

# OLYMPIC DATA FEED

**ODF Modern Pentathlon Data Dictionary**  
Tokyo 2020 - Games of the XXXII Olympiad  
Technology and Information Department  
© International Olympic Committee

ODF SOG-2020-MPN-2.4 APP  
14 August 2019

## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

# 1 Introduction

## 1.1 This document

This document includes the ODF Modern Pentathlon Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for modern pentathlon.

## 1.2 Objective

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

- 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_PARTIC_HORSES / DT_PARTIC_HORSES_UPDATE	List of horses / List of horses update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	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_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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

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

### 2.2.1.2 Header Values

The following table describes the message header attributes.

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

### 2.2.1.3 Trigger and Frequency

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

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

## 2.2.1.4 Message Values

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

### Sample

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent Only the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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.
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)	Federation 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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and this athlete has ranking. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###
ENTRY	SWIM_BEST	N/A	Element Expected: Always, as soon as this information is known. This information can be sent in both messages
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code

## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition and is only applicable if a team competition is being conducted.

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.

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.2.4 Message Values

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

<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

<b>Element: Team /Composition /Athlete (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

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

<b>Element: Team /Discipline /RegisteredEvent (0,1)</b>			
<b>Each current team is assigned to one event. Historical teams will not be registered to any event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF SOG-2020-MPN-2.4 APP

Event	M	CC @Event	Full RSC of the event
-------	---	-----------	-----------------------

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.

## 2.2.3 List of Horses / List of Horses Update

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_HORSES_UPDATE	List of horses update 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.

### 2.2.3.3 Trigger and Frequency

- -Before the horse Jumping Test
- -One (1) hour after completion of the horse Jumping Test
- -One (1) hour before the Technical Meeting
- -After the first event, when the assigned discipline gender is known, as well as for changes that may happen in reserve horses

### 2.2.3.4 Message Values

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

Element: Horse (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID
Name	M	S(25)	Horse's name in upper case.
Sex	O	CC @HorseSex	Horse's sex. Send when information is available
YearBirth	O	Numeric ####	Horse's year of birth. Send when information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send when information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send when information is available
Owner	O	S(35)	Horse's primary (first) owner. Send when information is available.  The content is expected in upper case.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only  N - New horse (any horse but particularly for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse  If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses  If ModificationIndicator='U', then updates the horse information to the existing one  If ModificationIndicator='D', then deletes the horse



<b>Element: Horse /Entry (0,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY		HORSE_NUM	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Horse Number
ENTRY		DESC	N/A	Element Expected: As soon as this information is known and if the data exists.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1000)	Horse's description.  Example: "6 year old dark brown gelding. Very big stride. Very sensitive ride", "Lean jumper and very willing", ...
ENTRY		SPURS	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Spurs indicator ("Y" or "N")
ENTRY		WHIP	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Whip indicator ("Y" or "N")
ENTRY		MARTINGALE	N/A	Element Expected: Always, as soon as this information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Martingale indicator ("Y" or "N")
ENTRY		GENDER_ASSIGN	Numeric 0	Pos Description: Order number of the event (i.e.: 1 for Men, and, 2 for Women).  Element Expected: As soon as this information is known (after the Jumping Test event) if it applies (for the selected horses).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC @DisciplineGender	Events to which the selected horse is assigned (a horse can participate to both events).

<b>Element: Horse /Entry (0,N)</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY		RESERVE	Numeric 0	Pos Description: Order number of the event (i.e.: 1 for Men, and, 2 for Women).  Element Expected: As soon as this information is known (after the Jumping Test event) if it applies.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send "Y" if the horse is a Reserve, else do not send	
ENTRY		SELECTED	N/A	Element Expected: As soon as this information is known (after the Jumping Test event) if it applies.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send "Y" if the horse is a selected horse (as a competition or reserve) or "N" if not selected	

### 2.2.3.5 Message Sort

The message will be sorted by Horse @Code

## 2.2.4 Event Unit Start List and Results

### 2.2.4.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

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

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 Trigger and Frequency

For Jumping Test event:

- Before the Technical Meeting (UNOFFICIAL / OFFICIAL)

For Fencing, Swimming (Heat), Riding & Laser-Run phases:

- As soon as the start list is available and all updates (START\_LIST)
- As soon as the competition starts (LIVE)
- During competition as data is available (LIVE)
- After each unit (UNOFFICIAL / OFFICIAL).

### 2.2.4.4 Message Values

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

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

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
BOUT	BONUS	Numeric ###	Pos Description: Bout number of each one of the different bouts of Fencing Bonus Round
			Element Expected: Always, when this information is available (only for Fencing Bonus Round)
			<b>Attribute</b> <b>M/O</b> <b>Value</b> <b>Description</b>
Value	O	N/A	Do not send anything
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: Always, when this information is available (Only for Fencing Bonus Round)</b>			
<b>Attribute</b>		<b>Value</b>	<b>Description</b>
Code		ID	
Pos		Numeric 0	Position of the competitor in the bout 1 or 2
Value		S(20) with no leading zeroes	Competitor's ID (to identify an athlete) that competes in this bout. Note that Pos="2" will not be available at the start of the Bonus Round, or when it has only one athlete in this bout.
EQ	OBSTACLE	Numeric ##	Pos Description: Obstacle number (the order in which to be jumped).
			Element Expected: When this information is available (Only for Jumping Test)
			<b>Attribute</b> <b>M/O</b> <b>Value</b> <b>Description</b>
Value	M	S(2)	Obstacle identification (number, or, number+ letter optionally, for double and triple obstacles), (e.g.: "1A", "1B", "2A", "2B", "2C", "3", "4"...).
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point (only in Swimming).
			Do not send for Riding.
			Element Expected: When available and only when the unit is LIVE.
<b>Attribute</b> <b>M/O</b> <b>Value</b> <b>Description</b>			
Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to pass the intermediate point @Pos (including finish) in Swimming.  In Riding send the last competitor to finish.
DISPLAY	CURRENT	N/A	Element Expected: Only in Riding when is a competitor riding

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) no leading zeros	Send the ID for the current competitor in Riding discipline.
DISPLAY	ROUND_CURRENT	N/A		Element Expected: In Fencing Ranking Round when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of the current Round of the Fencing discipline that is in progress at this time or the last completed round if between rounds
DISPLAY	BOUT_CURRENT	Numeric #0		Pos Description: Sequential number, from 1.. for each current bout Do not send for Bonus Round.  Element Expected: In Fencing (Ranking Round, and Bonus Round) when LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###	Bout number of the current Bouts of the Fencing discipline that is in progress at this time in every piste.
DISPLAY	LEADER	Numeric #0		Pos Description: Send number of the intermediate point. Element Expected: In swimming and laser run when the unit is LIVE.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Competitor's ID, to identify an athlete, for the leader at this split point.

**Sample (Fencing Ranking Round)**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T08:45:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="ROUND_CURRENT" Value="0">
  <ExtendedInfo Type="DISPLAY" Code="BOUT_CURRENT Pos="1" Value="1">
  <ExtendedInfo Type="DISPLAY" Code="BOUT_CURRENT Pos="2" Value="3">
  ....
  <ExtendedInfo Type="DISPLAY" Code="BOUT_CURRENT Pos="9" Value="17">
</ExtendedInfos>
```

### Sample (Fencing Bonus Round)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T08:45:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="BOUT_CURRENT" Value="3" />
    <ExtendedInfo Type="BOUT" Code="BONUS" Pos="1" >
      <Extension Code="ID" Pos="1" Value="1123054" />
      <Extension Code="ID" Pos="2" Value="1056610" />
    </ExtendedInfo>
    <ExtendedInfo Type="BOUT" Code="BONUS" Pos="2" >
      <Extension Code="ID" Pos="1" Value="1086721" />
      <Extension Code="ID" Pos="2" Value="1123054" />
    </ExtendedInfo>
    <ExtendedInfo Type="BOUT" Code="BONUS" Pos="3" >
      <Extension Code="ID" Pos="1" Value="1066055" />
      <Extension Code="ID" Pos="2" Value="1086721" />
    </ExtendedInfo>
    ...
    <ExtendedInfo Type="BOUT" Code="BONUS" Pos="34" >
      <Extension Code="ID" Pos="1" Value="1097068" />
    </ExtendedInfo>
    <ExtendedInfo Type="BOUT" Code="BONUS" Pos="35" >
      <Extension Code="ID" Pos="1" Value="1097096" />
  </ExtendedInfos>
```

### Sample (Jumping Test)

```
<ExtendedInfos>
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="1" Value="1" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="2" Value="2" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="3" Value="3A" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="4" Value="3B" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="5" Value="4" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="6" Value="5" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="7" Value="6" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="8" Value="7A" />
  <ExtendedInfo Type="EQ" Code="OBSTACLE" Pos="9" Value="7B" />
</ExtendedInfos>
```

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

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

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes
Element: Result (1,N) 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	Text	Rank of the competitor in the corresponding unit. This attribute is optional because the competitor could get an IRM, and it is not used in the Jumping test.  In the Fencing Bonus Round there is no rank.  For Swimming (Heat) LIVE messages: Rank of the competitor at each new split (i.e.: the position based on the most recent split, cleaned when the leader completes a new split), and the final rank (in the heat).
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	Numeric ###0 or m:ss.ff (for Swimming unit) or ss.ff (for Jumping Test)	Result of the competitor in the particular unit, i.e. Modern Pentathlon points achieved in the corresponding discipline phase except swimming (heat) where time is sent.  Only send only in the case @ResultType is Time, Points or IRM with points.  Or (for Jumping Test event): Time result achieved by the horse in the Jumping Test. Send only in the case @ResultType is TIME.
IRM	O	SC @IRM	Invalid Result Mark for the particular unit, in case it is assigned. Send only in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out ties as well as results without rank.  For the Jumping Test event it is the Horse number.
StartOrder	M	Numeric	Start order -Fencing Ranking Round: send sequence number as appears ORIS C76. -Fencing Bonus Round: send Ranking Round Rank appears ORIS C75A. -Swimming: send the lane -Riding: send the Start Order -Laser-Run: send the Start Order/Bib number (sequential number starting by 1 according to the total number of competitors)



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	
StartSortOrder	M	Numeric	Sort by StartOrder beginning at 1.	
ResultType	O	SC @ResultType	Result type for the corresponding unit. May be IRM / IRM_POINTS, or in normal circumstances use: Jumping Test & Swimming = TIME Fencing = POINTS Riding = POINTS Laser-Run = POINTS	
Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER_FE	VIC	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Cumulative number of victories (number of bouts won) that this competitor has within the Fencing discipline.
ER_FE	DEF	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Cumulative number of defeats (number of bouts lost) that this competitor has within the Fencing discipline.
ER_FE	DBL_DEF	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Cumulative number of double defeats that this competitor has within the Fencing discipline.
ER_FE	PTY	N/A	Element Expected: Only for Fencing discipline phase (in case of penalties)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of penalties (MP Points) within the Fencing discipline. Do not send if no penalties.
ER_FE	VIC_TIED	N/A	Element Expected: In Fencing if score is tied.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of victories within the tied group in Fencing.
ER_FE	BOUTS	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Pos Description: Sequence Number to indicate the number of bouts in which the athlete competes in Fencing, from 1 to the total number of bouts for the athlete. The total number of bouts for the athlete is the number of athletes competing - 1. For example, if there are 36 athletes in the competition, each athlete has 35 bouts in Ranking Round. In the Bonus Round is less.
				Element Expected: Only for Fencing discipline phase

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Value	M	Numeric ##0	Bout Number of each one of the different bouts of Fencing where this athlete competes.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Fencing</b>			
Attribute	Value	Description	
Code	IRM		
Pos	N/A	N/A	
Value	SC @IRM	Send in the case the result has an IRM (invalid result mark) at this bout, besides the result.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only in Fencing</b>			
Attribute	Value	Description	
Code	RESULT		
Pos	N/A	N/A	
Value	S(1)	Bout Result of each one of the different bouts for this athlete in the Fencing discipline. Send "V" for Victory, "D" for Defeat and "N" for Double defeat, or blank for no result (due to an IRM for example).	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Fencing (after each bout)</b>			
Attribute	Value	Description	
Code	WINNER		
Pos	N/A	N/A	
Value	S(1)	Bout winner. Send "Y" when this athlete is the winner at this bout (the fencer that has the victory of the bout result), else do not send.	
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point.  Element Expected: When available in Swimming and Laser-Run
Attribute	M/O	Value	Description
Value	M	mm:ss.ff	Time from the start of the race up to this split point. It is a cumulative result time. Do not send minutes if zeros.
Value2	O	m:ss.ff	In the Laser-Run only, include time from the previous intermediate point (or start point for the first intermediate) to this intermediate point (or finish). This is the section time, not cumulative.
Rank	O	Numeric #0	Send the cumulative rank of the competitor at the intermediate point

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send
SortOrder	M	Numeric #0	Send the order of the competitor at this intermediate, usually the same as rank but also considering IRMs. Only in Laser-Run.
Diff	O	+ss.ff	Send the time behind the leader at the corresponding intermediate point (+ss.ff or 0.00 for leader). Only in Laser-Run.
PROGRESS	SHOOT	Numeric #	Pos Description: The shooting point from 1 to n for the total number of shoots.  Element Expected: Only for Laser-Run discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Send the Intermediate number (from DT_CONFIG) which matched this shooting point.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	BY_SHOT		
Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
Value	S(1)	Shot status at this shot of the split. Send "M" for Missed shot, or "V" for a valid one.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_MISS		
Pos	N/A	N/A	
Value	Numeric #0	Send the total number of missed shots at this shooting point.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_TIME		
Pos	N/A	N/A	
Value	ss.f	Send the total time at this shooting point.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_TOTAL		

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric #0		Send the total number of shots at this shooting point.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
Attribute	Value	Description	
Code	SHOT_VALID		
Pos	N/A	N/A	
Value	Numeric #0	Send the total number of valid shots at this shooting point.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
Attribute	Value	Description	
Code	TIME		
Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
Value	ss.f	Shot time at this shot of the shoot.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
Attribute	Value	Description	
Code	TIME_CUM		
Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
Value	sss.f	Cumulative shot time at this shooting of the split.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
Attribute	Value	Description	
Code	TOTAL_TIME		
Pos	N/A	N/A	
Value	mm:ss.ff	Cumulative split time -shooting and running time- at the exit of the shooting range of this split.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
Attribute	Value	Description	
Code	TOTAL_TIME_DIFF		
Pos	N/A	N/A	
Value	+mm:ss.ff	Difference of the cumulative split time -shooting and running time- with the first place (delta) at the exit of the shooting range of this split).	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TOTAL_TIME_IDX		
	Pos	N/A	N/A	
	Value	Numeric	Sort Order according to the cumulative split time -shooting and running time- at the shooting range of this split.	
ER_SW	PTY	N/A	Element Expected: Only for Swimming discipline phase (in case of penalties)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of penalties (MP Points) within the Swimming discipline. Do not send if no penalties.
ER_EQ	TIME	N/A	Element Expected: Only for Riding discipline phase	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	sss.ff	Time result in the Riding discipline.
ER_EQ	PTY_WARMUP	N/A	Element Expected: Only for Riding discipline phase (in case of warm-up penalties)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of Warm-up penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ	PTY_TIME	N/A	Element Expected: Only for Riding discipline phase (in case of time penalties)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of Time penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ	PTY_OBS	N/A	Element Expected: Only for Riding discipline phase (in case of obstacle penalties)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of Obstacle penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ	PTY_OTH	N/A	Element Expected: Only for Riding discipline phase (in case of other penalties)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Number of Other penalties (MP Points) within the Riding discipline. Do not send if no penalties.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER_EQ	OBSTACLE	Numeric ##	Pos Description: Obstacle number (the order in which to be jumped).  Element Expected: Only for Jumping Test
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	N/A	N/A
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for Jumping Test (in case of obstacle penalties)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	Numeric #	Sequential number to indicate the different penalties at this jump.	
Value	SC @ObsPnl	Obstacle penalties within the Jumping Test event. Send in the case the jump has a penalty at this obstacle. (e.g.: if it have 3 penalties at the obstacle number (order) 10: 1 - RK "Refusal with knock down", 2 - R "Refusal", 3 - F "Fall")	
ER_LR	LASER_RUN	N/A	Element Expected: Only for Laser-Run discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	mm:ss.ff	Final Time result in the Laser-Run discipline (net time).
Diff	O	+m:ss.ff	Send the time behind the leader (+m:ss.ff or 0.00 for leader). Do not send minutes if zero.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase (in case of penalties)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Number of penalties (penalty time in seconds) within the Laser-Run discipline. Do not send if no penalties.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_MISS		
Pos	N/A	N/A	
Value	Numeric #0	Number of the total missed shots in the Laser-Run discipline.	
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase</b>			

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_MISS_AVG		
Pos	N/A	N/A	
Value	ss.ff		Average time of the missed shots in the Laser-Run discipline
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_TOTAL		
Pos	N/A	N/A	
Value	Numeric #0		Number of the total shots in the Laser-Run discipline.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_TOTAL_AVG		
Pos	N/A	N/A	
Value	ss.ff		Average time by total shots in the Laser-Run discipline.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_VALID		
Pos	N/A	N/A	
Value	Numeric #0		Number of the total valid shots in the Laser-Run discipline.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_VALID_AVG		
Pos	N/A	N/A	
Value	ss.ff		Average time of the valid shots in the Laser-Run discipline
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME_RUN		
Pos	N/A	N/A	
Value	mm:ss.ff		Total Running Time result in the Laser-Run discipline.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: Only for Laser-Run discipline phase</b>			

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	TIME_SHOOT	
	Pos	N/A	N/A
	Value	sss.ff	Total Shooting Time result in the Laser-Run discipline.
ER_LR	PHOTO	N/A	Element Expected: Only if applies, for Laser-Run discipline phase only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1) To know if the competitor's result was decided by photo. Send "P" for Pending Status for the Photo finish, send "E" when Evaluated Status.

**Sample (Fencing Ranking Round)**

```

<Result SortOrder="1" Rank="1" Result="1024" ResultType="POINTS" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER_FE" Code="VIC" Value="26" />
    <ExtendedResult Type="ER_FE" Code="DEF" Value="9" />
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="1" Value="17" >
      <Extension Code="RESULT" Value="V" />
      <Extension Code="WINNER" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="2" Value="51" >
      <Extension Code="RESULT" Value="V" />
      <Extension Code="WINNER" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="3" Value="54" >
      <Extension Code="RESULT" Value="V" />
      <Extension Code="WINNER" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="4" Value="88" >
      <Extension Code="RESULT" Value="V" />
      <Extension Code="IRM" Value="DNF" />
      <Extension Code="WINNER" Value="Y" />
    </ExtendedResult>
    ...
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="35" Value="626">
      <Extension Code="RESULT" Value="D" />
    </ExtendedResult>
  </ExtendedResults>

```



### Sample (Fencing Bonus Round)

```
<Result SortOrder="34" Rank="34" Result="289" ResultType="POINTS" StartOrder="35" StartSortOrder="35" >
  <ExtendedResults>
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="1" Value="2" >
      <Extension Code="RESULT" Value="V" />
      <Extension Code="WINNER" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="ER_FE" Code="BOUTS" Pos="2" Value="3" >
      ...

```

### Sample (Swimming)

```
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.10" StartOrder="4" StartSortOrder="4" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Pos="1" Code="INTERMEDIATE" Value="25.30" Rank="5" />
    <ExtendedResult Type="PROGRESS" Pos="2" Code="INTERMEDIATE" Value="52.26" Rank="2" />
    ...
  </ExtendedResults>

```

### Sample (Jumping Test)

```
<Result ResultType="TIME" Result="81.94" SortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER_EQ" Code="OBSTACLE" Pos="1" />
    ...
    <ExtendedResult Type="ER_EQ" Code="OBSTACLE" Pos="11">
      <Extension Code="PTY" Pos="1" Value="K" />
    </ExtendedResult>
    <ExtendedResult Type="ER_EQ" Code="OBSTACLE" Pos="12" />

```

### Sample (Riding)

```
<Result SortOrder="1" Rank="1" Result="1200" ResultType="POINTS">
  <ExtendedResults>
    <ExtendedResult Type="ER_EQ" Code="TIME" Value="74.57" />
    <ExtendedResult Type="ER_EQ" Code="PTY_OBS" Value="4" />
  </ExtendedResults>

```

**Sample (Laser-Run)**

```

<Result SortOrder="2" Rank="2" Result="2536" ResultType="POINTS">
  <ExtendedResults>
    <ExtendedResult Type="ER_LR" Code="LASER_RUN" Value="10:16.92" Diff="+0.52" >
      <Extension Code="TIME_RUN" Value="9:23.63" />
      <Extension Code="TIME_SHOOT" Value="53.29" />
      <Extension Code="SHOT_VALID" Value="15" />
      <Extension Code="SHOT_MISS" Value="7" />
      <Extension Code="SHOT_TOTAL" Value="22" />
      <Extension Code="SHOT_VALID_AVG" Value="2.57" />
      <Extension Code="SHOT_MISS_AVG" Value="2.11" />
      <Extension Code="SHOT_TOTAL_AVG" Value="2.42" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:08.38" Value2="3:08.38"
    Diff="+1.20" Rank="2" SortOrder="2" />
    <ExtendedResult Type="PROGRESS" Code="SHOOT" Pos="1" Value="1" >
      <Extension Code="SHOT_VALID" Value="5" />
      <Extension Code="SHOT_MISS" Value="2" />
      <Extension Code="SHOT_TOTAL" Value="7" />
      <Extension Code="SHOT_TIME" Value="16.49" />
      <Extension Code="TOTAL_TIME" Value="16.49" />
      <Extension Code="TOTAL_TIME_DIFF" Value="+0.26" />
      <Extension Code="TOTAL_TIME_IDX" Value="5" />
      <Extension Code="BY_SHOT" Pos="1" Value="M" />
      <Extension Code="TIME_CUM" Pos="1" Value="0.00" />
      <Extension Code="TIME" Pos="1" Value="0.00" />
      <Extension Code="BY_SHOT" Pos="2" Value="V" />
      <Extension Code="TIME_CUM" Pos="2" Value="2.63" />
      <Extension Code="TIME" Pos="2" Value="2.63" />
    ...
    <Extension Code="BY_SHOT" Pos="7" Value="V" />
    <Extension Code="TIME_CUM" Pos="7" Value="16.49" />
    <Extension Code="TIME" Pos="7" Value="2.76" />
  
```

Element: Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference). @Order=1 is the most important one.
Code	M	CC @RecordCode	Code which describes the record broken. Code which describes the record broken by the discipline phase result value (for disciplines of Fencing, Swimming and Laser-Run).
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

<b>Element: Result /Competitor (1,1)</b> Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (athlete's ID for Competitor @Type=A). Horse's ID (ONLY for Jumping Test event)
Type	M	S(1)	H for horse (ONLY for Jumping Test event), A for athlete or T for Team
Organisation	O	CC @Organisation	Competitor's organisation (do not send for Jumping Test)

<b>Element: Result /Competitor /Description (0,1)</b> Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team if applicable

<b>Element: Result /Competitor EventUnitEntry (0,N)</b> Team entry information, only applicable in relay event			
Type	Code	Pos	Description
EUE	HCP_TIME	N/A	Element Expected: Always, when the information is known (only for Laser-Run phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss Handicap Time for the team in the Laser-Run discipline phase.
EUE	SWIM_AVG	N/A	Element Expected: Only in Swimming when the information is known.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss.ff Average swim time for the team

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	1 if Competitor @Type="A" or 1... in a team
Bib	O	S(4)	Bib number

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b> <b>Athletes extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

<b>Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)</b> <b>Individual athletes entry information</b> <b>(for all discipline phases/units, except Fencing Ranking Round)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
EUE	ROUND	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
EUE	MNT_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm
EUE	START_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm
EUE	HORSE_ID	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
EUE	HORSE_NUM	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
EUE	HCP_TIME	N/A	Element Expected: Always, when the information is known (only for Laser-Run phase).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0

**Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)**  
**Individual athletes entry information**  
**(for all discipline phases/units, except Fencing Ranking Round)**

Type	Code	Pos	Description
Value	M	m:ss	Handicap Time for the athlete in the Laser-Run discipline phase.
EUE	SWIM_BEST	N/A	Element Expected: Only in Swimming when the information is known.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	m:ss.ff	Send the swim best time in the last year.
EUE	FE_RR	N/A	Element Expected: Only in Fencing Bonus Round
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Send the athletes score from the ranking round without Fencing Penalties.

#### Sample (Riding)

```
<EventUnitEntry Type="EUE" Code="ROUND" Value="1" />
<EventUnitEntry Type="EUE" Code="MNT_TIME" Value="15:34" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="15:55" />
<EventUnitEntry Type="EUE" Code="HORSE_ID" Value="H200043" />
<EventUnitEntry Type="EUE" Code="HORSE_NUM" Value="43" />
```

#### Sample (Laser-Run)

```
<EventUnitEntry Type="EUE" Code="HCP_TIME" Value="0:01" />
```

**Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)**  
**Only used for individuals within teams competition**

Type	Code	Pos	Description
ER_FE	VIC	N/A	Element Expected: Only for Fencing discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Cumulative number of victories (number of bouts won) that this athlete has within the Fencing discipline.
ER_FE	DEF	N/A	Element Expected: Only for Fencing discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Cumulative number of defeats (number of bouts lost) that this athlete has within the Fencing discipline.
ER_FE	PTY	N/A	Element Expected: Only for Fencing discipline phase (in case of penalties)
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Number of penalties (MP Points) within the Fencing discipline. Do not send if no penalties.

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only used for individuals within teams competition</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER_FE	VIC_TIED	N/A	Element Expected: In Fencing if score is tied.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Number of victories within the tied group in Fencing.
ER_FE	BOUTS	Numeric #0	Pos Description: Sequence Number to indicate the number of bouts in which the athlete competes in Fencing, from 1 to the total number of bouts for the athlete. The total number of bouts for the athlete is the number of athletes competing - 1. For example, if there are 36 athletes in the competition, each athlete has 35 bouts in Ranking Round. In the Bonus Round is less.  Element Expected: Only for Fencing discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##0	Bout Number of each one of the different bouts of Fencing where this athlete competes.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Fencing</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	IRM		
Pos	N/A	N/A	
Value	SC @IRM	Send in the case the result has an IRM (invalid result mark) at this bout, besides the result.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Only in Fencing</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RESULT		
Pos	N/A	N/A	
Value	S(1)	Bout Result of each one of the different bouts for this athlete in the Fencing discipline. Send "V" for Victory, "D" for Defeat and "N" for Double defeat, or blank for no result (due to an IRM for example).	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Fencing (after each bout)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WINNER		
Pos	N/A	N/A	
Value	S(1)	Bout winner. Send "Y" when this athlete is the winner at this bout (the fencer that has the victory of the bout result), else do not send.	

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only used for individuals within teams competition</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER_SW	LEG_SPLIT	N/A	Pos Description: N/A Element Expected: In swimming
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	mm:ss.ff Time for the athlete in swim
ER_SW	PTY	N/A	Element Expected: Only for Swimming discipline phase (in case of penalties)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0 Number of penalties (MP Points) within the Swimming discipline. Do not send if no penalties.
PROGRESS	SHOOT	Numeric #	Pos Description: The shooting point from 1 to n for the total number of shoots.  Element Expected: Only for Laser-Run discipline phase
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0 Send the Intermediate number (from DT_CONFIG) which matched this shooting point.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SHOT_TIME	
	Pos	N/A	N/A
	Value	ss.f	Send the total time at this shooting point.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SHOT_TOTAL	
	Pos	N/A	N/A
	Value	Numeric #0	Send the total number of shots at this shooting point.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Only for Laser-Run discipline phase</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	SHOT_VALID	
	Pos	N/A	N/A
	Value	Numeric #0	Send the total number of valid shots at this shooting point.

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only used for individuals within teams competition</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
Value	ss.f	Shot time at this shot of the shoot.	
ER_LR	LASER_RUN	N/A	Element Expected: Only for Laser-Run discipline phase
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	mm:ss.ff	Final Time result in the Laser-Run discipline (net time).
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase (in case of penalties)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Number of penalties (penalty time in seconds) within the Laser-Run discipline. Do not send if no penalties.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_MISS		
Pos	N/A	N/A	
Value	Numeric #0	Number of the total missed shots in the Laser-Run discipline.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_TOTAL		
Pos	N/A	N/A	
Value	Numeric #0	Number of the total shots in the Laser-Run discipline.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	SHOT_VALID		
Pos	N/A	N/A	
Value	Numeric #0	Number of the total valid shots in the Laser-Run discipline.	



<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Only used for individuals within teams competition</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME_RUN		
Pos	N/A	N/A	
Value	mm:ss.ff	Total Running Time result in the Laser-Run discipline.	
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: Only for Laser-Run discipline phase</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME_SHOOT		
Pos	N/A	N/A	
Value	sss.ff	Total Shooting Time result in the Laser-Run discipline.	

### 2.2.4.5 Message Sort

Sort by Result @SortOrder

## 2.2.5 Phase Results

### 2.2.5.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

In modern pentathlon the message is only applicable in swimming.

### 2.2.5.2 Header Values

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the phase
DocumentType	DT_PHASE_RESULT	Phase 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 INTERMEDIATE 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 as follows:

- Send after every heat in swimming (INTERMEDIATE).
- Do not send data for units which have not started.
- Send as UNOFFICIAL / OFFICIAL when all units are complete.

### 2.2.5.4 Message Values

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

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

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit (M/W)

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding phase of swimming. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send
ResultType	O	SC @ResultType	Result type, either POINTS or IRM / IRM_POINTS for the corresponding phase.
Result	O	Numeric ###0	Result for the particular phase Send Only in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid rank mark, if applicable. Send in the case @ResultType is IRM or both IRM and points
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, 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 /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	TIME	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.ff	Send the time
ER	UNIT_NUM	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the heat number
ER	UNIT_LANE	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the lane/order number for the athlete in the unit.
ER	PTY	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the penalties in swimming if applicable else do not send.

Element: Result /RecordIndicators /RecordIndicator (1,N)			
Phase result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n with WR being the highest.
Code	M	CC @RecordCode	Code which describes the record broken.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
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)	A for athlete or T for Team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Send in the case that the competitor is a team.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute Send 1 if Competitor @Type="A" or 1... for a team.

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

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Only for team member in relay			
Type	Code	Pos	Description
ER	LEG_SPLIT	N/A	Element Expected: Just for swimming relay.
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Time for the team member in the leg

### Sample

```
....
<Result Rank="1" ResultType="POINTS" Result="372" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TIME" Value="2:08.86" />
    <ExtendedResult Type="ER" Code="UNIT_NUM" Value="3" />
    <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
  </ExtendedResults>
....
```

### 2.2.5.5 Message Sort

Result @SortOrder followed by Athlete @Order.

## 2.2.6 Cumulative Results

### 2.2.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In modern pentathlon, the Cumulative Results message is used for the overall results and the cumulative results in fencing.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the event and fencing, depending on the message contents.  For Overall: MPNMINDIVID----- MPNWINDIVID-----  For Fencing: MPNMINDIVID-----FE----- MPNWINDIVID-----FE-----
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 UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.6.3 Trigger and Frequency

For fencing phase:

- (Fencing message) After final round in Fencing Ranking Round (INTERMEDIATE)
- (Overall message) After Fencing Ranking Round but WITHOUT rank or total filled (order by name) (INTERMEDIATE)
- (Overall message) After each bout in Bonus Round but WITHOUT rank or total filled for those athletes who have not completed fencing (order completed by rank and non-completed by name below completed) (LIVE)
- (Fencing messages) After each bout in Bonus Round (LIVE)
- (Overall message) After the last bout in Bonus Round, after the fencing results are approved (INTERMEDIATE).
- (Fencing message) After the last bout in Bonus Round, after the fencing results are approved (UNOFFICIAL / OFFICIAL)

Note that, the following do not exist: Overall messages (LIVE, INTERMEDIATE) or Fencing message (LIVE) for the Ranking Round.

For Swimming phase (overall message only):

- After each swimming heat (LIVE) but WITHOUT rank or total filled (order by name)
- When all swimming results are approved (INTERMEDIATE) but WITHOUT rank or total filled (order by name)

For Riding phase (overall message only):

- At the beginning of Riding, and after each rider has completed their round (LIVE)
- When all riding results are approved (INTERMEDIATE)

For Laser-Run phase:

- At the beginning of Laser-Run, and after each athlete completes the course (LIVE)
- When the event has finished (after all phases), after the Laser-Run running/shooting results are approved (UNOFFICIAL / OFFICIAL)



## 2.2.6.4 Message Values

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

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress 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

<b>Element: Result (1,N)</b>			
<b>For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	Text	Rank of the competitor in the cumulative result. For Fencing, it should be sent as soon as the competition starts.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM without/with points for the cumulative result
Result	O	Numeric ###0	The cumulative Result of the competitor, i.e. Modern Pentathlon points achieved. Send in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send Only in the case @ResultType is IRM or both IRM and points.
Diff	O	mm:ss	Time behind leader. Send 0:00 for the leader Not applicable in Fencing Cumulative message. As defined in Foundation, remove leading zeros.
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.

<b>Element: Result /RecordIndicators /RecordIndicator (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference). @Order=1 is the most important one.
Code	M	CC @RecordCode	Code which describes the record broken by the Result /Result value (for Overall).
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken (e.g. "WR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

<b>Element: Result /ResultItems /ResultItem (1,N)</b>			
<b>Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Unit	M	CC @Unit	Overall message: This is the phase level RSC Fencing message: Unit level RSC
Order	M	Numeric	Logical order of the sub-units, usually schedule order.

		#0	
--	--	----	--

Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable or do not send.
ResultType	O	SC @ResultType	Result type for the corresponding discipline phase. Do not send in fencing only message.
Result	O	String	Result of the competitor in the particular discipline phase (not points) In the case of Fencing this will be the number of victories/number of defeats in Fencing RR + Bonus pts as in ORIS; e.g.: "24V/7D + 1"  Do not send in Fencing only message.
ResultPoints	O	Numeric ###0	Convert the performance to points. For fencing it is all of fencing in the overall message. In the fencing message it is the points in each part.
IRM	O	SC @IRM	The invalid rank mark (IRM) for the particular discipline phase, in case it is assigned. Only send in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER_FE	RR	N/A	Element Expected: Only for Fencing discipline phase
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
			Points for ranking round
ER_FE	BR	N/A	Element Expected: Only for Fencing discipline phase
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Points for Bonus Round

<b>Element: Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,1)</b> <b>Result's record indicator.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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. "OR"). Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

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

<b>Element: Result /Competitor /Description (0,1)</b> <b>Used in Team events only</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team if applicable

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 if the competitor is an athlete or 1... for 2 a team.
Bib	O	S(4)	Bib number for the corresponding phase if applicable.

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b> <b>Athletes extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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 (Overall)

```
<Result SortOrder="1" Rank="1" Result="1144" ResultType="POINTS" Diff="0.00">
  <RecordIndicators>
    <RecordIndicator Order="1" Code="MPNINDIVID-----" RecordType="OR" />
  </RecordIndicators>
  <ResultItems>
    <ResultItem Unit="MPNMINDIVID-----FE-----" Order="1" >
      <Result SortOrder="32" Rank="32" ResultPoints="154" Result="9V/22D + 0" ResultType="POINTS" />
      <ExtendedResults>
        <ExtendedResult Type="ER_FE" Code="RR" Value="154" />
        <ExtendedResult Type="ER_FE" Code="BR" Value="0" />
      </ExtendedResults>
    </ResultItem>
    <ResultItem Unit="MPNMINDIVID-----SW-----" Order="2" >
      <Result SortOrder="2" Rank="2" ResultPoints="376" Result="1:48.29" ResultType="TIME" />
    </ResultItem>
    <ResultItem Unit="MPNMINDIVID-----EQ-----" Order="3" >
      <Result SortOrder="23" Rank="23" ResultPoints="296" Result="64.29" ResultType="TIME" />
    </ResultItem>
    <ResultItem Unit="MPNMINDIVID-----COMB-----" Order="4" >
      <Result SortOrder="1" Rank="1" ResultPoints="318" Result="16:43.28" ResultType="TIME" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="1109018" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1109018" Order="1" Bib="118" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL"
        BirthDate="1994-12-15" IFId="M001778" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### Sample (Fencing)

```
<Result SortOrder="1" Rank="1" Result="259" ResultType="POINTS" >
  <ResultItems>
    <ResultItem Unit="MPNMINDIVID-----FE--000100--" Order="1" >
      <Result SortOrder="1" Rank="1" ResultPoints="257" />
    </ResultItem>
    <ResultItem Unit="MPNMINDIVID-----FE--000200--" Order="2" >
      <Result SortOrder="1" ResultPoints="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="1109018" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1109018" Order="1" Bib="118" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL"
        BirthDate="1994-12-15" IFId="M001778" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF SOG-2020-MPN-2.4 APP

### **2.2.6.5 Message Sort**

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

## 2.2.7 Image

### 2.2.7.1 Description

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

### 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	
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

Trigger when image available and after any change.

## 2.2.7.4 Message Values

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

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

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

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



Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Before the competition this will be the same as the StartSortOrder and is used as the primary sort.  During competition any sort order change from the initial start list order for any competitor will be provided in this attribute.
Bib	O	S(4)	Bib

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

### Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1109018" Type="A" Organisation="NZL" >
      <Composition>
        <Athlete Code="1109018" Order="1" Bib="118" >
          <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL"
            BirthDate="1994-12-15" IFId="M001778" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1109033" Type="A" Organisation="AUT" >
      <Composition>
        <Athlete Code="1109018" Order="1" Bib="118" >
          <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="AUT"
            BirthDate="1994-11-15" IFId="M003378" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF SOG-2020-MPN-2.4 APP

### **2.2.7.5 Message Sort**

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

## 2.2.8 Records

### 2.2.8.1 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.

This message is applicable for all competition phases except riding.

### 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 (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.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.8.3 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.

### 2.2.8.4 Message Values

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

Element: 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

<b>Element: Record /RecordType (1,N)</b>			
<b>It is possible to have more than one element with the same type (as in the case of National Records).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is Only one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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	"POINTS", "TIME" Indicate that the result type for the record is points, or time (according to the result related to the record (code and type).
Result	M	Numeric ###0  Or  mm:ss.ff	The result of the competitor for the record, according to the expected result (@ResultType) in this record (code and type):  -For "POINTS" (in "MP Overall" and in "Fencing" discipline -for World and Olympic records): numeric with a maximum of 4 digits (e.g.: "1400")  -For "TIME" (in "Swimming" discipline -for World and Olympic records-, and, in "Laser-Run" discipline as well), (e.g.: "2:06.59" in Swimming, and, "10:50.00" in Laser-Run)
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").

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records unless a "standard" applies</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

<b>Element: Record /RecordType /RecordData /Competitor (0,1)</b>			
<b>Competitor to whom the record is assigned.</b>			
<b>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".</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"A" for athlete
Organisation	M	CC @Organisation	Competitors' organisation

<b>Element: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Order attribute. Send 1 if Competitor @Type="A".

**Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)**  
**Athletes extended information.**

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

**Sample (swimming)**

```
<Record Code=" MPNMINDIVID-----SW-----">
  <Description Name="Men's Swimming 50m Pool" />
  ...
  <RecordType RecordType="OR" Order="2" Shared="N" >
    <RecordData Order="1" ResultType="TIME" Result="1:56.01" Unit="MPNMINDIVID-----SW--000300--"
    Country="CHN" Place="Beijing" Date="2008-08-10" Time="124634806" Competition="Olympic Games" Historical="Y"
    Current="N" />
      <Competitor Code="1217234" Type="A" Organisation="ITA" >
        <Composition>
          <Athlete Code="1217234" Order="1">
            <Description GivenName="Jacopo" FamilyName="Tulo" Gender="M" Organisation="ITA"
            BirthDate="1993-04-25" IFId="M001753" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</Record>
```

**2.2.8.5 Message Sort**

The following order applies:

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

## 2.2.9 Event Final Ranking

### 2.2.9.1 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.

### 2.2.9.2 Header Values

The following table describes the message header attributes.

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

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. Effectively this means the message is only sent as official after the Laser-Run.

Trigger also after any change.

### 2.2.9.4 Message Values

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

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
ResultType	M	SC @ResultType	Result type, either points or IRM without points for the corresponding event
Result	O	Numeric ###0	Result of the competitor in the corresponding event, i.e. Total Modern Pentathlon points achieved. Send in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid rank mark, send if applicable. Send in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team if applicable

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A" or 1... for Teams.

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 SortOrder="3" Rank="3" Result="1118" ResultType="POINTS">
  <Competitor Code="1130990" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1130990" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL"
        BirthDate="1994-12-15" IFId="M001778" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.2.9.5 Message Sort

Sort by Result @SortOrder



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF SOG-2020-MPN-2.4 APP

## 2.2.10 Configuration

### 2.2.10.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit/phase in separate messages as described.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each Unit except in swimming where the message is at phase level.
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit except in swimming where it is one message for the phase.

Trigger also after any change, but considering that, if possible, the configuration for one particular phase must be provided before the start list. If this message is resent after any DT\_RESULT message then the next version of DT\_RESULT must be sent ASAP.

### 2.2.10.4 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Unit	RSC in the following way: Fencing Ranking Round: Full RSC at Unit level Swimming: Full RSC at Phase level Riding: Full RSC at Unit level Laser-Run: Full RSC at Unit level

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	NUM_GROUPS	N/A	Element Expected: Swimming, riding and fencing ranking round.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Total number of groups, based on number of competitors, per discipline phase (except for phase of Laser-Run), i.e.: -for Fencing phase: the total number of rounds, -for Swimming phase: the total number of heats, -for Riding phase: the total number of rounds.
EC	NUM_PISTES	N/A	Element Expected: In Fencing ranking round.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##	Total number of pistes for Fencing ranking round.
EC	LAST_PISTE	N/A	Element Expected: In Fencing ranking round.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Piste	Piste identification to designate the last piste used in Fencing discipline. Do not send "R" as it doesn't make sense. (e.g.: I for "Piste I")

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	INTERMEDIATE	Numeric #0	Pos Description: Send the number that identifies each one of the split points (from 1 to F, where "F" is when the race finishes (e.g.: for Swimming -200m events-, 4 splits: (1): 50m, (2): 100m, (3): 150m, (F): 200m).  Element Expected: Always for Swimming and Laser-Run.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Send distance in metres at this intermediate point (from start to this split point). For Laser-Run, it corresponds to the running range at each split point, e.g: Swimming 200m (4 splits): (1): 50, (2): 100, (3): 150, (F): 200  Laser-Run (for example if with 4 splits): (1): 800m, (2): 1600m, (3): 2400m, (F): 3200m -the finish.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always in Laser-Run</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SHOOT		
	Pos	N/A	N/A	
	Value	Numeric 0	If this intermediate is a shooting point send the shoot number.	
GROUPS	GROUP	Numeric #0	Pos Description: Send the group number in order 1...	Element Expected: Always in Fencing Ranking Round
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(5) or CC @Organisation	Send the code of the group: "MIXn" for a mixed group or, the organisation code if both athletes from the same organisation.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: Always in Fencing Ranking Round</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	ID		
	Pos	Numeric 0	Position of the athlete in the group 1 or 2	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) corresponding to @Pos	

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
ROUND	Round Number	Numeric ##0	Code Description: The number that identifies each round, from 0 to the total number of rounds defined, e.g.: from 0 to 17, for 36 competitors.  Pos Description: Sequential number to indicate the bouts between different fencing pairs in all rounds. There will be eighteen rounds and different bouts for each one (depending on the number of competitors and pistes).  Element Expected: Send by unit. Always in Fencing Ranking Round
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Piste
	<b>Description</b>		
	Piste identification for the bout (e.g.: A for "Piste A", B for "Piste B" ...)		
	<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>		
	<b>Expected: Send by unit. Always in Fencing Ranking Round</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	GROUP	
	Pos	Numeric 0	Position of the pair, either 1 or 2 or in the case of teams, 3 and 4 also
	Value	S(5) Or CC@Organisation	Send the code of the group: "MIXn" for a mixed group or, the organisation code if both athletes from the same organisation.
BOUT	Round Number	Numeric ###	Code Description: The number that identifies each round, from 0 to the total number of rounds defined, e.g.: from 0 to 17, for 36 competitors.  Pos Description: Bout number of each one of the different bouts of Fencing RR  Element Expected: Always in Fencing Ranking Round
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @Piste
	<b>Description</b>		
	Piste identification for the bout (e.g.: A for "Piste A", B for "Piste B" ...).		
	<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>		
	<b>Expected: Always in Fencing Ranking Round</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ID	
	Pos	Numeric 0	Position of the athlete in the bout 1 or 2
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) that competes in this bout.

### Sample (Fencing Ranking Round)

```

<Configs>
  <Config Unit="MPNMINDIVID-----FE--000100--" >
    <ExtendedConfig Type="EC" Code="NUM_GROUPS" Value="18" />
    <ExtendedConfig Type="EC" Code="NUM_PISTES" Value="9" />
    <ExtendedConfig Type="EC" Code="LAST_PISTE" Value="I" />
    <ExtendedConfig Type="GROUPS" Code="GROUP" Pos="1" Value="MIX3" >
      <ExtendedConfigItem Code="ID" Pos="1" Value="1123054" />
      <ExtendedConfigItem Code="ID" Pos="2" Value="1056610" />
    </ExtendedConfig>
    <ExtendedConfig Type="GROUPS" Code="GROUP" Pos="2" Value="RUS" >
      <ExtendedConfigItem Code="ID" Pos="1" Value="1066055" />
      <ExtendedConfigItem Code="ID" Pos="2" Value="1065570" />
    </ExtendedConfig>
  ...
  <ExtendedConfig Type="ROUND" Code="0" Pos="1" Value="A" >
    <ExtendedConfigItem Code="GROUP" Pos="1" Value="MIX3" />
    <ExtendedConfigItem Code="GROUP" Pos="2" Value="MIX2" />
  </ExtendedConfig>
  <ExtendedConfig Type="ROUND" Code="0" Pos="2" Value="B" >
    <ExtendedConfigItem Code="GROUP" Pos="1" Value="MIX4" />
    <ExtendedConfigItem Code="GROUP" Pos="2" Value="MIX1" />
  </ExtendedConfig>
  ....
  <ExtendedConfig Type="ROUND" Code="17" Pos="161" Value="H">
    <ExtendedConfigItem Code="GROUP" Pos="1" Value="CZE" />
    <ExtendedConfigItem Code="GROUP" Pos="2" Value="GER" />
  </ExtendedConfig >
  <ExtendedConfig Type="ROUND" Code="17" Pos="162" Value="I">
    <ExtendedConfigItem Code="GROUP" Pos="1" Value="EGY" />
    <ExtendedConfigItem Code="GROUP" Pos="2" Value="GBR" />
  </ExtendedConfig >
  <ExtendedConfig Type="BOUT" Code="0" Pos="1" Value="A" >
    <ExtendedConfigItem Code="ID" Pos="1" Value="1123054" />
    <ExtendedConfigItem Code="ID" Pos="2" Value="1056610" />
  </ExtendedConfig >
  <ExtendedConfig Type="BOUT" Code="0" Pos="2" Value="A" >
    <ExtendedConfigItem Code="ID" Pos="1" Value="1086721" />
    <ExtendedConfigItem Code="ID" Pos="2" Value="1093644" />
  </ExtendedConfig >
  ....
  <ExtendedConfig Type="BOUT" Code="17" Pos="630" Value="I" >
    <ExtendedConfigItem Code="ID" Pos="1" Value="1097096" />
    <ExtendedConfigItem Code="ID" Pos="2" Value="1075697" />
  </ExtendedConfig >
  </Config>
</Configs>

```

#### 2.2.10.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	15 Sept 2017	First version
V1.1	8 Oct 2017	Updated
V1.2	3 January 2018	Updated
V1.3	20 February 2018	Updated
V1.4	22 April 2018	Updated
V1.5	2 July 2018	Updated
V2.0	8 August 2018	Updated
V2.1	21 September 2018	Updated
V2.2	25 October 2018	Approved
V2.3	30 May 2019	Updated
V2.4	14 August 2019	Updated

**File Reference: ODF SOG-2020-MPN-2.4 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFR	Updated to refer to Laser Run and not combined, change CO extensions to LR. DT_CUMULATIVE_RESULTS: Added ExtendedResults for separate RR and BR results
V1.2	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.3	SFA	DT_PARTIC: Delete Participant /OfficialFunction (not required) DT_PARTIC_HORSES_UPDATE: Clarify that only the update message is used. DT_RESULT: Correct minor typos in samples. DT_RESULT: Add handicap time for teams & average swim time for teams DT_PHASE_RESULT: Remove LIVE @ResultStatus (incorrect) DT_CUMULATIVE_RESULT: added some missing data in samples DT_CONFIG: Added codes for two bouts in a round for teams Other minor typographical corrections without changing meaning.
V1.4	SFA	DT_RESULT: Add ExtendedInfo DISPLAY/LEADER for the swim (consistency with SWM)
V1.5	SFA	DT_RESULT: Add ExtendedInfo DISPLAY/LEADER for the laser run
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in phase and cumulative results
V2.1	SFA	Corrected typographical error, extension LASER-RUN changed to LASER_RUN
V2.2	APP	Change status

Change Log		
Version	Status	Changes on version
V2.3	APP	DT_CONFIG: Remove Fencing Bonus Round DT_RESULT: Add Value2 @PROGRESS/INTERMEDIATE in Result /ExtendedResults /ExtendedResult DT_RESULT: Add "E" for evaluated @ ER_LR/PHOTO in extended results and update. DT_CUMULATIVE_RESULT: Update triggering of overall message during fencing bonus round CR16640: Add ODF Version @Competition Editorial improvements without changing the intent.
V2.4	APP	CR17809: Change Participant/OlympicSolidarity to disallow N