OLYMPIC DATA FEED

ODF Biathlon Data Dictionary
Lausanne 2020 - Winter Youth Olympic Games
Technology and Information Department

ODF WYOG-2020-BTH-0.1 SFR
08 October 2019

License

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Paralympic Games

There are no changes for the Paralympic competition except where noted below:

- For Para Biathlon only individual events will take place.
- Except the elements listed below, all times and ranks in the message are calculated ones.
- Guide attributes are used where appropriate
- The DT_IMAGE message is not applicable in Cross Country or Biathlon.

1.4 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.

1.5 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

1.6 Related Documents

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

2 Messages

2.1 Applicable Messages

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

- 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_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS*	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_RESULT_ANALYSIS	Results Analysis	X
DT_CURRENT	Current Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Weather	X
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

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

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BTH-1.10" Codes="SOG-2020-1.20" >
```

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)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
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
TVFamilyName	M	S(25)	TV family 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)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.
Element: Participant /Discipline (1,1) All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N) All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**			
Type	**Code**	**Pos**	**Description**
ENTRY	PERCENTAGE	N/A	Element Expected: Paralympic Games
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Athlete percentage

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.				
Type		**Code**	**Pos**	**Description**
ENTRY		GUIDE	Numeric 0	Pos: Send 1 to n for each guide. Only send 1 if only one guide Element Expected: If applicable in the Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID of the guide

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. 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.

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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

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

2.2.2.3 Trigger and Frequency

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

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

2.2.2.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

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

Element: Team /Discipline (0,1) Discipline is expected unless ModificationIndicator="D"			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

Element: Team /Discipline /RegisteredEvent (0,1) Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the event
Bib	O	S(5)	Team bib number to be sent in all the team event units when available.

2.2.2.5 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, one message per race.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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.

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

2.2.3.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- For Individual Events with individual start time send with status LIVE shortly before the first athlete starts to mark the first athlete as NEXT
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable. In detail:
  - UNCONFIRMED: after the last competitor has crossed the finish line and until the unofficial results are distributed
  - UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issues
  - OFFICIAL: if no protest has been logged during the protest period, and after all protests have been resolved
  - PROTESTED: if a protest has been logged during the protest period, until its resolution
  - After any change

Regardless of the rules above the DT_RESULT message in BTH should never be sent more frequently that each 3 seconds. That is, after a gap send with any update then wait a minimum of 3 seconds (accumulating all changes) before sending the message again.

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

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

at all

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

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

2.2.3.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always where status is not 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 where status is not 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).	
UI		PROVISIONAL	N/A	Element Expected: Only if this is provisional start list in biathlon
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	In Relay send 0 In Mass Start send the number of competitions that are complete (as used in header in ORIS).
UI		RANGE	N/A	Pos Description: N/A Element Expected: When applicable in biathlon. For zeroing & range allocation. Requires Competitor @Organisation.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the shooting lane number (1..n). Send all available shooting lanes.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		INT_x (x = overall Intermediate Point, not LEG)	Numeric 0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2). Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events).
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leading zeroes.	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).

Sample (Individual event)

```
<ExtendedInfos>
 <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
 <ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
  <Extension Code="COMPLETE" Value="9" />
</ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
```

Sample (Biathlon)

```
<ExtendedInfos>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="1">
        <Competitor Organisation="NOR" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="2">
        <Competitor Organisation="AUT" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="3">
        <Competitor Organisation="CZE" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="4">
        <Competitor Organisation="RUS" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="5">
        <Competitor Organisation="CAN" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="S" Pos="6">
        <Competitor Organisation="FRA" /> </ExtendedInfo>
    <ExtendedInfo Type="UI" Code="RANGE" Value="P" Pos="7">
        <Competitor Organisation="SLO" /> </ExtendedInfo>
```

Element: ExtendedInfos /ExtendedInfo /Competitor (0,N) Used for zeroing/range allocation			
Attribute	**M/O**	**Value**	**Description**
Organisation	O	CC @Organisation	Organisation ID

Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Element: ExtendedInfos /VenueDescription (0,1) **Venue Names in Text.**			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function Can be different from the function sent in the DT_PARTIC message.
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

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	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or String	Time for the competitor except in mass start. Do not send hours if not applicable. In BTH: Only LAP is applicable. In Relay Events, LAP is an RM and is sent @Result when @ResultType is TIME. In Individual events, LAP is an IRM and is sent @IRM in combination to @ResultType=IRM
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order.
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.ff	Time behind the leader. Send 0.00 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Value2	O	m:ss.ff	Time for the section ending at the intermediate point @Pos. This is the time from the last intermediate point (or start) to this one.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
	Arrive	O	Numeric #0	Arrival order at the intermediate point
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: If applicable.**			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)	

PROGRESS	SHOOT	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in individual events.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Total time in this shooting point. Do not send leading zeros.
	IRM	O	SC @IRM	IRM at the shooting point if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this shooting point. Do not send minutes if zero.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
	Type	**Code**	**Pos**	**Description**
	Pty	O	Numeric 0	Total penalties in this shoot (0..5) in biathlon individual events
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in individual events.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send the penalty time at this shooting point.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in individual events.**			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TOT		
	Pos	N/A		
	Value	Numeric #0	Total penalties up to this point.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in individual events.**			
	Attribute	**Value**	**Description**	
	Code	SHOT		
	Pos	Numeric	The shot number within this time in the shooting range.	
	Value	S(1)	If the shot is successful then the number of the target hit, if there is a miss in this shot (@Pos) then 'M'.	
ER		PHOTO	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Evaluated, P for Pending, otherwise do not send If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4...
ER		SHOOT_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Total time shooting. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
Pty	O	Numeric #0	Total penalties in shooting for the competitor.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon.

Attribute	Value	Description
Code	PENALTY_TIME	
Pos	N/A	
Value	m:ss.f or 0.0	Send total shooting penalty time.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE	
Pos	N/A	
Value	Numeric #0	Total prone penalties in shooting for the competitor.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE_SPARE	
Pos	N/A	
Value	Numeric #0	Total used spare rounds in prone.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	SPARE	
Pos	N/A	
Value	Numeric #0	Total used spare rounds.

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	STAND	
Pos	N/A	

Element: Result /ExtendedResults /ExtendedResult (1,N)				
	Type	**Code**	**Pos**	**Description**
	Value	Numeric #0	Total standing penalties in shooting for the competitor.	
	Sub Element: Result /ExtendedResults /ExtendedResult /Extension **Expected: Only in biathlon relay for the team.**			
	Attribute	**Value**	**Description**	
	Code	STAND_SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds in standing.	
ER		SKI_TOT	N/A	Element Expected: Only in biathlon individual.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Total ski time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RAW	N/A	Element Expected: Only in biathlon pursuit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		TIME_ADJUST	S(2)	Pos Description: Send the Shooting No. at which the time needed to be adjusted or '0' if adjusted from the start. Element Expected: If applicable in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Send the time adjustment (- or +). Do not send minutes if zero.
ER		POT_DSQ	N/A	Element Expected: If applicable.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number if disqualified or for the time adjustment in Biathlon.
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule description if disqualified.
ER		SANCTION	Numeric 0	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction. Element Expected: When there is a description available for a jury decision.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Text to describe a jury decision. Some examples are 'Written reprimand - Technical violation' 'Yellow card - False start' 'Ranked as last - Obstruction'
ER		REAL_TIME	N/A	Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Real time for single athletes. Do not send hours if not applicable. (other times are the adjusted time)
ER		CALC_TIME	N/A	Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	The real time multiplied by the athlete's percentage. Do not send hours if not applicable.
ER		DELTA	N/A	Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+m:ss.f or -m:ss.f	Delta for single athlete

Sample (Biathlon)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="24:34.8" Diff="1.3" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SHOOT_TOT" Value="58.0" Diff="2.9" Pty="0" Rank="8" >
      <Extension Code="PENALTY_TIME" Value="17.8" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="4:47.2" Value2="2:57.2" Pos="1" Diff="7.4" Rank="12"
SortOrder="12" Arrive="15" />
    ....
    <ExtendedResult Type="PROGRESS" Code="SHOOT" Value="28.0" Pos="2" SortOrder="53" Rank="52" RankEqual="Y"
Diff="+6.3" Pty="1" Arrive="15:46.1">
      <Extension Code="PENALTY_TOT" Value="2" />
      <Extension Code="PENALTY_CUM" Value="2" />
      <Extension Code="PENALTY_TIME" Value="28.8" />
      <Extension Code="DEPART" Value="17:03.9" />
      <Extension Code="DEPART_DIFF" Value="+53.7" />
      <Extension Code="SHOT" Pos="1" Value="5" />
      <Extension Code="SHOT" Pos="2" Value="4" />
      <Extension Code="SHOT" Pos="3" Value="M" />
      <Extension Code="SHOT" Pos="4" Value="2" />
      <Extension Code="SHOT" Pos="5" Value="M" />
    </ExtendedResult>
    <Competitor Code="2023687" Type="A">
      <Composition>
        <Athlete Code="2023687" Bib="15" Order="1" Organisation="GER" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        </Athlete>
      </Composition>
    </Competitor>
</Result>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

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

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

Element: Result /Competitor /EventUnitEntry (0,N)
For team events only

Type	Code	Pos	Description
EUE	START_GROUP	N/A	Element Expected: Always.

	Attribute	M/O	Value	Description

	Value	M	Numeric ##0	Start row.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		START_GROUP	N/A	Element Expected: Biathlon pursuit and individual.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Start lane, row or group.
EUE		START_TIME	N/A	Element Expected: Races with interval start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Start time.
EUE		HCP_TIME	N/A	Element Expected: Biathlon pursuit.
	Attribute	**M/O**	**Value**	**Description**

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
	Type	**Code**	**Pos**	**Description**
	Value	M	m:ss	Handicap time or start behind time.
EUE		WAVE	N/A	Element Expected: If the competitor is in a wave start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Time of the wave start for the competitor if applicable.
EUE		LEG_BIB	N/A	Element Expected: All team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Leg number of the Team member. For Relay should be 1,2,3,4.
EUE		COLOUR	N/A	Element Expected: All team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Bib colour ('b', 'g', 'r' or 'y').
EUE		QUAL_GROUP	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	SC @MassGroup	Send applicable code.
EUE		RANK_WLD	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	World Cup Rank.
EUE		OG_PTS	N/A	Element Expected: Biathlon Mass Start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Olympic Games Points.
EUE		PERCENTAGE	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Athlete percentage

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
	Type	**Code**	**Pos**	**Description**
	PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available in relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
	Type	**Code**	**Pos**	**Description**
	Value2	O	m:ss.f	Time for the section ending at the intermediate point @Pos.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.f or 0.0	Time/Points etc behind leader at this ExtendedResult
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable. A maximum of one athlete per team has the flag at one time.			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the athlete).	
PROGRESS		LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint). Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Leg time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Rank @Pos in the leg or round for the team member in the leg (relay) or round (team sprint).
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member extended result.

Type	Code	Pos	Description
PROGRESS	SHOOT	N/A	Element Expected: Only in biathlon relay.

Attribute	M/O	Value	Description
Value	M	m:ss.f	Total time in this shooting point for the athlete. Do not send leading zeros.
IRM	O	SC @IRM	Send appropriate IRM code if applicable in this shooting point.
Rank	O	S(2)	Send the rank of the athlete based on @Value.
RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this shooting point. Do not send minutes if zero.
Arrive	O	h:mm:ss.f	Time of arrival at this shooting point. Do not send leading zeros.
Pty	O	Numeric 0	Total penalties in this shoot (0...5).

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	DEPART	
Pos	N/A	
Value	h:mm:ss.f	Time of departure from this shooting point. Do not send leading zeros.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	DEPART_DIFF	
Pos	N/A	
Value	+m:ss.f or 0.0	Send the team time behind the leader at the departure of this shooting point. Do not send minutes if zero.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	PENALTY_CUM	
Pos	N/A	
Value	Numeric #0	Total penalties for the team up to this point.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member extended result.

Type	Code	Pos	Description
Code	PENALTY_TIME		
Pos	N/A		
Value	m:ss.f or 0.0		Send the penalty time at this shooting point.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	PENALTY_TOT	
Pos	N/A	
Value	Numeric #0	Total penalties up to this point.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Expected: Only in biathlon relay.

Attribute	Value	Description
Code	SHOT	
Pos	Numeric	The shot number within this time in the shooting range.
Value	S(1)	If the shot is successful then the number of the target hit, if there is a miss in this shot (@Pos) then 'M'.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	SPARE	
Pos	N/A	
Value	Numeric 0	Total spare rounds used in this shoot.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	SPARE_CUM	
Pos	N/A	
Value	Numeric #0	Total spare rounds used by the team up to this point.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay.

Attribute	Value	Description
Code	SPARE_TOT	
Pos	N/A	
Value	Numeric #0	Total spare rounds used up to this point.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
Team member extended result.

Type	Code	Pos	Description
ER	SHOOT_TOT	N/A	Element Expected: Only in biathlon relay.

Attribute	M/O	Value	Description
Value	M	m:ss.f	Total time shooting. Do not send leading zeros.
IRM	O	SC @IRM	Send appropriate IRM code if applicable.
Rank	O	S(2)	Send the rank based on @Value.
RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
Pty	O	Numeric 0	Total penalties in shooting for the athlete.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon.

Attribute	Value	Description
Code	PENALTY_TIME	
Pos	N/A	
Value	m:ss.f or 0.0	Send total shooting penalty time.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE	
Pos	N/A	
Value	Numeric #0	Total prone penalties in shooting for the athlete.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	PRONE_SPARE	
Pos	N/A	
Value	Numeric #0	Total used spare rounds in prone.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: Only in biathlon relay for the team.

Attribute	Value	Description
Code	SPARE	
Pos	N/A	

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
Type	**Code**	**Pos**	**Description**	
Value	Numeric #0	Total used spare rounds.		
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay for the team.				
Attribute	**Value**	**Description**		
Code	STAND			
Pos	N/A			
Value	Numeric #0	Total standing penalties in shooting for the athlete.		
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only in biathlon relay for the team.				
Attribute	**Value**	**Description**		
Code	STAND_SPARE			
Pos	N/A			
Value	Numeric #0	Total used spare rounds in standing.		
ER	TIME_ADJUST	S(2)	Pos Description: Send intermediate point where the time was adjusted. Element Expected: If applicable in biathlon relay.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	m:ss.f	Total range time. Do not send leading zeros.	
ER	SANCTION	Numeric 0	Pos Description: Distinguish the sanctions if more than one. Order of importance for the sanction. Element Expected: When there is a description available for a jury decision.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	String	Text to describe a jury decision. Some examples are 'Written reprimand - Technical violation' 'Yellow card - False start' 'Ranked as last - Obstruction'	

2.2.3.5 Message Sort

Sort by Result @SortOrder

2.2.4 Results Analysis

2.2.4.1 Description

The Results Analysis is a message containing additional information for the start list and/or results.
In biathlon is provides additional analytical information in individual events.

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, one message per race.
DocumentType	DT_RESULT_ANALYSIS	Results Analysis message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Use the same status as DT_RESULT
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:

- The message is sent as LIVE as soon as the race starts
- When the unit starts and after every update (intermediates etc.) (LIVE).
  Do not send more frequently than every 15sec.
- After the race is finished send as UNCONFIRMED/UNOFFICIAL/OFFICIAL following DT_RESULTS.

2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.
Element: ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or String	Time for the competitor except in mass start. Do not send hours if not applicable. In BTH: Only LAP is applicable. In Relay Events, LAP is an RM and is sent @Result when @ResultType is TIME. In Individual events, LAP is an IRM and is sent @IRM in combination to @ResultType=IRM
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM

Element: Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order.
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.ff	Time behind the leader. Send 0.00 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section time is recorded (1, 2...F). Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.ff	Time for the section ending at the intermediate point @Pos.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
PROGRESS		RANGE	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Range time for this shoot. Do not send leading zeros.
	IRM	O	SC @IRM	Send IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		LOOP	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Time for this loop. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this loop. Do not send minutes if zero.
PROGRESS		COURSE	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Course time for this loop. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop (pos).
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		SKI	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in individual competition (20km M, 15km W).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Ski time (regardless of penalties) for this loop. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if IRM at this loop (pos).
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		COURSE_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Total course time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RANGE_TOT	N/A	Element Expected: Only in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Total range time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

Element: Result /Competitor (1,1) Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(5)	Bib number for the team
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	Athlete's ID.
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

Element: Result /Competitor /Composition /Athlete /Description (1,1) Athletes extended information.			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

2.2.4.5 Message Sort

Sort by Result @SortOrder

2.2.5 Current Results

2.2.5.1 Description

The Current message is a message containing the current information in a competition which is live.
The message is used to send the latest applicable information.

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

2.2.5.3 Trigger and Frequency

Send:

- At any time a competitor starts in interval start events as there will be a new 'next' (unless last athlete).
- Whenever the competitor most advanced on the course reaches a new intermediate point.
- As soon as the leading team starts a new leg in a team event.
- As soon as any competitor enters or departs from the range
- Send some seconds before the first athlete starts in individual starts, so the start of the first athlete is covered in time. The first athlete will be sent as NEXT athlete in the first message.

2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	NEXT	N/A	Element Expected: In interval start events.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY	STARTED	N/A	Element Expected: In intervals and pursuit starts only. Send only once for each competitor.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.
DISPLAY	CURR_LEG	N/A	Element Expected: Team Sprint and Relay events.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.
DISPLAY	CURR_INTERMEDIATE	N/A	Element Expected: All events with intermediate points.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(2)	Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. The value should be according to the Pos defined in the INTERMEDIATES of the DT_CONFIG message. For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg.

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	CURR_SHOOT	Numeric 0	Pos Description: Send the shooting position number. In the case of relay, it is the overall shooting number for the team. Element Expected: In biathlon events for every competitor in the range.
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeroes	Send the competitor ID of each athlete in the range.
Sub Element: ExtendedInfos /ExtendedInfo /Extension **Expected: In biathlon events for every competitor in the range.**			
Attribute	**Value**	**Description**	
Code	LANE		
Pos	N/A		
Value	Numeric #0	Lane number chosen by the athlete.	

Sample (Biathlon)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="CURR_INTERMEDIATE" Value="3" />
  <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234562" >
    <Extension Code="LANE" Value="12" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234563" >
    <Extension Code="LANE" Value="5" />
  </ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234564" >
    <Extension Code="LANE" Value="2" />
  </ExtendedInfo>
</ExtendedInfos>
```

Element: Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
SortOrder	M	Numeric #0	
StartSortOrder	O	Numeric	
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		SPARE_TOT	N/A	Element Expected: Biathlon relay events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Total number of spare rounds used by the athlete in the unit. (all spare rounds of completed shooting sessions, not including active shooting sessions).
ER		PENALTY	Numeric 0	Pos Description:Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: Biathlon events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Number of penalties for the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.
ER		SPARE	Numeric 0	Pos Description: Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: Biathlon relay events. (athlete message)
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Number of spare rounds used by the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.

Sample (Biathlon)

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

Element: Result /Competitor (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Bib	O	S(5)	Bib number for the team
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	Athlete's ID.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type='T"') on the results or 1 if Competitor @Type='A.
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

2.2.5.5 Message Sort

Not applicable.

2.2.6 Image

2.2.6.1 Description

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

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is 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.

2.2.6.3 Trigger and Frequency

Trigger when image available and after any change.

2.2.6.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	M	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor’s organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	O	S(73)	Name of the team

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric 0	Value is 1
Bib	O	S(5)	Bib

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
    <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
        <Competitor Code="1234567" Type="T" Organisation="GBR" >
            <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
        <Competitor Code="1234444" Type="T" Organisation="ESP" >
            <Description TeamName="Spain"/>
    </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.2.6.5 Message Sort

Sort by Competition /Image /Pos and SortOrder within image.

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

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.
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

The message is expected only at the end of the Event.
Trigger also after any change.

2.2.7.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

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

Element: Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Send 'Y' if the rank is equaled, else do not send.
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:ss.f	Time for the competitor. Do not send leading zeros or hours unless applicable. Decimals vary according to sport rules.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available in relay and individual events (not sprint).

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**
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for Team, A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams

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.
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: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case)
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case)

Sample

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="+0.97">
  <Competitor Code="BTHW4X6KM--RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="Joan" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="Jenny" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
…
```

2.2.7.5 Message Sort

Sort by Result @SortOrder

2.2.8 Weather

2.2.8.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

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	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
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

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session

2.2.8.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Weather (1,1)			
Attribute	**M/O**	**Value**	**Description**
Date	M	DateTime	Date/time of the conditions

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather points, send GEN (Stadium), HIGH (middle of the course).
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type (if applicable)
Element: Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @WeatherConditions Or CC @SnowConditions	Codes that describe the Weather Condition. Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW
Element: Weather /Conditions /Temperature (0,N) If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both Celsius and Fahrenheit.
Value	M	Numeric -#0.0 or #0.0	Temperature of the @Code. Negative if 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. Use MS and KMH
Value	M	Numeric	Wind speed in @Unit

		##0.0	

Sample

```
<Weather Date="2006-02-06T13:00:00+01:00" >
    <Conditions Code="HIGH" Humidity="49" Wind_Direction="SE">
        <Condition Code="SKY" Value="pc" />
        <Condition Code="SNOW" Value="hrd" />
        <Temperature Code="AIR" Unit="C" Value="2.8" />
        <Temperature Code="AIR" Unit="F" Value="37.0" />
        <Temperature Code="SNOW" Unit="C" Value="-2.4" />
        <Temperature Code="SNOW" Unit="F" Value="27.7" />
        <Wind Code="SPEED" Unit="KMH" Value="7.2" />
        <Wind Code="SPEED" Unit="MS" Value="2.0" />
    </Conditions>
    <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
        <Condition Code="SKY" Value="pc" />
        <Condition Code="SNOW" Value="hrd" />
        <Temperature Code="AIR" Unit="C" Value="8.8" />
        <Temperature Code="AIR" Unit="F" Value="47.8" />
        <Temperature Code="SNOW" Unit="C" Value="0.3" />
        <Temperature Code="SNOW" Unit="F" Value="32.5" />
        <Wind Code="SPEED" Unit="KMH" Value="0.0" />
        <Wind Code="SPEED" Unit="MS" Value="0.0" />
    </Conditions>
</Weather>
```

2.2.8.5 Message Sort

There is no special sort order requirement for this message.

2.2.9 Configuration

2.2.9.1 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 event, phase or event unit is not known in advance.

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

2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF results message.

Trigger also any change, but considering that, if possible, the configuration for one event, phase or 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.

2.2.9.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		NAME	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Name of the course in ENG.
COURSE		ALTITUDE	N/A	Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the altitude of the stadium (start/finish) in metres.
COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Send the total difference in height from the low point to the highest point in metres.

Element: Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		LENGTH	Numeric 0	Pos Description: Send proposed code. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send the total length of the course in metres.
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Course Total Climb in metres.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always.			
	Attribute	**Value**	**Description**	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course Maximum Climb in metres.	
EC		SHOOT	S(2)	Pos Description: Send the shooting number 1...n for each shooting effort on the course. Element Expected: Always in Biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Type of shoot, P = Prone S = Standing.
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: Always (if intermediate points) for all intermediates including those with a leg in relays.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0#	Distance from the start in km for the intermediate.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Team events only.			
	Attribute	**Value**	**Description**	
	Code	LEG		
	Pos	Numeric 0	Send the leg number of the team.	

Element: Configs /Config /ExtendedConfig (1,N)				
	Type	**Code**	**Pos**	**Description**
	Value	S(2)		Send the INTERMEDIATE within the leg 1...F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If applicable in biathlon.			
	Attribute	**Value**	**Description**	
	Code	LOOP		
	Pos	N/A		
	Value	S(2)		Send 1...n for the loop number if this intermediate corresponds to the end of a loop.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always in biathlon.			
	Attribute	**Value**	**Description**	
	Code	SHOOT_COMP		
	Pos	N/A		
	Value	Numeric 0		Send 1...n for the number of shootings completed at this intermediate.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only if this intermediate is the end of a shooting session.			
	Attribute	**Value**	**Description**	
	Code	SHOOT_END		
	Pos	N/A		
	Value	Numeric 0		Shooting session number, only if this intermediate point immediately after a shooting (after penalty loop). Send 1...n for the shooting point.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only if this intermediate is the entrance to a shooting session.			
	Attribute	**Value**	**Description**	
	Code	SHOOT_START		
	Pos	N/A		
	Value	Numeric 0		Shooting session number, only if this intermediate point immediately before a shooting. Send 1...n for the shooting point.
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always except in sprint events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
EC		LOOP	S(2)	Pos Description: Send the loop number 1...n. Element Expected: Always in biathlon.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Length of the loop in km.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	**Code**	**Pos**	**Description**	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always in biathlon.				
Attribute	**Value**	**Description**		
Code	COLOUR			
Pos	N/A			
Value	S(15)	Colour label of the loop.		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If applicable in biathlon.				
Attribute	**Value**	**Description**		
Code	SHOOT			
Pos	N/A			
Value	Numeric 0	Send the shoot number on this loop.		
EC	LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Relay events.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	Numeric #0.0#	Distance from the start in km to the end of the leg.	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Relay events.				
Attribute	**Value**	**Description**		
Code	CUMULATIVE			
Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.		
Value	Numeric #0.0#	Distance from the start of the race in km for the intermediate.		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Relay events.				
Attribute	**Value**	**Description**		
Code	INTERMEDIATE			
Pos	S(2)	Send the value that identifies the intermediate point, 1,2... to F for intermediates in the leg, including the end.		
Value	Numeric #0.0#	Distance from the start of the leg in km for the intermediate.		
EC	LEGS_NUM	N/A	Element Expected: Relay events.	
Attribute	**M/O**	**Value**	**Description**	
Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.	

Sample (Biathlon)

```
<Config Unit="BTHM10KMSP----------FNL-0001----">
    <ExtendedConfig Type="COURSE" Code="NAME" Value="blue 3388m + blue 3388m + blue 3388m" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="127" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Value="57" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="10164" />
    <ExtendedConfig Type="COURSE" Code="CLIMB" Value="284" >
        <ExtendedConfigItem Code="MAX" Value="56" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SHOOTING" Pos="1" Value="P" />
    <ExtendedConfig Type="EC" Code="SHOOTING" Pos="2" Value="S" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.8" >
        <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
        <ExtendedConfigItem Code="LOOP" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.3" >
        <ExtendedConfigItem Code="SHOOT_START" Value="1" />
        <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
        <ExtendedConfigItem Code="LOOP" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="3.4" >
        <ExtendedConfigItem Code="SHOOT_END" Value="1" />
        <ExtendedConfigItem Code="SHOOT_COMP" Value="1" />
        <ExtendedConfigItem Code="LOOP" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" >
        <ExtendedConfigItem Code="SHOOT_COMP" Value="2" />
        <ExtendedConfigItem Code="LOOP" Value="3" />
    </ExtendedConfig>
```

2.2.9.5 Message Sort

There is no message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	08 Oct 2019	First version

File Reference: ODF WYOG-2020-BTH-0.1 SFR

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version