OLYMPIC DATA FEED

ODF Bobsleigh, Skeleton and Luge Data Dictionary
Lausanne 2020 - Winter Youth Olympic Games
Technology and Information Department
© International Olympic Committee

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Table of Contents

1 Introduction

1.1 This document

This document includes the ODF Bobsleigh, Skeleton & Luge Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for bobsleigh, skeleton & luge.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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

2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in bobsleigh, skeleton & luge.

- 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_CURRENT	Current Information	X
DT_CUMULATIVE_RESULTS	Cumulative Results	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Weather	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

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.

2.2.1.1   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.

2.2.1.2   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.

2.2.1.3 Message Values

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
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
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send. Applicable in BOB. Not applicable in LUG & SKN.

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

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

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

2.2.1.4 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1   Description

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

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.

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

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

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

There is usually Team Name composed by NOC code and a number e.g. GER-1, RUS-2 etc.
In BOB Events and LUG Team Relay, TeamName data field on ODF definition contains the Name of the respective NOC.
In LUG doubles, TeamName data field follows the pattern:
Front Athlete FamilyName GivenName / Back Athlete FamilyName GivenName

Teams should be displayed as a concatenation of the names of the athletes composing the team joined to the respective NOC Code. The proper display practice is:
In BOB, Pilot name should be displayed next to the NOC Code followed by crew members in the order defined in ***<../Composition/Athlete>*** data element. In Official Training and if display space is limited then only pilot name should be displayed, e.g.

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

OR

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

OR

NOC Code	Pilot Name
GER	Lange Andre

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

NOC Code	Name
GER	Lange Andre / Kuehn Enrico

2.2.2.2   Header Values

The following table describes the message header attributes.

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

2.2.2.3   Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message before the Games. It is sent several times up to

the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.2.2.4 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
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 Name (NOC name) In LUG Doubles Team Name follows the format Front Athlete FamilyName GivenName/Back Athlete FamilyName GivenName
TVTeamName	M	S(21)	Team's TV Name. In head-to-head pairs competitions this should be in the format SMITH/JONES [max char(10) per name] else it is the organisation name unless special rules apply.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team 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	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)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event. Historical teams will not be registered to any event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

Sample

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

2.2.2.5 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	The DocumentCode will be sent according to the header values, one message per run.
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	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used when the competition starts and after every split in the current sled/bob. Also, when a sled/bob has completed the run) INTERMEDIATE (in case of heat interruption) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

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)
- When the competition starts and after every split in the current sled/bob (LIVE)
- After every sled/bob has completed the run (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

2.2.3.4   Message Values

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

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	STARTERS	N/A	Element Expected: Always after status START_LIST

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

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

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

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Type	Code	Pos	Description
DISPLAY	LAST_SLED	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL (Team Relay only)

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last sled to compete and receive a result.

Type	Code	Pos	Description
BEST	SPEED	S(2)	Pos Description: Speed trap point where the best speed was achieved as defined in DT_CONFIG, 1..N Element Expected: When available

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.0	Best speed in the current run in km/h

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When data is available

Attribute	Value	Description
Code	COMP	
Pos	N/A	
Value	S(20) without leading zeroes	Send the competitor ID of the sled who achieved the best speed in the current run.

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When data is available

Attribute	Value	Description
Code	MPH	
Pos	N/A	
Value	Numeric ##0.0	Speed at this point in mph

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

Element: ExtendedInfos /SportDescription (0,1)
Sport Descriptions in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Heat Number

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Attendance	O	#####0	Total attendance (do not send if unknown)

Element: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function
Order	O	Numeric	Order of officials.

Element: Officials /Official /Description (1,1) Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFId	O	S(16)	International Federation ID

ODF-WYOG-2020-SLI V0.3 SFR

Element: Result (1,N)
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	S(1)	Identifies if a rank has been equalled, send Y if applicable.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the event unit.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 / 0.000 for the leader)

Element: Result /ExtendedResults /ExtendedResult (1,N)
This element is NOT used in the luge team event.

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

	Attribute	M/O	Value	Description
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Send the time behind the leader at the corresponding intermediate point for the current run. (0.00 /0.000 for leader)

Type	Code	Pos	Description
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available

	Attribute	M/O	Value	Description

Element: Result /ExtendedResults /ExtendedResult (1,N)
This element is NOT used in the luge team event.

	Value	O	Numeric ##0.0	Speed at this point in km/h
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension **Expected: When data is available**			
	Attribute	**Value**	**Description**	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.0	Speed at this point in mph	

PROGRESS	SECTION	S(1)		Pos Description: Intermediate point at the end of the section where section time is taken (S, 1, 2...F). For example 1 is the section from S to 1. Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.ff (BOB & SKN) s.fff (LUG)	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor in the corresponding section

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

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

Sample

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

Element: Result /RecordIndicators /RecordIndicator (1,N)

Attribute	M/O	Value	Description
Order	M	Numeric	This will usually always be 1 unless there is both a SR and TR in which case SR=1 and TR=2.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "TR" or "SR").
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	S(1)	T for team, A for athlete
Bib	O	S(2)	Team Bib number in BOB & LUG
Organisation	O	CC @Organisation	Competitor's organisation

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID
Order	M	Numeric 0	Order within the competitor
Bib	O	S(5)	Bib number. SKN & LUG (not used at this level in BOB). For Team event in Luge the bib for each sled will have values X-Y. This attribute is the individual Bib (Y value). It will be 1 for Women member of the team, 2 for Men and 3 for the Double sled's front athlete.

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

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

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

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

Sample

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

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

This element is only used in the case of the team event in Luge.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)

Type	Code	Pos	Description
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Speed at this point in km/h

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: When data is available

	Attribute	Value	Description
	Code	MPH	
	Pos	N/A	

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

This element is only used in the case of the team event in Luge.

Type	Code	Pos	Description
Value	Numeric ##0.0		Speed at this point in mph
PROGRESS	SECTION	S(1)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	s.fff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor in the corresponding section

Type	Code	Pos	Description
CUMULATIVE	INTER_TOTAL	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)

Type	Code	Pos	Description
SPEED	KMH	N/A	Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Send the designated maximum speed in kph

Type	Code	Pos	Description
SPEED	MPH	N/A	Element Expected: When data is available in luge teams except for back position in pairs

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

This element is only used in the case of the team event in Luge.

Type		Code		Pos	Description	
Attribute	**M/O**		**Value**		**Description**	
Value	O		Numeric ##0.0		Send the designated maximum speed in mph	

Sample

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

2.2.3.5　Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

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

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.

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

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

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

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

2.2.4.3 Trigger and Frequency

This message is sent:

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

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

2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
UI	START_INDIC	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	O	S(7)	Send "GREEN" or "RED" to indication the light on the track.

DISPLAY	CURRENT	N/A	Element Expected: When available

	Attribute	M/O	Value	Description
	Value	O	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor. (in the case of team event this is the team)

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When available in all heats except in heat 1

Attribute	Value	Description
Code	ADVANTAGE	
Pos	N/A	
Value	s.ff (BOB & SKN) s.fff (LUG)	Send the time behind the current leader at the start

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When available

Attribute	Value	Description
Code	STATUS	
Pos	N/A	
Value	S(8)	Send "ATSTART", "RUNNING" or "FINISHED" according to current sleds activity

Sub Element: ExtendedInfos /ExtendedInfo /Extension
Expected: When available

Attribute	Value	Description
Code	TO_BEAT	
Pos	Numeric 0	Send the rank which the competitor is trying to beat (1..3)

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
Value	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Send the time needed (to beat) for the corresponding rank (in @Pos). Do not send minutes if zero.	
DISPLAY	NEXT	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor. (in the case of team event this is the team)

Sample

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

Element: Result (0,N)

Attribute	M/O	Value	Description
Rank	O	String	Rank of the competitor in the event unit (not cumulative)
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the event unit.
IRM	O	SC @IRM	The invalid result mark, if applicable Send if @ResultType is IRM
SortOrder	M	Numeric #0	This attribute is a sequential number with the start order of the competitors in the unit.
StartOrder	O	Numeric #0	Competitor's start order
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Time Behind (0.00 / 0.000 for the leader)

Element: Result /ExtendedResults /ExtendedResult (1,N)
Not used in luge team event.

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

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

Type	Code	Pos	Description
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available

Attribute	M/O	Value	Description

Element: Result /ExtendedResults /ExtendedResult (1,N)
Not used in luge team event.

Type	Code	Pos	Description
Value	O	Numeric ##0.0	Speed at this point in km/h

Sub Element: Result /ExtendedResults /ExtendedResult /Extension
Expected: When data is available

Attribute	Value	Description
Code	MPH	
Pos	N/A	
Value	Numeric ##0.0	Speed at this point in mph

CUMULATIVE	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...). Element Expected: When available in all heats except heat 1

Attribute	M/O	Value	Description
Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs. Do not send minutes if zero.
Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader not considering the current sled but considering all runs. (0.00 / 0.000 for leader). Preceeding "-" if faster than leader.

Sample

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

Element: Result /Competitor (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T,A	T for team A for athlete
Bib	O	S(2)	Team Bib number in BOB & LUG
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
This element is only used in the case of the team event in Luge.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).

Type	Code	Pos	Description
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)
This element is only used in the case of the team event in Luge.

Type	Code	Pos	Description
Value	O	Numeric ##0.0	Speed at this point in km/h.

Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Expected: When data is available

Attribute	Value	Description
Code	MPH	
Pos	N/A	
Value	Numeric ##0.0	Speed at this point in mph

	Type	Code	Pos	Description
	CUMULATIVE	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).

	Type	Code	Pos	Description
	SPEED	KMH	N/A	Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Send the designated maximum speed in kph.

	Type	Code	Pos	Description
	SPEED	MPH	N/A	Element Expected: When data is available in luge teams except for back position in pairs

	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Send the designated maximum speed in mph.

Sample

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

Sample (cont.)

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

Sample (cont.)

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

2.2.4.5 Message Sort

Sort by Result @SortOrder.

2.2.5 Cumulative Results

2.2.5.1　　　Description

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

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	Full RSC of the event Note that this message is not applicable for training.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

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

2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	**Code**	**Pos**	**Description**	
EI	LAST_QUAL	N/A	Element Expected: As soon as it is known during the penultimate race.	
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) with no leading zeroes	Send the last qualifying place ID (in penultimate race). In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.

Element: ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.

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

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all at single venue.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
RankEqual	O	S(1)	Send "Y" in case of the Rank has been equalled else do not send. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run and this attribute is applicable.
ResultType	O	SC @ResultType	Result type At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative result Send just in the case @ResultType is TIME At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
IRM	O	SC @IRM	IRM for the cumulative result. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.
Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Cumulative time behind the leader, send 0.00 for the leader. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-units, usually schedule order.

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send Y applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem. Do not send minutes of zero.
ResultPoints	O	Numeric ###0	Convert the performance to points, numeric with a maximum of 4 digits. Used in combined events.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the unit identified /ResultItems /ResultItem.

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

Type	Code	Pos	Description
ER	START	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	O	s.ff (BOB & SKN) s.fff (LUG)	Start Time
ER	START_BEST	N/A	Element Expected: If Applicable
Attribute	**M/O**	**Value**	**Description**
Value	O	S(1)	Send "Y" if this run was the best start time for this competitor else do not send.
ER	SPEED	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	O	Numeric ##0.0	Speed for this run, km/h
ER	SPEED_BEST	N/A	Element Expected: If Applicable
Attribute	**M/O**	**Value**	**Description**
Value	O	S(1)	Send "Y" if this run was highest speed for this competitor else do not send.

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

Type	Code	Pos	Description
CUMULATIVE	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: For the second and subsequent runs only.

	Attribute	M/O	Value	Description
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs to this point. Do not send minutes if zero. Do not send in first run.
	Rank	O	S(2)	Send the rank
	RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent
	SortOrder	O	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	s.ff (BOB & SKN) s.fff (LUG)	Cumulative time behind leader at the intermediate point considering all runs to this point.

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

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. If there is more than one then send SR as 1 and TR as 2.
Code	M	CC @RecordCode	Code which describes the record broken by the result value. It applies to the result of one event unit.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. (SR or TR)
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

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

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team same as in DT_PARTIC_TEAM. Only applies for teams / groups.

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

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

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

Athletes extended information.

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

Sample

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

2.2.5.5   Message Sort

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

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

The order should be:
1) All athletes finished the current unit ordered by overall rank
2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
3) All athlete still to start in the current unit (start order)
4) All athletes not qualified, but having a score from previous units
5) All athletes with IRM (sorting according to Discipline/ORIS standard order)

2.2.6 Records

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (Discipline Level)	RSC of the discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3   Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a full message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

After competition start it will be triggered with each new record set or equalled.

2.2.6.4   Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

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

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

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

Element: Record /RecordType /RecordData (0,N)

Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	TIME
Result	M	s:ff (SR in SKN/BOB) s:fff (SR in LUG) or m:ss:ff (TR in SKN/BOB) m:ss.fff (TR in LUG)	The performance of the competitor for the record.
Unit	O	CC @Unit	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always (when known) unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).

Element: Record /RecordType /RecordData (0,N)

Attribute	M/O	Value	Description
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

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

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

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

Competitors extended information.

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

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

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

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

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

Sample (Records)

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

2.2.6.5   Message Sort

The following order applies:

- Record @Code
- RecordType @Order
- RecordData @Order

2.2.7 Event Final Ranking

2.2.7.1 Description

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

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (34) of the Event	One message is sent for each event.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL 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.

2.2.7.3 Trigger and Frequency

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

2.2.7.4 Message Values

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

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	String	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Total time for the competitor. Only include if completed the same number of runs as the winner (so times are comparable).
IRM	O	SC @IRM	Send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

Element: Result /Competitor (1,1)			
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
IFId	O	S(16)	Team IF number, send if available

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #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

Sample

```
<Result Rank="16" ResultType="TIME" Result="4:36.26" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
   <Composition>
    <Athlete Code="1067129" Order="1" />
     <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1994-12-18" />
    </Athlete>
   </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="TIME" Result="4:37.84" SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
   <Composition>
    <Athlete Code="1090447" Order="1">
     <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1994-12-15" />
    </Athlete>
   </Composition>
  </Competitor>
</Result>
```

2.2.7.5   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: 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 START and FINISH
Humidity	M	Numeric ##0	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type
Element: Weather /Conditions /Condition (0,3)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(3)	Weather condition type, send SKY and ICE
Value	M	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for ICE
Element: Weather /Conditions /Temperature (0,N) If data available			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(3)	Temperature type, send AIR, ICE
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric -#0.0 or #0.0	Temperature of the @Code. Negative is applicable

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

Sample

```
<Weather Date="2006-02-06T13:00:00+01:00" >
   <Conditions Code="START" Humidity="40" Wind_Direction="VR">
      <Condition Code="SKY" Value="sun" />
      <Condition Code="ICE" Value="nor" />
      <Temperature Code="AIR" Unit="C" Value="11.0" />
      <Temperature Code="AIR" Unit="F" Value="51" />
      <Temperature Code="ICE" Unit="C" Value="-2.4" />
      <Temperature Code="ICE" Unit="F" Value="27" />
      <Wind Code="SPEED" Unit="MS" Value="0.4" />
      <Wind Code="SPEED" Unit="KMH" Value="1.4" />
   </Conditions>
   <Conditions Code="FINISH" Humidity="40" Wind_Direction="VR">
      <Condition Code="SKY" Value="sun" />
      <Condition Code="ICE" Value="nor" />
      <Temperature Code="AIR" Unit="C" Value="12.0" />
      <Temperature Code="AIR" Unit="F" Value="53.6" />
      <Temperature Code="ICE" Unit="C" Value="-2.4" />
      <Temperature Code="ICE" Unit="F" Value="27" />
      <Wind Code="SPEED" Unit="MS" Value="0.6" />
      <Wind Code="SPEED" Unit="KMH" Value="2.2" />
   </Conditions>
</Weather>
```

2.2.8.5   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.

Send as soon as available for each unit in separate message.

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	Send one message per unit with the unit level RSC.
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 Sports message sending one message for each unit.

Trigger also after any change, but considering that, if possible, the configuration for each 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: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC (34) at unit level

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
COURSE	LENGTH	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the total length of the track in m.

COURSE	ALTITUDE	N/A	Element Expected: Always

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always**		
Attribute	**Value**	**Description**
Code	DROP	
Pos	N/A	
Value	Numeric ###0	Send the total vertical drop in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always**		
Attribute	**Value**	**Description**
Code	FINISH	
Pos	N/A	
Value	Numeric ###0	Send the altitude at the finish in metres

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always**		
Attribute	**Value**	**Description**
Code	START	
Pos	N/A	
Value	Numeric ###0	Send the altitude at the start point in metres

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

Type	Code	Pos	Description
EC	INTERMEDIATE	S(1)	Pos Description: Send the value that identifies the intermediate point, S for Start Time point, 1 to n for intermediates along the course and F for the finish line. "R" for reaction time. Applicable only in LUG Team Relay competition Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	Numeric ####0	Send distance in metres at this intermediate point from the start.

Type	Code	Pos	Description
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always

	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the total number of intermediate points where the time is recorded including F.

Type	Code	Pos	Description
EC	SPEED	Numeric 0	Pos Description: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course. (starting from the first point in the track, and following in chronological order) Element Expected: For all Speed traps

	Attribute	M/O	Value	Description
	Value	M	S(2)	Send T for top speed, S for start speed or the number of the speed (like "1")

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: Always

	Attribute	Value	Description
	Code	INT_ORDER	
	Pos	N/A	
	Value	S(2)	The @Pos of the intermediate point at or immediately before this speed trap.

Type	Code	Pos	Description
EC	SPEED_NUM	N/A	Element Expected: Always if not zero.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of speed traps.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
QUALIFICATION	FROM_RANK	N/A	Element Expected: When applicable, usually only in the penultimate run.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify

Element: Configs /Config /ExtendedConfig (1,N)			
QUALIFICATION	TO_RANK	N/A	Element Expected: When applicable, usually only in the penultimate run.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify

Sample

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

Message Sort

There is no message sorting rule.

3   Document Control

Version history		
Version	**Date**	**Comments**
V0.1		First version
V0.2	16 Aug 2019	Modifications for Lausanne2020
V0.3	06 Sept 2019	Update of a number of messages, add table of contents

File Reference: ODF-WYOG-2020-SLI V0.3 SFR

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Modifications for Lausanne2020
V0.3	SFR	DT_PARTIC - Element: Participant; Attribute: Olympic Solidarity DT_PARTIC_TEAMS - Element: Team; Attribute: Name DT_PARTIC_TEAMS - Element: Team; Attribute: TVTeamName