)

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
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 or team may change during the unit.

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
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	HEIGHT	N/A	Element Expected: Always in jumping (not eventing jumping)
Attribute	**M/O**	**Value**	**Description**
Value	M	##0	Height for the competition in cm
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

```
<ExtendedInfos>
    <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
    <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)

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

Element: ExtendedInfos /VenueDescription (0,1)

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 for the event unit.
Order	M	Numeric	Order of the Officials

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**

	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 (Free Routine)

```
<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>
```

Element: Result (1,N)			
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	S(1)	Send "Y" in the case of equalled rank else do not send
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
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 particular event unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Qualification Mark if applicable
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	S(4)	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

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type	Code	Pos	Description
ER	D_ARTISTIC	N/A	Element Expected: Used for Ind. Dressage (only Grand Prix Freestyle)

	Attribute	M/O	Value	Description
	Value	O	Numeric #0.000	Send the total artistic impression score
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric #0	Send the artistic impression total rank
	RankEqual	O	S(1)	Send "Y" if the artistic impression rank is equalled, otherwise do not send

Type	Code	Pos	Description
ER	D_IRM	N/A	Element Expected: Used for Ind. Eventing Dressage

	Attribute	M/O	Value	Description
	Value	O	SC @IRM	Send the IRM for Eventing Dressage

Type	Code	Pos	Description
ER	D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials Element Expected: Always in Ind. 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 /ExtendedResults /ExtendedResult /Extension		
Expected: Used for Ind. Dressage (GPF Artistic Mark)		
Attribute	**Value**	**Description**
Code	ART_MARK	

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type	Code	Pos	Description
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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. Dressage (GP and GPS, Collective Mark) and Ind. 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)

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type	Code	Pos	Description

Sub Element: Result /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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. 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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Ind. Dressage (only Grand Prix Freestyle)

Attribute	Value	Description
Code	TECH_RANK	
Pos	N/A	N/A

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

	Type	Code	Pos	Description
	Value	Numeric #0		Send the technical merit rank
ER		D_PERCENT	N/A	Element Expected: Used for Ind. 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 Ind. Dressage (only Grand Prix Freestyle)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.000	Send the technical merit points
	ValueType	O	SC @ResultType	Send SC @ResultType
	Rank	O	Numeric #0	Send the technical merit total rank
	RankEqual	O	S(1)	Send "Y" if the technical merit rank is equalled, otherwise do not send
ER		D_TOTAL_PEN	N/A	Element Expected: Used for Ind. 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 Ind. Eventing Jumping and Ind. 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 Ind. Eventing Jumping and Ind. Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Jump Penalty
ER		J_JUMPOFF_PEN	N/A	Element Expected: Used for Ind. and Team Jumping
	Attribute	**M/O**	**Value**	**Description**

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type	Code	Pos	Description
Value	O	Numeric #0	Send the Jump-Off Penalty
ER	J_JUMPOFF_TIME	N/A	Element Expected: Used for Ind. and Team 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 Ind. Eventing Jumping and Ind. 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 Ind. Eventing Jumping and Ind. Jumping
Attribute	**M/O**	**Value**	**Description**
Value	O	ss.ff	Send the time for Jumping
ER	J_TOTAL	N/A	Element Expected: Used for Ind. 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 Ind. Eventing Jumping
Attribute	**M/O**	**Value**	**Description**
Value	O	##0.00	Send total penalties for Ind. Eventing Jumping
ER	XC_ADD_PEN	N/A	Element Expected: Used for Ind. Eventing Cross-Country, only send if applicable
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric #0	Send the additional penalty

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type		Code	Pos	Description
ER		EFFORTS	N/A	Element Expected: Only for Ind. Eventing Cross-Country & Jumping and Individual Jumping
	Attribute	**M/O**	**Value**	**Description**
	Value	O	N/A	Do not send anything.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only for Ind. Eventing Cross-Country & Jumping and Individual Jumping

Attribute	Value	Description		
Code	OUTCOME			
Pos	Numeric #0	Effort number		
Value	SC @ObstacleOutcome or "-"	Effort Penalty or send "-" if clear		

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only for Ind. Eventing Cross-Country & Jumping and Individual Jumping, only send if needed

Attribute	Value	Description		
Code	OUTCOME2			
Pos	Numeric #0	Effort number		
Value	SC @ObstacleOutcome	Second Effort Penalty		

Type		Code	Pos	Description
ER		XC_IRM	N/A	Element Expected: Used for Ind. 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 Ind. 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 Ind. Eventing Cross-Country
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.00	Send the XC Time Penalty

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

Type	Code	Pos	Description
ER	XC_TIME	N/A	Element Expected: Used for Ind. Eventing Cross-Country

	Attribute	M/O	Value	Description
	Value	O	m:ss	Send the time for Cross-Country

Type	Code	Pos	Description
ER	XC_TOTAL_PEN	N/A	Element Expected: Used for Ind. Eventing Cross-Country

	Attribute	M/O	Value	Description
	Value	O	##0.00	Send total penalties for Cross-Country

Type	Code	Pos	Description
ER (for Teams Events)	TEAM_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	S(1)	Send "Y" if rank is equalled, otherwise do not send.

Type	Code	Pos	Description
ER (for Teams Events)	TEAM_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
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.

Element: Result /ExtendedResults /ExtendedResult (1,N)
Used for individual events and for overall scores in teams.

	Type	Code	Pos	Description
ER (for Teams Events)		TEAM_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
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
ER (for Teams Events)		TEAM_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
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.

Sample (Ind. Dressage)

```
<Result Rank="1" ResultType="POINTS" QualificationMark="Q" Result="83.663" SortOrder="1" StartOrder="12"
StartSortOrder="12">
    <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>
```

Sample (Ind. Eventing)

```
<Result ...>
    <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>
```

Element: Result /Competitor (1,1)
Competitor related to the result of one event unit.

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

Element: Result /Competitor /Description (0,1)
Used in Team event

Attribute	M/O	Value	Description
TeamName	M	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 /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
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)

Type	Code	Pos	Description
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.

Type	Code	Pos	Description
EUE	JUMPOFF	N/A	Element Expected: For individual jump-off

	Attribute	M/O	Value	Description
	Value	O	SC @JumpOff	Send the proposed code

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)
Individual athletes entry information.

	Type	Code	Pos	Description
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	S(1)	Send "Y" If the rider belongs to a team else do not send.

Sample

```
<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)
This element is only applicable in team events, must not be sent in individual events.

	Type	Code	Pos	Description
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

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
This element is only applicable in team events, must not be sent in individual events.

Type	Code	Pos	Description
ER	DISCARDED	N/A	Element Expected: YOG Teams competition.

	Attribute	M/O	Value	Description
	Value	M	S(1)	Flag to indicate that the result does not count in team total. Send Y when the points are discarded, else do not send.

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 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: 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.

Type	Code	Pos	Description
ER	J_IRM	N/A	Element Expected: Used for Team Jumping

	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send the IRM for Jumping

Type	Code	Pos	Description
ER	J_TIME	N/A	Element Expected: Used for Team Jumping

	Attribute	M/O	Value	Description

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
This element is only applicable in team events, must not be sent in individual events.

Type	Code	Pos	Description
Value	O	ss.ff	Send the time for Jumping
ER	J_T_PEN	N/A	Element Expected: Used for Team Jumping

Attribute	M/O	Value	Description
Value	O	Numeric #0 or Numeric #0.00 for Eventing	Send the Time Penalty

ER	J_J_PEN	N/A	Element Expected: Used for Team Jumping

Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the Jump Penalty

ER	J_JUMPOFF_TIME	N/A	Element Expected: Used for Team Jumping

Attribute	M/O	Value	Description
Value	O	ss.ff	Send the Jump-Off Time

ER	J_JUMPOFF_PEN	N/A	Element Expected: Used for Team Jumping

Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the Jump-Off Penalty

ER	J_TOTAL	N/A	Element Expected: Used for Team Jumping

Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the Total Jumping penalties

2.2.4.5   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 but not Grand Prix Freestyle), in Jumping (including Eventing Jumping) and in Eventing Cross Country.

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	Full RSC	
DocumentSubcode	Not used	Not used
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. |

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 start or 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 Values

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	S(1)	Identifies if a rank has been equalled. Only send Y if applicable else not sent.
Result	O	Numeric ##0.000 or ##0 or ##0.00	Result after the event unit. Format data for the particular event. ##0.000 for Dressage ##0 for Jumping ##0.00 for 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
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, only sent is there is a result

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

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	S(1)	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 /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 /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 /ExtendedResults /ExtendedResult /Extension
Expected: Used for Dressage/ Eventing Dressage

Attribute	Value	Description

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

	Type	Code	Pos	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

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

Type		Code	Pos	Description
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

Element: Result /Competitor (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric #0	Send order according to Start number
Bib	O	S(4)	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	S(1)	Send "Y" If the rider belongs to a team else do not send.

2.2.5.5 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.

In equestrian the cumulative message is only used in eventing.

2.2.6.2 Header Values

The following table describes the message header attributes.

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

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

2.2.6.3 Trigger and Frequency

- After the start list for the first included unit is sent (INTERMEDIATE)
- After each competitor completes the ride during each unit- (LIVE)
- After the each two included unit is over (INTERMEDIATE)
- Update after last unit (UNCONFIRMED / UNOFFICIAL / OFFICIAL)

2.2.6.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	LAST_UNIT	N/A	Element Expected: After at least one unit has started.
	Attribute	**M/O**	**Value**	**Description**

	Attribute	M/O	Value	Description
	Value	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.
UI	TEAM_AFTER	N/A		Element Expected: Only when ResultStatus = "INTERMEDIATE" and "LIVE".
	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: Result (1,N)

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 rank mark.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ResultType	O	SC @ResultType	Result type, either points or IRM for the cumulative result.
Result	O	Numeric ###0.00	Result of the competitor up to this point in the phase/event. Format data for the particular event.
IRM	O	SC @IRM	IRM for the cumulative result. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. At the start the order will be by start list order for the first unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)
Only applicable in individual events.

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

Element: Result /ExtendedResults /ExtendedResult (1,N)
Only applicable in individual events.

Type	Code	Pos	Description
ER	E_DRESSAGE	N/A	Element Expected: When applicable

Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Send Dressage penalties.

Type	Code	Pos	Description
ER	E_JUMP	S(1)	Pos: Send 1 or 2 for the appropriate jumping round Element Expected: When applicable

Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Send penalties after Eventing Jumpings rounds

Sub Element: Result /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 /ExtendedResults /ExtendedResult /Extension
Expected: When applicable

Attribute	Value	Description
Code	TIME_PEN	
Pos	N/A	N/A
Value	Numeric ##0.00	Time penalties.

Type	Code	Pos	Description
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 /ExtendedResults /ExtendedResult /Extension
Expected: When applicable

Attribute	Value	Description
Code	JUMP_PEN	
Pos	N/A	N/A
Value	Numeric ##0.00	Jump penalties.

Element: Result /ExtendedResults /ExtendedResult (1,N)
Only applicable in individual events.

Type	Code	Pos	Description

Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When applicable		
Attribute	**Value**	**Description**
Code	TIME_PEN	
Pos	N/A	N/A
Value	Numeric ##0.00	Time penalties.

Sample (Ind. Eventing)

```
<Result Rank="1" ResultType="POINTS" Result="133.70" SortOrder="1">
    <ExtendedResults>
        <ExtendedResult Type="ER" Code="E_DRESSAGE" Value="30.60" />
        </ExtendedResult>
        <ExtendedResult Type="ER" Code="E_XC" Value="0.00" >
            <Extension Code="JUMP_PEN" Value="0.00" />
            <Extension Code="TIME_PEN" Value="0.00" />
        </ExtendedResult>
        <ExtendedResult Type="ER" Code="E_JUMP" Pos="1" Value="0.00" >
            <Extension Code="JUMP_PEN" Value="0" />
            <Extension Code="TIME_PEN" Value="0.00" />
        </ExtendedResult>
    </ExtendedResults>
```

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

Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full unit RSC of each unit included in the cumulative result..
Order	M	Numeric #0	Logical order of the units, usually schedule order.

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

Attribute	M/O	Value	Description
ResultType	O	SC @ResultType	Result type, either points or IRM for the cumulative result. Only used for the total result of the event. Only include in teams events
Result	O	###0.00	Result in the event unit. Format data for the particular event. Only include in teams events.
IRM	O	SC @IRM	IRM for the cumulative result. Only send in the case @ResultType is IRM Only include in teams events.
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 /ExtendedResults /ExtendedResult (0,N)

	Type	Code	Pos	Description
ER		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.
ER		AFTER_IRM	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @IRM	Send IRM for the unit
ER		AFTER_RANK	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the Rank after the unit
ER		AFTER_SCORE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	###0.00	Send the score for the competitor after participating in the unit

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (0,N)			
Type	**Code**	**Pos**	**Description**
ER	JUMP_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0 or #0.00	Send jumping penalties
ER	JUMP_TIME	N/A	Element Expected: Only in individual eventing for XC and jumping phases
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Jumping s.ff Cross-country mm:ss	Send jumping time
ER	TIME_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0 or #0.00	Send time penalties
ER	TOTAL_PEN	N/A	Element Expected: Only for individual eventing
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Total penalties for the unit
ER	SUB_PEN	N/A	Element Expected: Only for team eventing
	Attribute	**M/O**	**Value**	**Description**
	Value	O	##0.00	Substitution Penalties

Sample (Ind. Eventing)

```
<ResultItems>
    <ResultItem Unit="EQUOEVENINDV----------DRSS--------" Order="1" >
        <Result SortOrder="2">
            <ExtendedResults>
                <ExtendedResult Code="AFTER_SCORE" Value="37.60" />
                <ExtendedResult Code="AFTER_RANK" Value="2" />
            </ExtendedResults>
        </Result>
    </ResultItem>
    <ResultItem Unit="EQUOEVENINDV----------XC--000100--" Order="2" >
        <Result SortOrder="1">
            <ExtendedResults>
                <ExtendedResult Code="AFTER_SCORE" Value="37.60" />
                <ExtendedResult Code="AFTER_RANK" Value="1" />
                <ExtendedResult Code="JUMP_PEN" Value="0" />
                <ExtendedResult Code="JUMP_TIME" Value="10:15" />
                <ExtendedResult Code="TIME_PEN" Value="0.00" />
                <ExtendedResult Code="TOTAL_PEN" Value="0.00" />
            </ExtendedResults>
        </Result>
    </ResultItem>
```

Element: Result /Competitor (1,1)

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

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	If team then send the order attribute used to sort team members in a team else send 1 for individuals.
Bib	O	S(4)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)
Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member's extended result. Only used in team events.

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	E_DRESSAGE	N/A	Element Expected: When applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.00	Send Dressage penalties.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member's extended result. Only used in team events.

Type	Code	Pos	Description
ER	E_JUMP	S(1)	Pos: Send 1 or 2 for the appropriate jumping round Element Expected: When applicable

Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Send penalties after Eventing Jumping rounds

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.

Type	Code	Pos	Description
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

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	

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member's extended result. Only used in team events.			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric ##0.00	Time penalties.	

2.2.6.5   Message Sort

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

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	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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

2.2.7.3 Trigger and Frequency

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

2.2.7.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent
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 order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete or T for Team
Organisation	O	CC @Organisation	Competitors' 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
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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

2.2.7.5　　　Message Sort

Sort by Result @SortOrder

2.2.8　Configuration

2.2.8.1　Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

2.2.8.2　Header Values

The following table describes the message header attributes.

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

2.2.8.3 Trigger and Frequency

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

Trigger also after any change, but considering that, if possible, the configuration for one particular unit must be provided before the start list. If this message is re-sent then the DT_RESULT must also be resent.

2.2.8.4 Message Values

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC of the Unit.
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	

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description
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...)

Type	Code	Pos	Description
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

Type	Code	Pos	Description
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 CC)

```
<Config Unit="EQUOEVENTEAM----------XC--000100--">
    <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>
...
```

Sample (Dressage Individual)

```
<Config Unit="EQUODRESINDV----------GPSP000100--">
    <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>
...
```

2.2.8.5 Message Sort

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

3   Document Control

Version history		
Version	**Date**	**Comments**
v1.0	1 Aug 2017	First version
V1.1	19 Jun 2018	Updated
V1.2	23 July 2018	Updated
V1.3	14 September 2018	Updated

File Reference: ODF R-SOG-2020-EQU V1.3 SFA

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFA	First version
V1.1	SFA	DT_RESULT: Add DISCARDED to manage discarded scores in YOG. Other corrections (removal) or inappropriate extensions. DT_CUMULATIVE_RESULT: Correct E_JUMP1 to use @Pos
V1.2	SFA	DT_CUMULATIVE_RESULT: Updated typographical error to replace Extension with ExtendedResults in ResultItems
V1.3	SFA	DT_RESULT: Added more extensions at Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult