INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed

ODF Sliding Data Dictionary
PyeongChang – XXIII Olympic Winter Games

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Sliding Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Sliding 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/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD404	Common Codes	The document describes the ODF Common codes used across all ODF documents.

Document Reference	Document Title	Document Description
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	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 Sliding.

- 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_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_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X

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

2.2 Messages

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

2.2.1.1 Description

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

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

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

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists 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	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 prior to 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 (0,1)					
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		

IFId
RegisteredEvent (0,N)
Event
Substitute
EventEntry (0,N)
Code
Type
Pos
Value
OfficialFunction (0,N)
FunctionId

2.2.1.5 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 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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
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	S(1)	'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	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to 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
Substitute	O	S(1)	Send Y is this person is a substitute. Applicable in BOB. Not applicable in LUG & SKN.

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: As soon as it is known. Applicable in BOB & LUG. Not applicable in SKN.

	Attribute	M/O	Value	Description
	Value	O	CC @Position	Position Code for the athlete

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

The List of teams message contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

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

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.

How to display Sled Names in BOB and LUG doubles and Team Events

Since after Sochi 2014, there is no Team Name composed by NOC code and a number e.g. GER-1, RUS-2 etc.
In BOB Events and LUG Team Relay, TeamName data field on ODF definition contains the Name of the respective NOC.
In LUG doubles, TeamName data field follows the pattern:
Front Athlete FamilyName GivenName / Back Athlete FamilyName GivenName

Teams should be displayed as a concatenation of the names of the athletes composing the team joined to the respective NOC Code. The proper display practice is:
In BOB, Pilot name should be displayed next to the NOC Code followed by crew members in the

order defined in **<../Composition/Athlete>** data element. In Official Training and if display space is limited then only pilot name should be displayed, e.g.

NOC Code ***Result/Competitor@Organisation***	**Name** ***Result/Competitor/Composition/Athlete@FamilyName GivenName***	**Finish Time**
GER	Lange Andre Kuehn Enrico Kuske Kevin Embach Carsten	

OR

GER	Lange Andre / Kuehn Enrico / Kuske Kevin / Embach Carsten	

OR

NOC Code	**Pilot Name**	**Finish Time**
GER	Lange Andre	

In LUG doubles, either on Doubles or Team events, sled should be displayed as Front athlete name/Back athlete name.

NOC Code	**Name**	**Finish Time**
GER	Lange Andre / Kuehn Enrico	

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.
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 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 (0,1)				
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		TVTeamName		

Gender
Current
ModificationIndicator
Composition (0,1)
Athlete (0,N)
Code
Order
Discipline (0,1)
Code
IFId
RegisteredEvent (0,1)
Event

2.2.2.5 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team Name (NOC name) In LUG Doubles Team Name follows the format Front Athlete FamilyName GivenName/Back Athlete FamilyName GivenName
TVTeamName	O	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.

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 (0,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.
Order	O	Numeric	Team member order

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	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

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

Sample (List of teams)

```
<Team Code="BOBOTEAM4---CHN01" Organisation="CHN" Number="1" Name="China" Gender="M" Current="true" >
        <Composition>
                <Athlete Code="2005035" Order="1" />
                <Athlete Code="2005037" Order="2" />
                <Athlete Code="2005038" Order="3" />
                <Athlete Code="2005040" Order="4" />
                <Athlete Code="2005047" Order="5" />
        </Composition>
        <Discipline Code="BOB-------------------------------" >
                <RegisteredEvent Event="BOBOTEAM4-------------------------" />
        </Discipline>
</Team>
```

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports.

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per run.
DocumentSubcode	N/A	Not used in BOB, SKN, LUG
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in BOB, SKN, LUG
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used when the competition starts and after every split in the current sled/bob. Also, when a sled/bob has completed the run) INTERMEDIATE (in case of heat interruption) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated,

		expressed in the local time zone where the message was produced.
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

This message is sent:

* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
* When the competition starts and after every split in the current sled/bob (LIVE)
* After every sled/bob has completed the run (LIVE)
* After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
* After any change

2.2.3.4 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 (0,1)								
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					

- Pos
- Value
- Extension (0,N)
  - Code
  - Pos
  - Value
- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
  - SubEventName
  - UnitNum
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
  - Attendance
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
      - IFId
- Result (1,N)
  - Rank
  - RankEqual

- Result
- IRM
- SortOrder
- StartOrder
- StartSortOrder
- ResultType
- Diff
- ExtendedResults (0,1)
  - ExtendedResult (1,N)
    - Type
    - Code
    - Pos
    - Value
    - ValueType
    - Rank
    - RankEqual
    - SortOrder
    - Diff
- RecordIndicators (0,1)
  - RecordIndicator (1,N)
    - Order
    - Code
    - RecordType
    - Equalled
- Competitor (1,1)
  - Code
  - Type
  - Bib
  - Organisation
  - Description (0,1)
    - TeamName
    - IFId

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

2.2.3.5 Message Values

Element: ExtendedInfos /UnitDateTime (0,1) **Actual start date and time / end date and time. (do not include until unit starts)**			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day. (Do not include until unit has started)

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	M	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)	
DISPLAY		LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.
DISPLAY		LAST_SLED	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL (Team Relay only)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the last sled to compete and receive a result.
		SPEED	S(2)	Pos Description:

BEST				Speed trap point where the best speed was achieved as defined in DT_CONFIG, 1..NElement Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Best speed in the current run in km/h
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When data is available			
	Attribute	**Value**	**Description**	
	Code	COMP		
	Pos	N/A		
	Value	S(20) without leading zeroes	Send the competitor ID of the sled who achieved the best speed in the current run.	
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When data is available			
	Attribute	**Value**	**Description**	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	

Sample (ExtendedInfo)

```
...
<ExtendedInfos>
        <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
        <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
        <ExtendedInfo Type="BEST" Code="SPEED" Pos=“1” Value="122.7" >
                <Extension Code="MPH" Value="77.1" />
                <Extension Code="COMP" Value="2111355" />
        </ExtendedInfo>
...
```

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

UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar if applicable

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
Attendance	O	#####0	Total attendance (do not send if unknown)

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	O	Numeric	Order of 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: 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	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable.

Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the particular event unit.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 /0.000 for the leader)

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

This element is NOT used in the luge team event.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available

	Attribute	M/O	Value	Description
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.ff (BOB & SKN)	Send the time behind the leader at the

			s.fff (LUG)	corresponding intermediate point for the current run. (0.00 /0.000 for leader)
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Speed at this point in km/h
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When data is available			
	Attribute	**Value**	**Description**	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	
PROGRESS		SECTION	S(1)	Pos Description: Intermediate point at the end of the section where section time is taken (S, 1, 2...F). For example 1 is the section from S to 1. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.ff (BOB & SKN) s.fff (LUG)	Time for the section ending at the intermediate point @Pos.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor in the corresponding section
SPEED		KMH	N/A	Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric ##0.0	Send the designated maximum speed in kph
SPEED		MPH	N/A	Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Send the designated maximum speed in mph

Sample (ExtendeResults)

```
...
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" StartSortOrder="5" >
   <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.02" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" ValueType="TIME" Rank="1" SortOrder="1" Diff="0.00" />
         <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="12.45" ValueType="TIME" Rank="1" SortOrder="1" />
         <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="11.06" ValueType="TIME" Rank="1" SortOrder="1" />
...
         <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="18.01" ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="SPEED" Code="KMH" Value="134.4" />
      <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
   </ExtendedResults>
   <Competitor Type="A" Code="123456" Organisation="AUS" >
      <Composition>
         <Athlete
...
```

Element: Result /RecordIndicators /RecordIndicator (1,N) **Result's record indicator.**			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric	This will usually always be 1 unless there is both a SR and TR in which case SR=1 and TR=2.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.

RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "TR" or "SR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes 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
Bib	O	S(2)	Team Bib number in BOB & LUG
Organisation	O	CC @Organisation	Competitor's organisation

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team as it is sent in DT_PARTIC_TEAM.
IFId	O	S(16)	International Federation ID

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric	Order within the competitor
Bib	O	S(5)	Bib number. SKN & LUG (not used at this level in BOB). For Team event in Luge the bib for each sled will have values X-Y. This attribute is the individual Bib (Y value). It will be 1 for Women member of the team, 2 for Men and 3 for the Double sled's front athlete.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)

Individual athletes entry information.

Type		Code	Pos	Description
EUE		POSITION	N/A	Element Expected: Always in BOB and applicable events in LUG
	Attribute	**M/O**	**Value**	**Description**
	Value	M	CC @Position	Position of the athlete in the team.
SLED		WOMAN	N/A	Element Expected: In team event in LUG for the woman
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Athlete ID of the woman competitor
SLED		MAN	N/A	Element Expected: In team event in LUG for the man
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Athlete ID of the man competitor
SLED		DOUBLE	N/A	Element Expected: In team event in LUG for the athletes in the double sled.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20)	Team ID of the double sled

Sample (EventUnitEntry)

```
...
<Athlete Code="1135320" Order="1">
    <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
   <EventUnitEntry Type="EUE" Code="POSITION" Value="P" />
...
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) This element is only used in the case of the team event in Luge.				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Speed at this point in km/h
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When data is available			

	Attribute	Value	Description	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	
PROGRESS		SECTION	S(1)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.fff	Time for the section ending at the intermediate point @Pos.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor in the corresponding section
CUMULATIVE		INTER_TOTAL	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point

	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
SPEED		KMH	N/A	Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Send the designated maximum speed in kph
SPEED		MPH	N/A	Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Send the designated maximum speed in mph

Sample (Luge)

```
...
<Result Rank="1" ResultType="TIME" Result="2:45.649" SortOrder="1">
  <Competitor Type="T" Bib="10" Code="LUGXRELAY4--GER01" Organisation="GER" >
    <Composition>
      <Athlete Code="2029360" Order="1" Bib="10-1">
        <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="GER" BirthDate="1994-
12-15" />
       <ExtendedResults>
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="22.464"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="40.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="46.602"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="54.095"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                       <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="22.464"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                       <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="40.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                       <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="46.602"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                       <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="54.095"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
             <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="22.464" ValueType="TIME"
Rank="1" SortOrder="1" />
              <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="18.047" ValueType="TIME"
Rank="2" SortOrder="2" />
               <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="6.091" ValueType="TIME"
Rank="1" SortOrder="1" />
              <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.493" ValueType="TIME"
Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="127.0" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="128.9" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="128.9" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
       </ExtendedResults>
      </Athlete>
      <Athlete Code="2029363" Order="2" Bib="10-2">
                    <Description GivenName="Barry" FamilyName="Jones" Gender="M" Organisation="GER"
BirthDate="1993-12-15" />
       <ExtendedResults>
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.186"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.011" />
                        <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
```

Sample (cont.)

```
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.357"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.319"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.639"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="1:18.606"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="1:36.452"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="1:42.414"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="1:49.734"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="24.511" ValueType="TIME"
Rank="1" SortOrder="1" />
             <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.846" ValueType="TIME"
Rank="2" SortOrder="2" />
              <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="5.962" ValueType="TIME"
Rank="1" SortOrder="1" />
              <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.320" ValueType="TIME"
Rank="1" SortOrder="1" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.6" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="129.4" />
          <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="131.1" />
          <ExtendedResult Type="SPEED" Code="KMH" Value="131.1" />
          <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
        </ExtendedResults>
      </Athlete>
      <Athlete Code="2029371" Order="3" Bib="10-3">
        <Description GivenName="Tom" FamilyName="Black" Gender="M" Organisation="GER" BirthDate="1992-
12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="F" />
        <ExtendedResults>
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.297"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.009" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.640"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.537"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.565"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.915"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="1" Value="2:14.374"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
```

Sample (cont.)

```
                    <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="2" Value="2:32.271"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="3" Value="2:38.299"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="CUMULATIVE" Code="INTER_TOTAL" Pos="F" Value="2:45.649"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="24.640" ValueType="TIME"
Rank="1" SortOrder="1" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.897" ValueType="TIME"
Rank="2" SortOrder="2" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="6.028" ValueType="TIME"
Rank="1" SortOrder="1" />
                <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="7.350" ValueType="TIME"
Rank="1" SortOrder="1" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.8" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="118.9" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="130.1" />
            <ExtendedResult Type="SPEED" Code="KMH" Value="130.1" />
            <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
          </ExtendedResults>
        </Athlete>
        <Athlete Code="2029354" Order="4" >
          <Description GivenName="Tom" FamilyName="Clefft" Gender="M" Organisation="GER" BirthDate="1991-
12-15" />
          <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
        </Athlete>
      </Composition>
    </Competitor>
</Result>
...
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

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	Sent according to the ODF Common Codes document (header values) with one message per run.
DocumentSubcode	N/A	Not used in BOB, SKN, LUG.
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	Not used in BOB, SKN, LUG.
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.

2.2.4.3 Trigger and Frequency

This message is sent:

* At any time a new competitor receives the green light to start. (This athlete will be considered current)
* Immediately after every addition/change in data during the run
* Immediately after the competitor completes the course and the data is available.

Each message will only include the athlete currently on the track or about to start and the one to follow.

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 (0,1)								
	ExtendedInfos (0,1)							
		ExtendedInfo (1,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
	Result (0,N)							
		Rank						
		RankEqual						
		Result						
		IRM						
		SortOrder						

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

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

2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
UI		START_INDIC	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(7)	Send "GREEN" or "RED" to indication the light on the track.
DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor. (in the case of team event this is the team)
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When available in all heats except in heat 1**			
	Attribute	**Value**	**Description**	
	Code	ADVANTAGE		
	Pos	N/A		
	Value	s.ff (BOB & SKN) s.fff (LUG)	Send the time behind the current leader at the start	
	Sub Element: ExtendedInfos /ExtendedInfo /Extension			

	Expected: When available			
	Attribute	**Value**	**Description**	
	Code	STATUS		
	Pos	N/A		
	Value	S(8)	Send "ATSTART", "RUNNING" or "FINISHED" according to current sleds activity	
	Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: When available**			
	Attribute	**Value**	**Description**	
	Code	TO_BEAT		
	Pos	Numeric 0	Send the rank which the competitor is trying to beat (1..3)	
	Value	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Send the time needed (to beat) for the corresponding rank (in @Pos). Do not send minutes if zero.	
DISPLAY		NEXT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor. (in the case of team event this is the team)

Sample (ExtendedInfo)

```
...
<ExtendedInfos>
        <ExtendedInfo Type="UI" Code="START_INDIC" Value="RED" >
        <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" >
                <Extension Code="TO_BEAT" Pos="1" Value="54.58" />
                <Extension Code="TO_BEAT" Pos="2" Value="55.03" />
                <Extension Code="TO_BEAT" Pos="3" Value="55.17" />
                <Extension Code="ADVANTAGE" Value="-0.92" />
                <Extension Code="STATUS" Value="RUNNING" />
        </ExtendedInfo>
        <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
...
```

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	Y	Send "Y" if the rank is equalled else do not send.

Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the particular event unit.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the start order of the competitors in the unit.
StartOrder	O	Numeric	Competitor's start order
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 / 0.000 for the leader)

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

Not used in luge team event.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available

Attribute	M/O	Value	Description
Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader not considering the current sled. This is compared to the leader before the current competitor so will be negative if faster.

PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Speed at this point in km/h
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When data is available			
	Attribute	**Value**	**Description**	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...). Element Expected: When available in all heats except heat 1
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs. Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader not considering the current sled but considering all runs. (0.00 / 0.000 for leader). Preceeding "-" if faster than leader.

Sample (ExtendeResults)

```
...
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" >
  <Competitor Type="A" Code="123456" Organisation="AUS" >
    <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" ValueType="TIME"
Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" ValueType="TIME"
Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" ValueType="TIME"
Rank="1" SortOrder="1" Diff="0.00" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" ValueType="TIME"
Rank="2" SortOrder="2" Diff="+0.02" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" ValueType="TIME"
Rank="1" SortOrder="1" Diff="0.00" />
...
    </ExtendedResults>
    <Composition>
      <Athlete
...
```

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
Bib	O	S(2)	Team Bib number in BOB & LUG
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
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(5)	Bib number in SKN & LUG

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

This element is only used in the case of the team event in Luge.				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Speed at this point in km/h.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: When data is available			
	Attribute	**Value**	**Description**	
	Code	MPH		

	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).
SPEED		KMH	N/A	Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Send the designated maximum speed in kph.
SPEED		MPH	N/A	Element Expected: When data is available in luge teams except for back position in pairs
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Send the designated maximum speed in mph.

Sample (ExtendeResults)

```
...
<Result Rank="1" ResultType="TIME" Result="2:45.649" SortOrder="1">
 <Competitor Type="T" Bib="10" Code="LUGXRELAY4--GER01" Organisation="GER" >
   <Composition>
    <Athlete Code="2029360" Order="1" Bib="10-1">
      <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="GER" BirthDate="1994-
12-15" />
      <ExtendedResults>
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="22.464"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="40.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="46.602"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="54.095"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
       <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.4" />
       <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="127.0" />
       <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="128.9" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="22.464"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="40.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="46.602"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="54.095"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
       <ExtendedResult Type="SPEED" Code="KMH" Value="128.9" />
       <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
      </ExtendedResults>
    </Athlete>
    <Athlete Code="2029363" Order="2" Bib="10-2">
                 <Description GivenName="Barry" FamilyName="Jones" Gender="M" Organisation="GER"
BirthDate="1993-12-15" />
      <ExtendedResults>
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.186"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.011" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.511"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.357"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.319"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
```

Sample (cont.)

```
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.639"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.6" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="129.4" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="131.1" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="1:18.606"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="1:36.452"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="1:42.414"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="1:49.734"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
        <ExtendedResult Type="SPEED" Code="KMH" Value="131.1" />
        <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
      </ExtendedResults>
    </Athlete>
    <Athlete Code="2029371" Order="3" Bib="10-3">
      <Description GivenName="Tom" FamilyName="Black" Gender="M" Organisation="GER" BirthDate="1992-
12-15" />
      <EventUnitEntry Type="EUE" Code="POSITION" Value="F" />
      <ExtendedResults>
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="2.297"
ValueType="TIME" Rank="2" SortOrder="2" Diff="+0.009" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.640"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="42.537"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="48.565"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="55.915"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="60.8" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="118.9" />
        <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="3" Value="130.1" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="1" Value="2:14.374"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="2" Value="2:32.271"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="3" Value="2:38.299"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
                <ExtendedResult Type="CUMULATIVE" Code="INTERMEDIATE" Pos="F" Value="2:45.649"
ValueType="TIME" Rank="1" SortOrder="1" Diff="0.000" />
        <ExtendedResult Type="SPEED" Code="KMH" Value="130.1" />
        <ExtendedResult Type="SPEED" Code="MPH" Value="83.6" />
      </ExtendedResults>
    </Athlete>
```

Sample (cont.)

```
      <Athlete Code="2029354" Order="4" >
        <Description GivenName="Tom" FamilyName="Cleftt" Gender="M" Organisation="GER" BirthDate="1991-
12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
...
```

2.2.4.6 Message Sort

Sort by Result @SortOrder.

2.2.5 Cumulative Results

2.2.5.1 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.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is be used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

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	Sent according to the ODF Common Codes document (header values). Note that this message is not applicable for training.
DocumentSubcode	N/A	Not used in BOB, SKN, LUG.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	Not used in BOB, SKN, LUG.
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.

2.2.5.3 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).

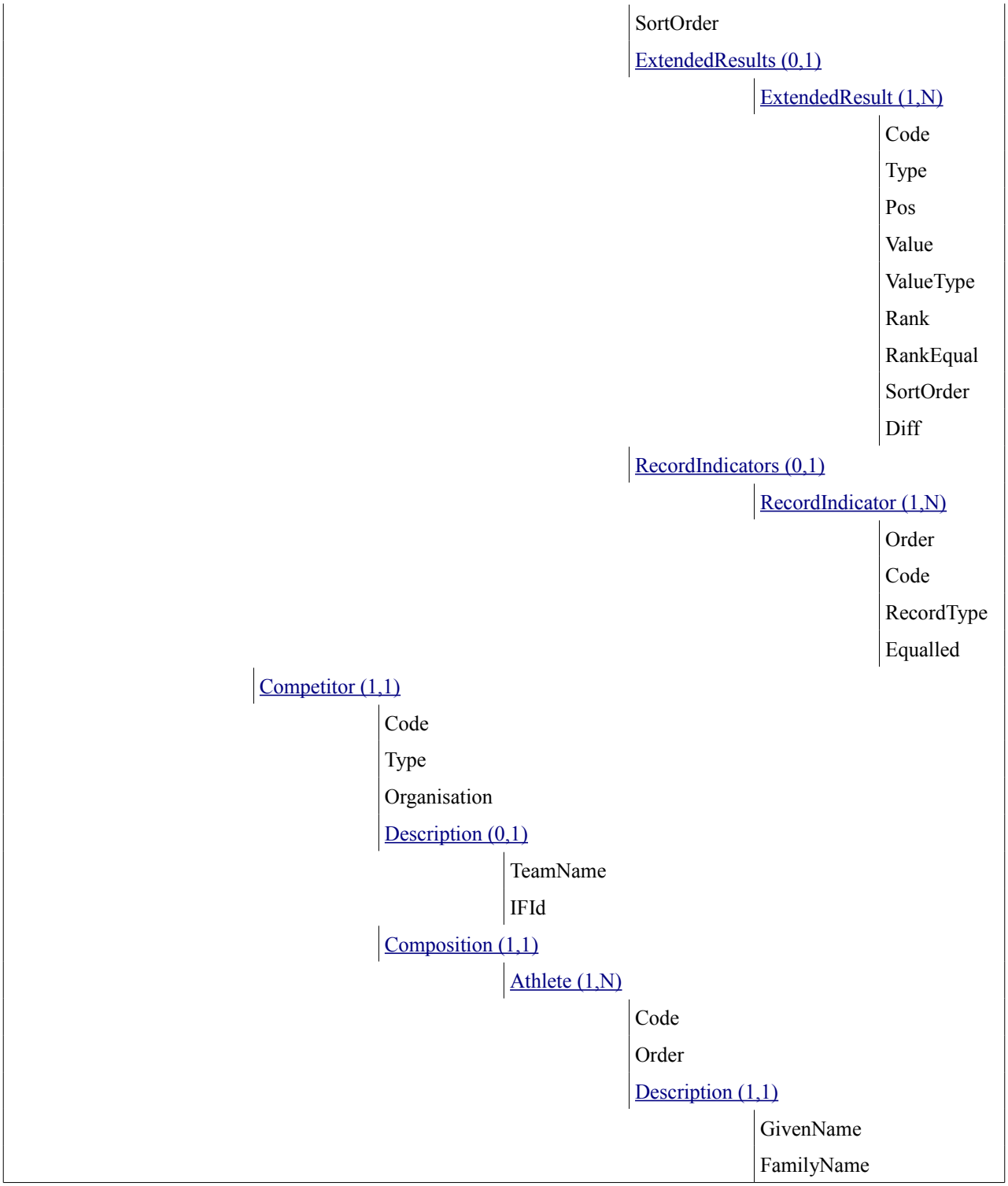
* Send when the start list of the first unit is sent (INTERMEDIATE)
* Send after each competitor passes each intermediate during each run including the first run (LIVE)
* Send after each run is OFFICIAL (INTERMEDIATE)
* Send after the last run complete (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

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
Competition (0,1)							
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				

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


SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Code
Type
Pos
Value
ValueType
Rank
RankEqual
SortOrder
Diff
RecordIndicators (0,1)
RecordIndicator (1,N)
Order
Code
RecordType
Equalled
Competitor (1,1)
Code
Type
Organisation
Description (0,1)
TeamName
IFId
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
GivenName
FamilyName

	Gender Organisation BirthDate IFId

2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		LAST_QUAL	N/A	Element Expected: As soon as it is known during the penultimate race.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (in penultimate race). In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.
EI		LAST_UNIT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

Element: ExtendedInfos /SportDescription (0,1) **Sport Descriptions in Text.**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
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	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

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	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
RankEqual	O	Y	Send "Y" in case of the Rank has been equalled else do not send. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
ResultType	O	SC @ResultType	Result type At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative result Send just in the case @ResultType is TIME At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
IRM	O	SC @IRM	IRM for the cumulative result. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Cumulative time behind the leader, send 0.00 for the leader. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
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.

Element: Result /ResultItems /ResultItem (1,N) **Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.**			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to.
Order	O	Numeric #0	Logical order of the sub-units, usually schedule order.

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 result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem Do not send minutes of zero.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		START	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**

	Value	O	s.ff (BOB & SKN) s.fff (LUG)	Start Time
ER		START_BEST	N/A	Element Expected: If Applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if this run was the best start time for this competitor else do not send.
ER		SPEED	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0.0	Speed for this run, km/h
ER		SPEED_BEST	N/A	Element Expected: If Applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send "Y" if this run was highest speed for this competitor else do not send.
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: For the second and subsequent runs only.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs to this point. Do not send minutes if zero. Do not send in first run.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	S(2)	Send the rank
	RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Cumulative time behind leader at the intermediate point considering all runs to this point.

Element: Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N) Result's record indicator.			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric	Records are sorted by relevance. If there is more than one then send SR as 1 and TR as 2.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. (SR or TR)
Equalled	O	Y	Send Y in the case that the record has been equalled else do not send.

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	M	S(73)	Name of the team same as in DT_PARTIC_TEAM. Only applies for teams / groups.
IFId	O	S(16)	International Federation ID

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".

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

Sample (Cumulative Results)

```
...
<Result Rank="2" ResultType="TIME" Result="2:19.15" SortOrder="2" Diff="0.02">
  <ResultItems>
    <ResultItem Unit="SKNMSINGLES----------FNL-000101--" >
      <Result Rank="2" ResultType="TIME" Result="1:09.59" Diff="0.02" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START" Value="5.05" />
          <ExtendedResult Type="ER" Code="START_BEST" Value="Y" />
          <ExtendedResult Type="ER" Code="SPEED" Value="134.4" />
        </ExtendedResults>
      </Result>
    </ResultItem>
    <ResultItem Unit="SKNMSINGLES----------FNL-000102--" >
      <Result Rank="1" ResultType="TIME" Result="1:09.56" Diff="0.00" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="START" Value="5.07" />
          <ExtendedResult Type="ER" Code="SPEED" Value="135.4" />
          <ExtendedResult Type="ER" Code="SPEED_BEST" Value="Y" />
                    <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="S"  Value="2:15.02"
ValueType="TIME" Diff="0.07" SortOrder="4" Rank="4"/>
                    <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="1"  Value="2:25.34"
ValueType="TIME" Diff="0.09" SortOrder="5" Rank="5"/>
                    <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="2"  Value="2:53.45"
ValueType="TIME" Diff="0.07" SortOrder="2" Rank="4"/>
...
                    <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="F"  Value="2:13.45"
ValueType="TIME" Diff="0.08" SortOrder="3" Rank="3"/>
        </ExtendedResults>
        <RecordIndicators>
          <RecordIndicator Order="1" Code=" SKNMSINGLES----------" RecordType="TR" />
        </RecordIndicators>
      </Result>
    </ResultItem>
  </ResultItems>
...
```

2.2.5.6 Message Sort

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

Result @SortOrder will be the attribute used to sort the results.

The order should be:
1) All athletes finished the current unit ordered by overall rank
2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
3) All athlete still to start in the current unit (start order)

4) All athletes not qualified, but having a score from previous units
5) All athletes with IRM (sorting according to Discipline/ORIS standard order)

2.2.6 Records

2.2.6.1 Description

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

Special Situations - Not Established Records:
There are some situations where there are no records for a particular event. This can happen,for example, when the sport rules change (different weights or distances) or new events are introduced.
If this occurs then the NotEstablished flag is used to indicate this situation.
If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages

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

2.2.6.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.
The message will be sent before competition starts with all records for all events in the discipline. After competition start it will be triggered with each new record set or equalled.

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 (0,1)								
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					
			RecordData (0,N)					

- Order
- ResultType
- Result
- Unit
- Country
- Place
- Date
- Time
- Equalled
- Unconfirmed
- Competition
- Historical
- Current
- ModificationIndicator
- Competitor (0,1)
  - Code
  - Type
  - Organisation
  - Description (0,1)
    - TeamName
    - IFId
  - Composition (0,1)
    - Athlete (1,N)
      - Code
      - Order
      - Description (0,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation

	BirthDate IFId

2.2.6.5 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

Element: Record (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

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

Element: Record /RecordType (1,N) It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric #0	The hierarchy (priority) for types of records from 1 to n. Can use the Order column from CC @RecordType for reference). Sliding sports do not have a hierarchy as the records are different but this is still required.
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record

Element: Record /RecordType /RecordData (0,N) RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	**M/O**	**Value**	**Description**
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be

			usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	TIME
Result	O	s:ff (SR in SKN/BOB) s:fff (SR in LUG) or m:ss:ff (TR in SKN/BOB) m:ss.fff (TR in LUG)	The performance of the competitor for the record.
Unit	O	CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Country code where the record was broken.
Place	O	S(40)	Place (town or city) where the record was broken (example: "PyeongChang").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.

Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

Element: Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

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

Element: Record /RecordType /RecordData /Competitor /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team same as in DT_PARTIC_TEAM. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available.

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)

Athletes extended information.

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

Sample (Record)

```
...
<Record Code="SKNMSINGLES----------">
  <Description Name="Men Skeleton" />
  <RecordType Code="TR" Order="1" Shared="N">
      <RecordData Order="1" ResultType="TIME" Result="48.45" Unit="SKNMSINGLES----------FNL-000102--"
Country="KOR" Place="Sochi" Date="2014-02-12" Time="105830427" Competition="2014 Winter Games"
Historical="N" Current="Y" ModificationIndicator="N" >
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
              <Description FamilyName="John" GivenName="Smith" Gender="M" Organisation="NZL" IFId="12920"
BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
  <RecordType Code="SR" Order="1" Shared="N">
...
```

2.2.6.6 Message Sort

The following order applies:
- Record @Code
- RecordType @Order
- RecordData @Order

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

		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 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.
Trigger also after any major change.

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 (0,1)						
	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			

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

2.2.7.5 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.

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	String	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified.
RankEqual	O	Y	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Total time for the competitor. Only include if completed the same number of runs as the winner (so times are comparable).
IRM	O	SC @IRM	Send if the competitor has been disqualified or is not known.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

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, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team same as in DT_PARTIC_TEAM. Only applies for teams.
IFId	O	S(16)	Team IF number, send if available

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

Sample (Event Final Ranking)

```
...
<Result Rank="16" ResultType="TIME" Result="4:36.26" 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" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="TIME" Result="4:37.84" 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" />
      </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	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per run.
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.

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

If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

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 (0,1)					
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.2.8.5 Message Values

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		LENGTH	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the total length of the track in m.
COURSE		ALTITUDE	N/A	Element Expected: Always
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
	Attribute	**Value**	**Description**	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0	Send the total vertical drop in metres	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
	Attribute	**Value**	**Description**	
	Code	FINISH		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the finish in metres	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
	Attribute	**Value**	**Description**	
	Code	START		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
EC		INTERMEDIATE	S(1)	Pos Description: Send the value that identifies the intermediate point, S for Start Time point, 1 to n for intermediates along the course and F for the finish line. "R" for reaction time. Applicable only in LUG Team Relay competition Element Expected:

				Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send distance in metres at this intermediate point from the start.
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the total number of intermediate points where the time is recorded including F.
EC		SPEED	Numeric 0	Pos Description: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course. (starting from the first point in the track, and following in chronological order) Element Expected: For all Speed traps
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	Send T for top speed, S for start speed or the number of the speed (like "1")
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always**			
	Attribute	**Value**	**Description**	
	Code	INT_ORDER		
	Pos	N/A		
	Value	S(2)	The @Pos of the intermediate point at or immediately before this speed trap.	
EC		SPEED_NUM	N/A	Element Expected: Always if not zero.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of speed traps.
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the qualifying rank to indicate first rank to qualify

QUALIFICATION		TO_RANK	N/A	Element Expected: When applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample (Configuration)

```
...
<Configs>
	<Config Unit="SKNMSINGLES----------FNL-000103--">
		<ExtendedConfig Type="COURSE" Code="LENGTH" Value="1500" />
		<ExtendedConfig Type="COURSE" Code="ALTITUDE" >
			<ExtendedConfigItem Code="START" Value="836" />
			<ExtendedConfigItem Code="FINISH" Value="704" />
			<ExtendedConfigItem Code="DROP" Value="132" />
		</ExtendedConfig>
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="50" />
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="340" />
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="655" >
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="926" />
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="1273" />
		<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
		<ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="6" />
		<ExtendedConfig Type="EC" Code="SPEED" Pos="1" />
			<ExtendedConfigItem Code="INT_ORDER" Value="1" />
		</ExtendedConfig>
		<ExtendedConfig Type="EC" Code="SPEED" Pos="2" />
			<ExtendedConfigItem Code="INT_ORDER" Value="3" />
		</ExtendedConfig>
		<ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
		<ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
		<ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
	</Config>
</Configs>
...
```

2.2.8.6 Message Sort

There is no general message sorting rule.

2.2.9 Event Unit Weather conditions

2.2.9.1 Description

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

2.2.9.2 Header Values

The following table describes the message header attributes.

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

2.2.9.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Weather (1,1)			
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Prec_Type	
			Condition (0,3)	
				Code
				Value
			Temperature (0,N)	
				Code
				Unit
				Value
			Wind (0,N)	
				Code
				Unit
				Value

2.2.9.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather points, send START and FINISH
Humidity	M	Numeric ##0	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type

Element: Weather /Conditions /Condition (0,3) **Send three times in the case of Winter conditions.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(3)	Weather condition type, send SKY and ICE
Value	M	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for ICE

Element: Weather /Conditions /Temperature (0,N) **Send with three different @Code in the case of Winter conditions.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(3)	Temperature type, send AIR, ICE
Unit	M	SC @TemperatureUnit	Unit for temperature, send both
Value	M	Numeric #0	Temperature of the @Code. Negative is applicable

Element: Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind
Value	M	Numeric ##0.0	Wind speed in @Unit degrees.

Sample (Weather Conditions)

```
...
<Weather>
        <Conditions Code="START" Humidity="40" Wind_Direction="VR">
                <Condition Code="SKY" Value="sun" />
                <Condition Code="ICE" Value="nor" />
                <Temperature Code="AIR" Unit="C" Value="11.0" />
                <Temperature Code="AIR" Unit="F" Value="51" />
                <Temperature Code="ICE" Unit="C" Value="-2.4" />
                <Temperature Code="ICE" Unit="F" Value="27" />
                <Wind Code="SPEED" Unit="MS" Value="0.4" />
                <Wind Code="SPEED" Unit="KMH" Value="1.4" />
        </Conditions>
        <Conditions Code="FINISH" Humidity="40" Wind_Direction="VR">
                <Condition Code="SKY" Value="sun" />
                <Condition Code="ICE" Value="nor" />
                <Temperature Code="AIR" Unit="C" Value="12.0" />
                <Temperature Code="AIR" Unit="F" Value="53.6" />
                <Temperature Code="ICE" Unit="C" Value="-2.4" />
                <Temperature Code="ICE" Unit="F" Value="27" />
                <Wind Code="SPEED" Unit="MS" Value="0.6" />
                <Wind Code="SPEED" Unit="KMH" Value="2.2" />
        </Conditions>
</Weather>
...
```

2.2.9.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
Initial data	DT_SCHEDULE		o				
	DT_PARTIC		o				
	DT_PARTIC_TEAM		o				
	DE_RECORD		o				
OVR sends	DT_PDF C08 Schedule		X				
	DT_PDF C32A Entry List by NOC		X				
	DT_CONFIG *(for each scheduled unit)*						X
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_UPDATE *(when affected)*		X				
	DT_PARTIC_TEAM_UPDATE		X				
When races are rescheduled	DT_SCHEDULE_UPDATE		X				
When settings/ track configuration for a unit change	DT_CONFIG						X
When entry data is changed & confirmed	DT_PDF C32A Entry List by NOC		X				

3.2 At the draw

Trigger	Message	Status	D	E	P	S	U
After changes of athlete data	DT_PARTIC_UPDATE		X				
After changes of team data	DT_PARTIC_UPDATE *(when affected)*		X				
	DT_PARTIC_TEAM_UPDATE		X				
After draw is official (+10')	DT_RESULT *(for each affected run)*	START_LIST					X
	DT_PDF C51A Start List (for training runs)					X	
	DT_PDF C51B Start List (for competition runs)						X
	DT_PDF C51C Start List (for relay and relay training)						X
	DT_PDF C32A Entry List by NOC (when changed)		X				

3.3 For each run

Trigger	Message	Status	D	E	P	S	U
Start List changed (more than 45' before start)	DT_RESULT	START_LIST					X
	DT_WEATHER						X
	DT_PDF C51A Start List (for training runs)					X	
	DT_PDF C51B Start List (for competition runs)						X
	DT_PDF C51C Start List (for relay and relay training)						X
Start List changed (less than 45' before start)	DT_RESULT	START_LIST					X
After forerunners	DT_SCHEDULE_UPDATE	*GETTING_READY*	X			o	o
Sled enters start area	*DT_CURRENT						X
First sled gets green light	DT_SCHEDULE_UPDATE	*RUNNING*	X			o	o
	DT_RESULT	LIVE					X
Sled gets green light	*DT_CURRENT						X
Sled passes an intermediate or speed including the change in the relay	*DT_RESULT	LIVE					X
	*DT_CURRENT						X
	*DT_CUMULATIVE_RESULT	LIVE			X		o
Last sled passes the finish	DT_SCHEDULE_UPDATE	*FINISHED*	X			o	o
	DT_RESULT	UNOFFICIAL					X
	DT_CUMULATIVE_RESULT	UNOFFICIAL			X		o
Race is official	DT_RESULT	OFFICIAL					X
	DT_CUMULATIVE_RESULT	OFFICIAL			X		o
	DT_PDF C73A Results *(training except relay training)*			X			
	DT_PDF C73C Results *(relay training)*			X			
* repeated for each athlete							

3.4 After the last competition run of an event

Trigger	Message	Status	D	E	P	S	U
After unit is unofficial	DT_PDF C72B2 Unofficial Results *(Singles and doubles)*			X			
	DT_PDF C72C Unofficial Results *(Relay)*			X			
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C73B2 Results *(Singles and doubles)*			X			
	DT_PDF C73C Results *(Relay)*			X			
	DT_PDF C92A Medallist *(Singles)*			X			
	DT_PDF C92B Medallist *(Doubles and relay)*			X			
	DT_PDF C93 Medallists by Event		X				

Legend:

D Discipline **E** Event **P** Phase **S** Session **U** Unit **X** Sent on that level **o** Includes info from that level

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	16 Mar 2015	First version
v1.1	31 Mar 2015	Updated
v1.2	18 May 2015	Updated
v1.3	09 Jul 2015	Updated
v1.4	09 Sep 2015	Updated
v1.5	01 Oct 2015	Minor Updates
v1.6	04 Jan 2016	Status Change
v1.7	29 Feb 2016	Updated
v1.8	24 Mar 2016	Updated
v1.9	19 May 2016	Updated
v1.10	22 Sep 2016	Updated
v2.0	23 Feb 2017	First version as a full document and CR14578
v2.1	2 Oct 2017	CR15565 - Changes after HT and UVT

File Reference: ODF/INT423 R-WOG-2018-SLD-v2.1 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	Draft	First version
v1.1	Draft	Bobsleigh added
v1.2	Draft	Luge added
v1.3	SFR	Change to new codes. Add time to beat in DT_CURRENT
v1.4	SFR	Clarified that DT_CUMULATIVE_RESULT is sent after each sled in every run during competition DT_RESULT to update during each run with splits as LIVE and after each run as INTERMEDIATE. DT_RESULT / DT_CURRENT to have F as the final intermediate point for intermediate times.
v1.5	SFR	In the cumulative message change INTER_TOTAL to INTERMEDIATE_TOTAL to be consistent with the current message In Cumulative message, in PROGRESS/INTER_TOTAL, SortOrder & ValueType added to be consistent with the current message

v1.6	SFA	Status Change
v1.7	SFA	In DT_CURRENT - ExtentendedInfos/ExtendedInfo add extension ADVANTAGE to DISPLAY/CURRENT. - ExtentendedInfos/ExtendedInfo add extension STATUS to DISPLAY/CURRENT. - Result/ExtendedResults/ExtendedResult in PROGRESS/INTERMEDIATE make it clear the @Diff can be positive or negative and does not consider the current sled. - Result/ExtendedResults/ExtendedResult in PROGRESS/INTER_TOTAL make it clear the @Diff can be positive or negative and does not consider the current sled. In DT_CONFIG ExtendedConfig in EC/SPEED Add @Value to be sent. In DT_RESULT / DT_CURRENT / DT_CUMULATIVE_RESULT To add clarity use extensions PROGRESS/INTERMEDIATE for the current run and use CUMULATIVE/INTERMEDIATE and LEG/INTERMEDIATE for the cumulative and leg intermediates respectively. Added SLED as an entry for Luge in DT_RESULT. Added message timeline
v1.8	SFA	CR8928, DT_PARTIC add 'Substitute' at Discipline/RegisteredEvent and remove extension CR8930 - Change header in Cumulative messages CR8933 - triggering of cumulative results
v1.9	SFA	Change triggering for cumulative results to send after each intermediate point.
v1.10	APP	DT_RESULT: Added LAST_SLED for Team Relay DT_RESULT: Adjusted INTER_TOTAL DT_CURRENT: Change LEG to PROGRESS DT_CURRENT: Remove LEG/SECTION DT_PARTIC: Bib is removed DT_PARTIC_TEAMS: Team/name description changed to use NOC Name DT_CONFIG: Clarified the ordering of the speed trap. DT_CUMULATIVE_RESULT: Clarify that cumulative result data is removed at the start of each heat.
v2.0	APP	First version as a full document CR14578 - DT_RESULT: In ExtendedInfos change StartDate and EndDate to be actual only, do not include until unit starts/ends
v2.1	APP	CR15565 - Changes after HT and UVT - Ref HT issue #151864 and #151976: Use of INTERMEDIATE status in DT_RESULT DT_RESULT: Triggering: updated as follows: * After every sled/bob has completed the run (LIVE) Header values: ResultStatus description updated as follows LIVE (used when the competition starts and after every split in the current sled/bob. Also, when a sled/bob has completed the run) INTERMEDIATE (in case of heat interruption) INTERMEDIATE ResultStatus will stay in the definition. INTERMEDIATE ResultSTatus for DT_RESULT should be applied in the exceptional situations where a Heat is interrupted - Ref HT issue #152091: LUG: Sport Codes: Qmark is missing LUG:Sport Codes:

		Add Codeset QualificationMark and Value "Q" similarly to BOB, SKN and as mentioned below BOB @QualificationMark Q Qualified To participate in the last heat - Ref HT issue #151981: LUG: Common Codes: Official description change In LUG:ResultFunction: change for JRY_PR from "Jury President" to "Jury Chairperson" - Ref UVT issue #151197: LUG: Doubles: Team name should follow the pattern <Athlete Name/Athlete Name>. DT_PARTIC_TEAM: Introductory paragraph added to explain how Team Names should be displayed. DT_PARTIC_TEAM: @TeamName: LUG, Doubles: follows the format Front Athlete FamilyName GivenName/Back Athlete FamilyName GivenName DT_RESULT: @TeamName in Result/Competitor/Description: Name of the team as it is sent in DT_PARTIC_TEAM. DT_CUMULATIVE_RESULT, DT_RANKING: @TeamName in Result/Competitor/Description: Name of the team same as in DT_PARTIC_TEAM. DT_RECORD: @TeamName in Record /RecordType /RecordData /Competitor /Description: Name of the team same as in DT_PARTIC_TEAM. - No issue ref: Add Speed in mph Added ExtendedResult in DT_RESULT and DT_CURRENT in Result /ExtendedResults /ExtendedResult(Type=PROGRESS, Code=SPEED) /Extension (Code=MPH) And Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult(Type=PROGRESS, Code=SPEED) /Extension (Code=MPH) - No issue ref: Add Sled with the best Speed in current Run Added ExtendedInfo in DT_RESULT Best Speed in kph: ExtendedInfos /ExtendedInfo (Type=BEST, Code=SPEED) Best Speed in mph: ExtendedInfos /ExtendedInfo (Type=BEST, Code=SPEED) /Extension (Code=MPH) Sled achieved Best Speed in mph: ExtendedInfos /ExtendedInfo (Type=BEST, Code=SPEED) /Extension (Code=COMP) - Ref UVT issue #150147: Add "R" in DT_CONFIG to indicate reaction time DT_CONFIG: ExtendedConfig (Type-EC, Code=INTERMEDIATE) added in Pos description: Send "R" for reaction time. Applicable only in LUG Team Relay competition.