



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-ALP-1.0 APP

Olympic Data Feed



Alpine Skiing ODF Data Dictionary

Technology and Information Department
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WOG-2022-ALP-1.0 APP
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Table of Contents

1 Introduction.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	6
2.1 Alpine Skiing Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 List of participants by discipline / List of participants by discipline update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	8
2.3.1.3 Trigger and Frequency.....	9
2.3.1.4 Message Structure.....	9
2.3.1.5 Message Values.....	10
2.3.1.6 Message Sort.....	13
2.3.2 List of teams / List of teams update.....	14
2.3.2.1 Description.....	14
2.3.2.2 Header Values.....	14
2.3.2.3 Trigger and Frequency.....	14
2.3.2.4 Message Structure.....	15
2.3.2.5 Message Values.....	15
2.3.2.6 Message Sort.....	17
2.3.3 Event Unit Start List and Results.....	18
2.3.3.1 Description.....	18
2.3.3.2 Header Values.....	18
2.3.3.3 Trigger and Frequency.....	18
2.3.3.4 Message Structure.....	19
2.3.3.5 Message Values.....	22
2.3.3.6 Message Sort.....	35
2.3.4 Current Information.....	36
2.3.4.1 Description.....	36
2.3.4.2 Header Values.....	36
2.3.4.3 Trigger and Frequency.....	36
2.3.4.4 Message Structure.....	36
2.3.4.5 Message Values.....	38
2.3.4.6 Message Sort.....	42
2.3.5 Cumulative Results.....	43
2.3.5.1 Description.....	43
2.3.5.2 Header Values.....	43
2.3.5.3 Trigger and Frequency.....	43
2.3.5.4 Message Structure.....	44
2.3.5.5 Message Values.....	46
2.3.5.6 Message Sort.....	50
2.3.6 Brackets.....	51



2.3.6.1 Description.....	51
2.3.6.2 Header Values.....	51
2.3.6.3 Trigger and Frequency.....	51
2.3.6.4 Message Structure.....	52
2.3.6.5 Message Values.....	53
2.3.6.6 Message Sort.....	58
2.3.7 Event Final Ranking.....	59
2.3.7.1 Description.....	59
2.3.7.2 Header Values.....	59
2.3.7.3 Trigger and Frequency.....	59
2.3.7.4 Message Structure.....	60
2.3.7.5 Message Values.....	61
2.3.7.6 Message Sort.....	66
2.3.8 Configuration.....	67
2.3.8.1 Description.....	67
2.3.8.2 Header Values.....	67
2.3.8.3 Trigger and Frequency.....	67
2.3.8.4 Message Structure.....	68
2.3.8.5 Message Values.....	68
2.3.8.6 Message Sort.....	72
2.3.9 Weather conditions.....	73
2.3.9.1 Description.....	73
2.3.9.2 Header Values.....	73
2.3.9.3 Trigger and Frequency.....	73
2.3.9.4 Message Structure.....	73
2.3.9.5 Message Values.....	74
2.3.9.6 Message Sort.....	75
3 Message Timeline.....	77
4 Document Control.....	78

1 Introduction

1.1 This document

This document includes the ODF Alpine Skiing Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for this discipline.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Alpine Skiing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Alpine Skiing Overview

MESSAGES IN EACH EVENT

- * Individual single run events: DT_RESULT for the start list and results with DT_CURRENT sent for the current competitors.
- * Individual multiple run events: DT_RESULT for the start list and results with DT_CURRENT sent for the current competitors. DT_CUMULATIVE_RESULTS message for the overall standings.
- * Team event: DT_RESULT for each race (athlete v athlete) and one DT_RESULT for each NOC v NOC match. There is also a DT_BRACKET message for the progression.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include:

- * For Individual Events: the DT_SCHEDULE/DT_SCHEDULE_UPDATE will include the schedule of each run. Same applies in training.
- * For team event: the DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include NOC v NOC match (not race level) and the phase.

PARALYMPIC GAMES

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

- * The following messages are not used in the Paralympic Games:
 - List of Teams / Update (DT_PARTIC_TEAM / DT_PARTIC_TEAM_UPDATE)
 - Brackets (DT_BRACKETS)
- * Only individual events will take place.
- * Except where noted in the document, all times and ranks in the messages are calculated ones.
- * The optional Guide attributes are used where appropriate, and the Class attribute is always used.

2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\ nextended
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	List of teams / List of teams update	X



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DT_PARTIC_TEAMS_UPDATE		
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message.

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.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.



Source	SC @Source	Code indicating the system which generated the message.
--------	----------------------------	---

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	Participant (1.N)	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation BirthDate Height Weight PlaceofBirth CountryofBirth PlaceofResidence CountryofResidence			



Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
Discipline (1,1)			
	Code		
	IFId		
	RegisteredEvent (0,N)		
		Event	
		Class	
		Substitute	
		EventEntry (0,N)	
			Type
			Code
			Pos
			Value

2.3.1.5 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 (General)

```
<Competition Gen="WOG-2022-1.10" Sport="WOG-2022-ALP-1.10" Codes="WOG-2022-1.20" >
```

Element Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is



			<p>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>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is



			available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).

Element Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event In the Olympic Games the athletes are initially only assigned to a single generic event at discipline level. This generic event



			should be removed on an athlete by athlete basis as soon as the athlete is inscribed in a competition event.
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Substitute	O	S(1)	Substitute information. Send "Y" if substitute, else do not send.

Element Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	RANK_WLD	N/A	Element Expected: When available. In _UPDATE message only.	
	Attribute	M/O	Value	Description
	Value	M	S(4)	World Rank of the athlete
ENTRY	RANK_PTS	N/A	Element Expected: When available. In _UPDATE message only	
	Attribute	M/O	Value	Description
	Value	M	S(8)	FIS points (for this event). Send "-" for the competitors who do not have points. Usually in format ##0.00.
ENTRY	PERCENTAGE	N/A	Element Expected: Paralympic Games	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0.0000	Athlete percentage
ENTRY	GUIDE_BIB	N/A	Element Expected: Only for Paralympic Games and only in events for the vision impaired. Only included in update message.	
	Attribute	M/O	Value	Description
	Value	M	S(4)	Guide bib number (e.g.: "G10" for guide of athlete with bib number 10)
ENTRY	GUIDE	Numeric 0	Element Expected: Send 1 to n for each guide. Only send 1 if only one guide	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	ID of the guide

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. This message will not be sent in this discipline and the team information is not known at the time of entries. DT_PARTIC_TEAMS_UPDATE will be used to provide all team information.

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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE /	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

There is no DT_PARTIC_TEAMS message in this discipline.

The teams are created in OVR and sent as DT_PARTIC_TEAMS_UPDATE to create the teams.

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.



2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)	Gen Sport Codes				
	Team (1,N)	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator			
		Composition (0,1)	Athlete (0,N)	Code Order	
		Discipline (0,1)	Code IFld RegisteredEvent (0,1)	Event Bib EventEntry (0,N)	Type Code Pos Value

2.3.2.5 Message Values

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



			message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Only ORG will be used in this discipline.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element Team /Composition /Athlete (0,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

Element Team /Discipline (0,1)			
Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline



IFld	O	S(16)	IF ID if assigned for teams
------	---	-------	-----------------------------

Element Team /Discipline /RegisteredEvent (0,1)

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

Attribute	M/O	Value	Description
Event	M	CC.@Event	Full RSC of the Event
Bib	O	S(5)	Team bib number

Element Team /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: When available. In _UPDATE message only.
	Attribute	M/O	Value
	Value	M	S(3)
			World Cup Nations Cup Ranking

Sample (Team)

```
<Team Code="ALPXTE-----CHN01" Organisation="CHN" Number="1" Name="People's Republic of China" ShortName="China"
TVTeamName="China" Gender="X" Current="true" TeamType="ORG" ModificationIndicator="U">
  <Composition>
    <Athlete Code="2005035" Order="1" />
    <Athlete Code="2005037" Order="2" />
    <Athlete Code="2005038" Order="3" />
    <Athlete Code="2005040" Order="4" />
  </Composition>
  <Discipline Code="ALP-----" IFld="1234566" >
    <RegisteredEvent Event="ALPXTE-----" />
    <EventEntry Type="ENTRY" Code="RANK_WLD" Value="9" />
  </RegisteredEvent>
</Discipline>
```

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Sent according to the ODF Common Codes For individual events: - one message per race (unit). For team event: - one message per run in a heat (effectively a race) and - one message for each heat (NOC v NOC)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
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). Expected statuses are: START_LIST 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent:



(For Individual events):

- * As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- * When the competition starts and after every split for the current athlete(s) (LIVE)
- * After the race is finished (UNOFFICIAL / OFFICIAL) as applicable
- * After any change

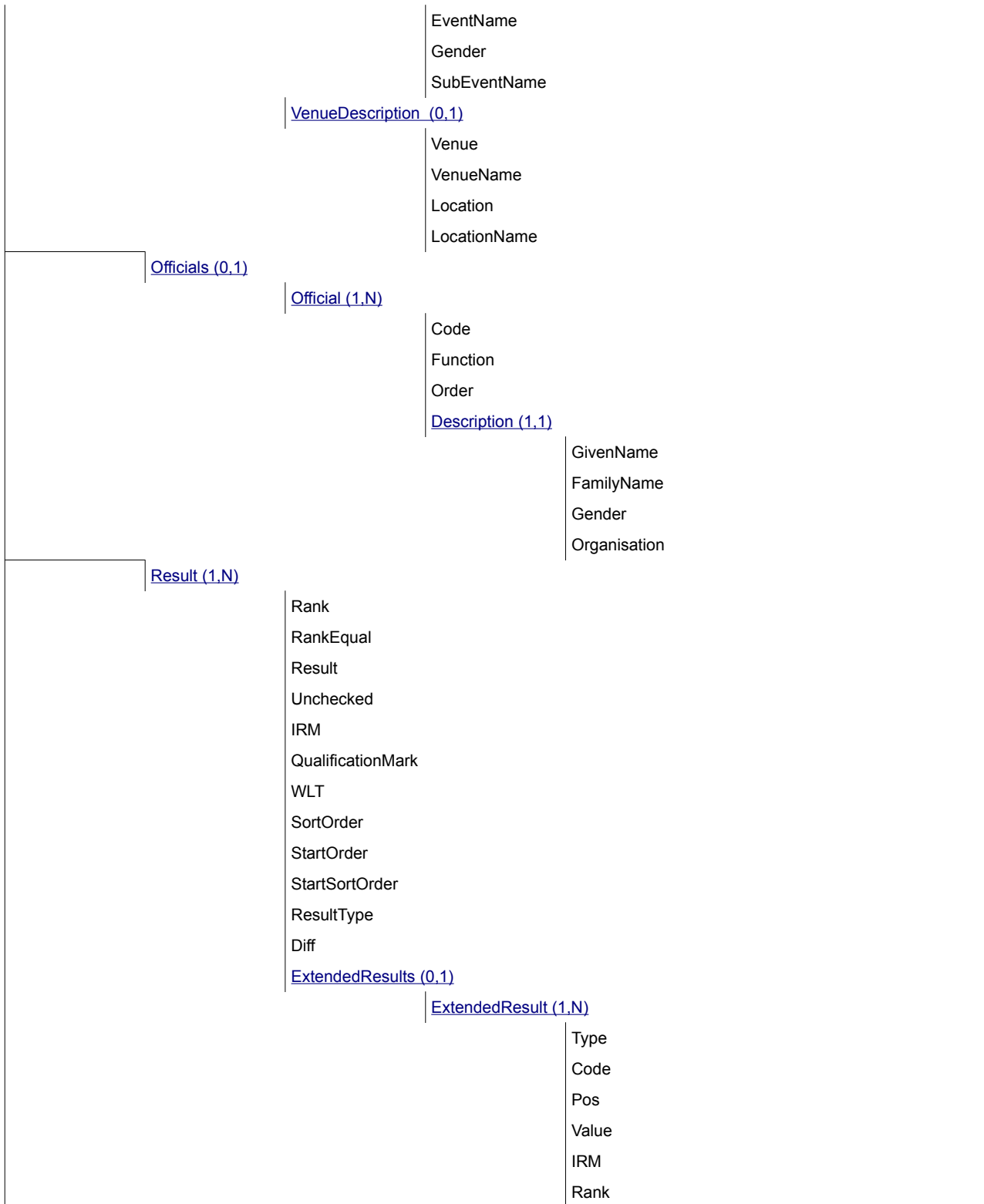
(For Team event):

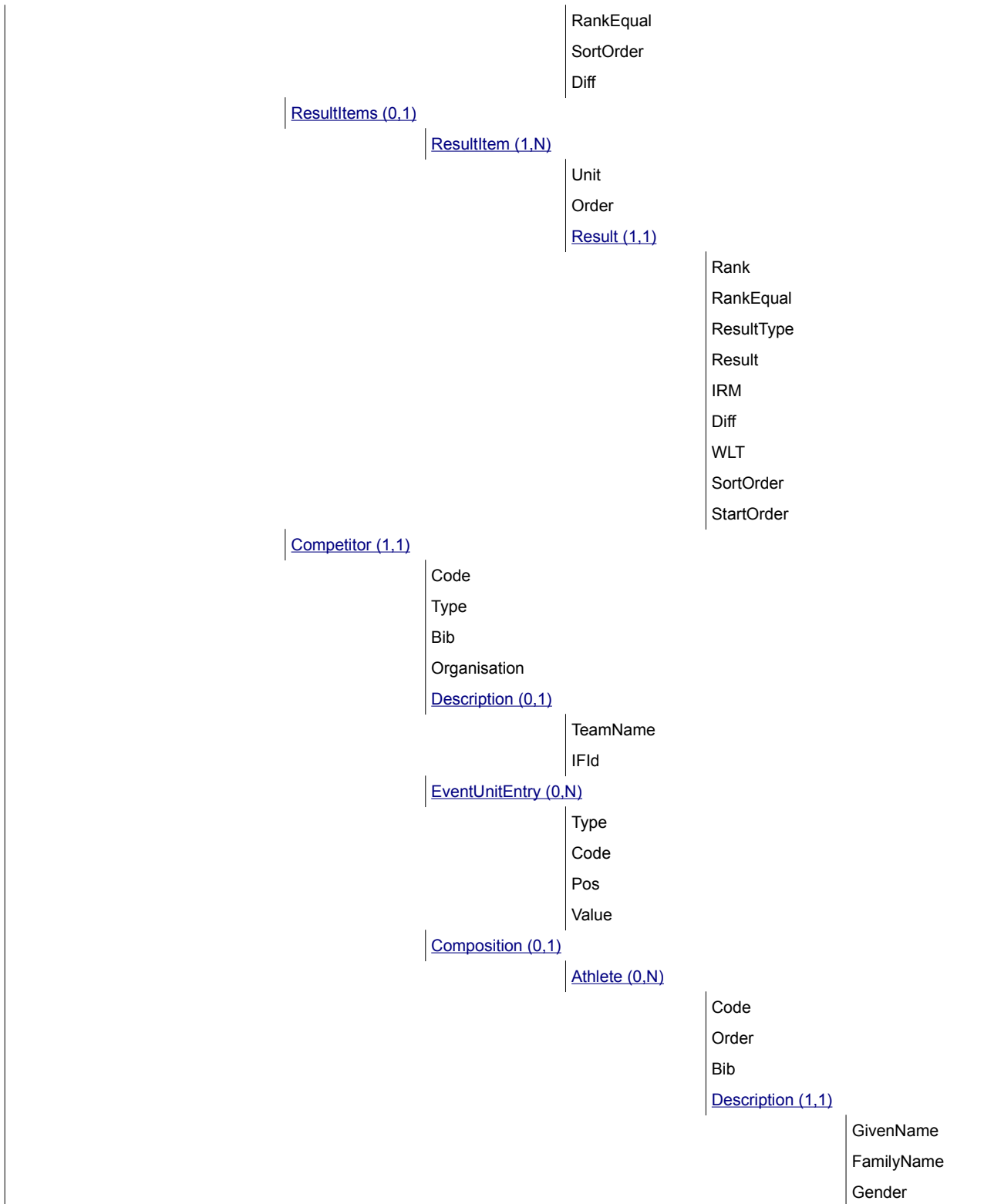
- * For each heat
 - As soon as each competitor is known and the match is confirmed to happen (START_LIST)
 - Any changes in start list data of each Heat (START_LIST)
 - When the first run in a heat starts (LIVE)
 - When the last run in a heat is over (UNOFFICIAL / OFFICIAL) as applicable
- * For each Run in a Heat:
 - As soon as each competitor is known (START_LIST)
 - Any changes in start list data of Run (START_LIST)
 - When the Run starts and after every change in any data (LIVE)
 - After the Run is over (UNOFFICIAL / OFFICIAL) as applicable

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0.1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0.1)					
		UnitDateTime (0.1)				
			StartDate			
		ExtendedInfo (0.N)				
			Type			
			Code			
			Pos			
			Value			
			Competitor (0.N)			
				Organisation		
				Order		
				Composition (0.1)		
					Athlete (1.N)	
						FamilyName
						GivenName
		SportDescription (0.1)				
			DisciplineName			







	Organisation
	BirthDate
	IFld
	Class
	GuideID
	GuideFamilyName
	GuideGivenName
	EventUnitEntry (0..N)
	Type
	Code
	Pos
	Value

2.3.3.5 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)			
Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	GATES_NUM	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the number of gates.
UI	GATES_TURNING	N/A	Element Expected: Always except downhill and team event	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of turning gates



UI		FORERUNNER	Numeric #0	Pos Description: Send the sequential number, (1..n), to sort the forerunners according to their bib letter Element Expected: Always if forerunner.
	Attribute	M/O	Value	Description
	Value	M	SC @ForerunnerBib	Forerunners bib letter (in upper case) (e.g.: A, B ...)
UI		RULE	Numeric #0	Pos Description: Sequential number (from 1 to n) for each of reasons for disqualification. Used for ordering. Element Expected: If any athletes disqualified with rule reason.
	Attribute	M/O	Value	Description
	Value	M	String	Rule identifier for which the skier was disqualified (e.g.: "629.3"). (Links to ExtendedResults rule)
	Sub Element ExtendedInfos /ExtendedInfo /Extension Expected If any athletes disqualified with rule reason.			
	Attribute	Value	Description	
	Code	DESC		
	Pos	N/A		
	Value	String	Text of the reason for disqualification (in ENG), (e.g.: "Did not pass through a gate correctly (art. 661.4)")	
UI		STARTERS	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Sent the number of competitors on the start list
	Sub Element ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST and at least one competitor has completed the unit without IRM			
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI		LAST_UNIT	N/A	Element Expected: Only applies in Team overall message after it has started
	Attribute	M/O	Value	Description
	Value	M	CC @Unit	Full RSC of the most recent unit information included in the message
UI		F-FACTOR	N/A	Element Expected: Always after status START_LIST (individual events - N/A for Training)



Attribute	M/O	Value	Description
Value	M	Numeric	F-Factor
DISPLAY	LAST_COMP	N/A	Element Expected: When available in individual events and only when the unit is LIVE or UNOFFICIAL.
Attribute	M/O	Value	Description
Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.

Sample (Individual event)

```
<ExtendedInfos>
<UnitDateTime StartDate="2014-02-10T11:00:00+04:00" />
<ExtendedInfo Type="UI" Code="STARTERS" Value="87" />
<ExtendedInfo Type="UI" Code="GATES_NUM" Value="59" />
<ExtendedInfo Type="UI" Code="GATES_TURNING" Value="58" />
<ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="A">
  <Competitor Organisation="RUS" Order="1" >
    <Composition>
      <Athlete FamilyName="ZAYTSEV" GivenName="S." />
    </Composition>
  </Competitor>
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="B">
  <Competitor Organisation="RUS" Order="2" >
    <Composition>
      <Athlete FamilyName="NIKITIN" GivenName="P." />
    </Composition>
  </Competitor>
</ExtendedInfo>
```

Element ExtendedInfos /ExtendedInfo /Competitor (0,N)

Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.

Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Add in the extension FORERUNNER if the extension is applicable. Organisation ID of the forerunner
Order	M	Numeric #0	Order of the forerunner in the unit.

Element ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)

Used when the ExtendedInfo is related to a person or a team member. The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.

Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the forerunner
GivenName	O	S(25)	Given name of the forerunner

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 @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit Description (not code) from Common Codes

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

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

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

Element Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the event unit (not cumulative) for individual event. Do not send in team event (run or overall)
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent. Do not send in team event (run or overall)
Result	O	m:ss.ff or S(1)	Time for the event unit (not cumulative) in individual events and runs in team event. Points in the team overall message.



			Send just in the case @ResultType is TIME or POINTS
Unchecked	O	S(1)	Send Y if the result is under review
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	For team overall only, when the team is qualified by points and it can't change anymore (Q), or when tie breaking rule is applied and is qualified by time (QT), or by bib (QB), similarly for finals or when the team won one of the final and it can't change anymore (W or w)
WLT	O	SC @WLT	Code whether the competitor won, lost or tied the unit in head to head.
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder (even if some have IRM) Updated during the race with the current order, which is those with rank followed by those with IRM followed by those who have not started. Sort order does not change in head-to-head units.
StartOrder	O	S(3) or SC @Course	The start order of the unit. Send "-" for athletes not starting in second run of AC. For each run in Teams Event it is course color indicator (R,B) For team match it is not required.
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit. StartSortOrder remains the same as the initial one in case of DNS competitors.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+ m:ss.ff	Time behind leader in the unit (only for those with a result). 0.00 for the leader. Do not send leading zeros. Only send in the case @ResultType is TIME

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		DIFF_M	N/A	Element Expected: When available in speed events and athlete sets a valid finish time. Not applicable in Paralympic Games.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Distance behind the leader (after run) in meters. Do not send for the leader.
ER		SPEED_AVG	N/A	Element Expected: When available in speed events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Average speed in km/h
ER		POT_DSQ	N/A	Element Expected: If applicable



	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a potential disqualification in this unit, else do not send. In the case of downhill training "Y" means missed gate.
ER		RE_RUN	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is granted a Re-Run else do not send. Do not send after Re-Run complete
ER		DSQ_GATE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(3)	Gate number at which the competitor was disqualified
ER		RULE	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	String	Rule identifier for which the skier was disqualified (e.g.: "629.3"). (Links to ExtendedInfo description.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available (individual events).
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
	IRM	O	SC @IRM	Invalid result mark (IRM) Send the IRM only for the first intermediate not reached by the competitor to give some indication of the location of the IRM.
	Rank	O	S(2)	Send the rank in the unit of the competitor at the intermediate point. Do not consider IRMs at the intermediate point.
	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 the intermediate point
	Diff	O	[+/-]s.ff	The difference behind the race leader at this intermediate point. Send as negative if faster than race leader. Send 0.00 for race leader.
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected When available (individual events)				



Attribute	Value	Description	
Code	DIFF_FAST		
Pos	N/A		
Value	s.ff	The difference behind the fastest competitor at this intermediate point not considering IRMs. Send 0.00 for the fastest competitor at this intermediate point.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected Only if the fastest has an IRM else do not send (individual events). At end of unit.			
Attribute	Value	Description	
Code	DIFF_FAST_IRM		
Pos	N/A		
Value	s.ff	The difference behind the fastest competitor if the fastest did not finish or DQ. Send 0.00 for the leader.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	ERANK_IRM		
Pos	N/A		
Value	S(1)	Send "Y" if the rank of the competitor at the intermediate point considering those with IRMs is equalled.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	RANK_IRM		
Pos	N/A		
Value	S(2)	Send the rank of the competitor at the intermediate considering those with IRMs also.	
PROGRESS	SECTION	S(2) Pos Description: Intermediate point at the end of the section where section time is taken (1, 2...F). For example, the first intermediate (Pos="1") indicates the interval between the start gate and first intermediate, "2" is the section from intermediate 1 to intermediate 2, ... Element Expected: When available (individual events)	
Attribute	M/O	Value	Description
Value	O	s.ff	Time for the section ending at the intermediate point @Pos.
Rank	O	S(2)	Send the rank of the competitor in the section not considering IRMs
RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
SortOrder	M	Numeric #0	Send the order of the competitor in the corresponding section.
Sub Element Result /ExtendedResults /ExtendedResult /Extension			



Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	ERANK_IRM		
Pos	N/A		
Value	S(1)	Send "Y" if the rank of the competitor in the section considering those with IRMs is equalled.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	RANK_IRM		
Pos	N/A		
Value	S(2)	Send the rank of the competitor in the section considering those with IRMs	
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..total number of speed positions Element Expected: When available for speed event units (individual events)
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Speed at this point in km/h
Rank	O	S(2)	Send the speed rank of the competitor at this point not considering IRMs.
RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send. Not considering IRMs.
SortOrder	M	Numeric #0	Send the speed order of the competitor
Diff	O	[+/-]#0.00	Speed behind the leader at this point in km/h
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	ERANK_IRM		
Pos	N/A		
Value	S(1)	Send "Y" if the speed rank of the competitor considering those with IRMs is equalled.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected At the end of the unit (individual events)			
Attribute	Value	Description	
Code	RANK_IRM		
Pos	N/A		
Value	S(2)	Send the speed rank of the competitor considering those with IRMs	
ER	TIE_BREAK	S(1)	Pos Description: Send T if tie-break is by time, send B if tie-break by bib. Element Expected:



				If applicable (Only for overall Team Event) Always sent for both teams if tie-break
	Attribute	M/O	Value	Description
	Value	M	S(8)	Tie value (time or bib)
	Diff	O	s.ff	If tie-break is by time gap (Team Event). Should be the tie-break time gap of the lowest combined time or the fastest single time depending on the criteria which breaks the tie. (used for the loser of the Tie-Break in case of broken by time). Send 0.00 for the winner.
CRITERIA		WIN	Numeric 0	Type Description: Used to potential qualification options. Pos Description: Order of the criteria (sort over all CRITERIA) Element Expected: If applicable (Only in the last run of the Team Event)
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send "Y" if the criteria is required to win the heat
	Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable (Only in the last run of the Team Event)			
	Attribute	Value	Description	
	Code	ACHIEVED		
	Pos	N/A		
	Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	
CRITERIA		FASTER_THAN	Numeric 0	Pos Description: Order of the criteria (sort over all CRITERIA) Element Expected: If applicable (Only in the last run of the Team Event)
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Time required to win the overall Heat
	Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable (Only in the last run of the Team Event)			
	Attribute	Value	Description	
	Code	ACHIEVED		
	Pos	N/A		
	Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	
CRITERIA		FASTER_BY	Numeric 0	Pos Description: Order of the criteria(sort over all CRITERIA) Element Expected: If applicable (Only in the last run of the Team Event)



Attribute	M/O	Value	Description
Diff	M	s.ff	Send the diff required to win the heat
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable (Only in the last run of the Team Event)			
Attribute	Value	Description	
Code	ACHIEVED		
Pos	N/A		
Value	S(1)	Send Y or N if the win criteria is met or not (Sent after the 4th run of the heat)	

Sample (Individual)

```
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="+0.04" SortOrder="2" StartOrder="12" StartSortOrder="12" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFF_M" Value="2.17" />
    <ExtendedResult Type="ER" Code="SPEED_AVG" Value="95.12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.34" Diff="+0.05" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.19" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="41.68" Diff="+0.11" Rank="5" RankEqual="Y" SortOrder="5">
      <Extension Code="DIFF_FAST" Value="0.35" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="56.04" Diff="-0.13" Rank="1" SortOrder="1">
      <Extension Code="DIFF_FAST" Value="0.00" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="1:13.26" Diff="+0.07" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.11" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:42.68" Diff="+0.04" Rank="2" SortOrder="2">
      <Extension Code="DIFF_FAST" Value="0.31" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="24.34" Rank="2" SortOrder="2" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="17.34" Rank="10" SortOrder="10" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="14.36" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="4" Value="17.22" Rank="3" SortOrder="3" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="29.42" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="97.65" Rank="9" SortOrder="9" />
    <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="99.11" Rank="5" SortOrder="5" />
  </ExtendedResults>
  <Competitor Code="2024039" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2024039" Order="1" Bib="22">
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER" BirthDate="1994-12-15" IFId="50753" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Run in Team Event)



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```
<Result ResultType="TIME" Result="42.68" Diff="+0.04" SortOrder="1" StartOrder="R" StartSortOrder="1" WLT="L">
  <Competitor Code="ALPXTE-----GER01" Type="T" Organisation="GER" Bib="1" >
  <Description TeamName="Germany" />
  <Composition>
    <Athlete Code="2024039" Order="3" Bib="11">
    <Description GivenName="Johana" FamilyName="SMITH" Gender="F" Organisation="GER" BirthDate="1994-12-15"
  IFId="223231"/>
    </Athlete>
  </Composition>
  </Competitor>
</Result>
<Result ResultType="TIME" Result="42.64" Diff="0.00" SortOrder="2" StartOrder="B" StartSortOrder="2" WLT="W">
  <Competitor Code="ALPXTE-----SUI01" Type="T" Organisation="SUI" Bib="8" >
  <Description TeamName="Switzerland" />
  <Composition>
    <Athlete Code="1106860" Order="1" Bib="81">
    <Description GivenName="Lara" FamilyName="GUT" Gender="F" Organisation="SUI" BirthDate="1994-12-15" IFId="223241"/
  >
    </Athlete>
  </Composition>
  </Competitor>
</Result>
```

Sample (Heat in Team Event)



```
<Result ResultType="POINTS" Result="2" SortOrder="1" StartOrder="1" StartSortOrder="1" QualificationMark="Q">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TIE_BREAK" Pos="T" Value="35.38" Diff="0.00" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="ALPXTE-----QFNL00010001" Order="1" >
      <Result Rank="2" ResultType="TIME" Result="17.88" SortOrder="2" StartOrder="B" Diff="+0.96" WLT="L" />
    </ResultItem>
    <ResultItem Unit="ALPXTE-----QFNL00010002" Order="2" >
      <Result Rank="1" RankEqual="Y" ResultType="TIME" Result="18.99" SortOrder="1" StartOrder="B" Diff="0.00" WLT="W" />
    </ResultItem>
    <ResultItem Unit="ALPXTE-----QFNL00010003" Order="3" >
      <Result Rank="1" ResultType="TIME" Result="16.99" SortOrder="1" StartOrder="R" Diff="0.00" WLT="W" />
    </ResultItem>
    <ResultItem Unit="ALPXTE-----QFNL00010004" Order="4" >
      <Result Rank="1" ResultType="TIME" Result="17.99" SortOrder="1" StartOrder="R" Diff="0.00" WLT="W" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="ALPXTE-----SUI01" Type="T" Organisation="SUI" Bib="8" >
    <Description TeamName="Switzerland"/>
    <EventUnitEntry Type="EUE" Code="TEAM_LEADER" Value="1109567" />
    <Composition>
      <Athlete Code="1106860" Order="1" Bib="81">
        <Description GivenName="Marie" FamilyName="GUT" Gender="F" Organisation="SUI" BirthDate="1994-12-15"
        IFId="223241"/>
      </Athlete>
      <Athlete Code="1106861" Order="2" Bib="82">
        <Description GivenName="Beat" FamilyName="FEUZ" Gender="M" Organisation="SUI" BirthDate="1994-12-14"
        IFId="223242"/>
      </Athlete>
      <Athlete Code="1106863" Order="3" Bib="88">
        <Description GivenName="Lara" FamilyName="THOMAS" Gender="F" Organisation="SUI" BirthDate="1994-12-13"
        IFId="223222"/>
      </Athlete>
      <Athlete Code="1106864" Order="4" Bib="89">
        <Description GivenName="Jenny" FamilyName="LOW" Gender="M" Organisation="SUI" BirthDate="1994-12-12"
        IFId="223211"/>
      </Athlete>
    </Composition>
  </Competitor>
```

Element Result /ResultItems /ResultItem (1,N)

(only for team overall message)
Identifier of unit, for the item included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the unit. Only for Team overall message
Order	M	Numeric 0	Order of the sub-units in chronological order. Only in team overall message.

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

(only for team overall message)
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.



RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem
Result	O	m:ss.ff	The result of the competitor for the event unit identified by /ResultItems /ResultItem. Send when the @ResultType is TIME
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send in the case @ResultType is IRM
Diff	O	+m:ss.ff	Time behind leader in the referenced unit (only for those with a result). 0.00 for the leader. Do not send leading zeros.
WLT	O	SC @WLT	Code to indicate if the athlete won, lost or tied the result item.
SortOrder	M	Numeric ##0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
StartOrder	O	SC @Course	Course color indicator (R,B), include when known

Element Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Type	M	S(1)	A for athlete, T for team
Bib	O	S(3)	Team number (for team event)
Organisation	M	CC @Organisation	Competitor's organisation

Element Result /Competitor /Description (0,1)

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element Result /Competitor /EventUnitEntry (0,N)

For Overall team event only

Type	Code	Pos	Description
EUE	TEAM_LEADER	N/A	Element Expected: Always (for overall Team event - heat)
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
			Description
			Team leader ID

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

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number

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

Athletes extended information.

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

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	SNOWSEED	N/A	Element Expected: If applicable in individual events
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send "Y" if the athlete is assigned a Snowseed else do not send.

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information in a competition which is live.

For Alpine Skiing, in Individual events, the Current message contains in the Result element the athlete(s) who is(are) currently on course (current) as well as the athlete who is the next to start (next). There is one result element for each athlete indicated as current or next in the ExtendedInfos element.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	RSC at unit level
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent in Individual Events:

- * At any time a competitor starts. (This athlete will be considered current along with any others already on the course) and there will be a new "next" (unless last athlete).
- * Immediately after every addition/change in data during the run.
- * Immediately after each competitor completes the course (removing the just finished competitor) and the data is available (this changes the leader data if applicable).

Each message will only include the athletes currently on the course and the one to follow ("Next"); this is usually not more than three athletes.

2.3.4.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	ExtendedInfos (0.1)	ExtendedInfo (1,N)	Type Code Pos Value		
	Result (0.N)	Rank RankEqual Result IRM SortOrder StartOrder StartSortOrder ResultType Diff ExtendedResults (0.1)		ExtendedResult (1,N)	Type Code Pos Value Rank RankEqual IRM Diff
		Competitor (1,N)	Code Type Organisation Composition (0.1)	Athlete (0.N)	Code Order



	Bib
--	-----

2.3.4.5 Message Values

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

Element ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	LEADER_TIME	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). Include F for finishing time of the leader. Use "S" to send the time of the leader before start of the second run in the case of two Run Events. Element Expected: Always (in individual events)	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Cumulative time at the intermediate point (or S,F) in the current run. If this is the second run then this will be the cumulative time of all runs. Do not send minutes if zero.
UI	LEADER_SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..n over all speed traps on the course. Element Expected: Always (in individual events)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Speed of the leader at this point in km/h
UI	LEADER	N/A	Element Expected: Always (in individual events)	
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of race leader, not considering current competitor.
DISPLAY	CURRENT	Numeric 0	Pos Description: Send the order of the athletes currently on the course, 1 for the one nearer the finish line. Element Expected: When available (in individual events)	
	Attribute	M/O	Value	Description



	Value	M	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor.
DISPLAY		NEXT	N/A	Element Expected: When available (in individual events)
	Attribute	M/O	Value	Description
	Value	O	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY		STARTED	N/A	Element Expected: Once only (unless a restart) for each competitor (in individual units)
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.

Sample (Individual event)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="LEADER_TIME" Pos="1" Value="58.62" />
  <ExtendedInfo Type="UI" Code="LEADER_TIME" Pos="2" Value="1:07.95" />
  <ExtendedInfo Type="UI" Code="LEADER_TIME" Pos="3" Value="1:24.00" />
  <ExtendedInfo Type="UI" Code="LEADER_TIME" Pos="4" Value="1:41.84" />
  <ExtendedInfo Type="UI" Code="LEADER_TIME" Pos="F" Value="1:58.24" />
  <ExtendedInfo Type="UI" Code="LEADER_SPEED" Pos="1" Value="58.24" />
  ..
  <ExtendedInfo Type="UI" Code="LEADER" Value="1109762" />
</ExtendedInfos>
```

Element Result (0,N)				
Attribute	M/O	Value	Description	
Rank	O	S(3) See table comment	Rank of the competitor in the event unit. Send cumulative Rank in case of 2 Runs Event.	
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.	
Result	O	m:ss.ff	Result in the event unit. Send cumulative Time in case of 2 Runs Event. Send just in the case @ResultType is TIME	
IRM	O	SC @IRM	The invalid result mark (IRM) for the event unit if applicable. Send only in the case @ResultType is IRM	
SortOrder	M	Numeric	Order by start order for the competitors in the file (1, 2, 3..). 1=the athlete most advanced on the course etc.	
StartOrder	M	Numeric	The start order of the unit	
StartSortOrder	M	Numeric	Same as SortOrder	
ResultType	O	SC @ResultType	Type of the @Result attribute.	
Diff	O	+m:ss.ff	Time behind leader based on the result (only for those with a result). 0.00 for the leader. Do not send leading zeros.	



Element Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	RE_RUN	N/A	Element Expected: If applicable	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a Re-Run athlete else do not send. Do not send after Re-Run complete
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). Always send "S" to indicate the athlete started. In 2-Run events, "S" is the point before the competitor starts 2nd Run. Element Expected: When data is available. For next athlete(s) to start use "S" to indicate the Start Lead time and Diff.	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Cumulative time at the intermediate point in the current run (if this is the second run this is the cumulative time considering the first run also). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point. Do not consider IRMs at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
	IRM	O	SC @IRM	Invalid result mark (IRM) Send the IRM only for the first intermediate not reached by the competitor.
	Diff	O	[+/-]s.ff	The difference behind the overall race leader at this intermediate point (considering all runs). Send as negative if faster than race leader. Send 0.00 for the overall race leader. In 2-Run events, when Pos="S" for the 2nd Run, then Diff is the 1st Run time difference between the current competitor and the overall leader time. Not included in second run until one athlete has completed the run with a time.
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..n over all speed traps on the course. Element Expected: When available in speed units	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Speed at this point in km/h
	Rank	O	S(2)	Send the speed rank of the competitor at this point



RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
Diff	O	Numeric [+/-]#0.00	The difference in speed behind the race leader at this speed trap. Send as positive if faster than race leader.

Sample (Individual event)

```
<Result Rank="2" ResultType="TIME" Result="1:42.68" Diff="+0.04" SortOrder="2" StartOrder="12" StartSortOrder="12" >
<ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="24.34" Diff="+0.05" Rank="2" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="41.68" Diff="+0.11" Rank="5"
RankEqual="Y" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="56.04" Diff="-0.13" Rank="1" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="1:13.26" Diff="+0.07" Rank="2" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:42.68" Diff="+0.04" Rank="2" />
  <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="97.65" Rank="9" Diff="+0.18" />
  <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="2" Value="99.11" Rank="5" Diff="-0.02" />
</ExtendedResults>
<Competitor Code="2024039" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2024039" Order="1" Bib="22"/>
  </Composition>
</Competitor>
</Result>
```

Sample (for AC-SL, second run, 1st athlete current)

```
<Result SortOrder="1" StartSortOrder="1" StartOrder="1">
<ExtendedResults>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:12.17" Pos="S" Rank="30"/>
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:30.92" Pos="1" Rank="2" />
</ExtendedResults>
<Competitor Type="A" Code="3410544" Organisation="IRI">
  <Composition>
    <Athlete Code="3410544" Order="1" Bib="37"/>
  </Composition>
</Competitor>
</Result>
```

Sample (for AC-SL, second run, athlete finished)



```
<Result SortOrder="2" StartSortOrder="2" StartOrder="3" ResultType="TIME" Result="2:11.30" Diff="+1.33" Rank="2">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:12.05" Pos="S" Diff="-0.03" Rank="28"/>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:30.62" Pos="1" Diff="+0.48" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="1:54.35" Pos="2" Diff="+1.63" Rank="2" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="2:11.30" Pos="F" Diff="+1.33" Rank="2" />
  </ExtendedResults>
  <Competitor Type="A" Code="3410641" Organisation="CHN">
    <Composition>
      <Athlete Code="3410641" Order="1" Bib="48"/>
    </Composition>
  </Competitor>
</Result>
```

Element Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A")
Bib	O	S(5)	Bib number

2.3.4.6 Message Sort

Sort by Result @StartSortOrder.



2.3.5 Cumulative Results

2.3.5.1 Description

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

The Cumulative Results message in Alpine Skiing is used to send the cumulative results of the competition for Individual Events (with more than one unit/run).

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	It is only used in Individual events, the cumulative message is for an event in this discipline. Note that this message is not applicable to trainings or trials.
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results START_LIST 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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

The first version is generally triggered at the same time as the start list of the first unit is triggered



(START_LIST).

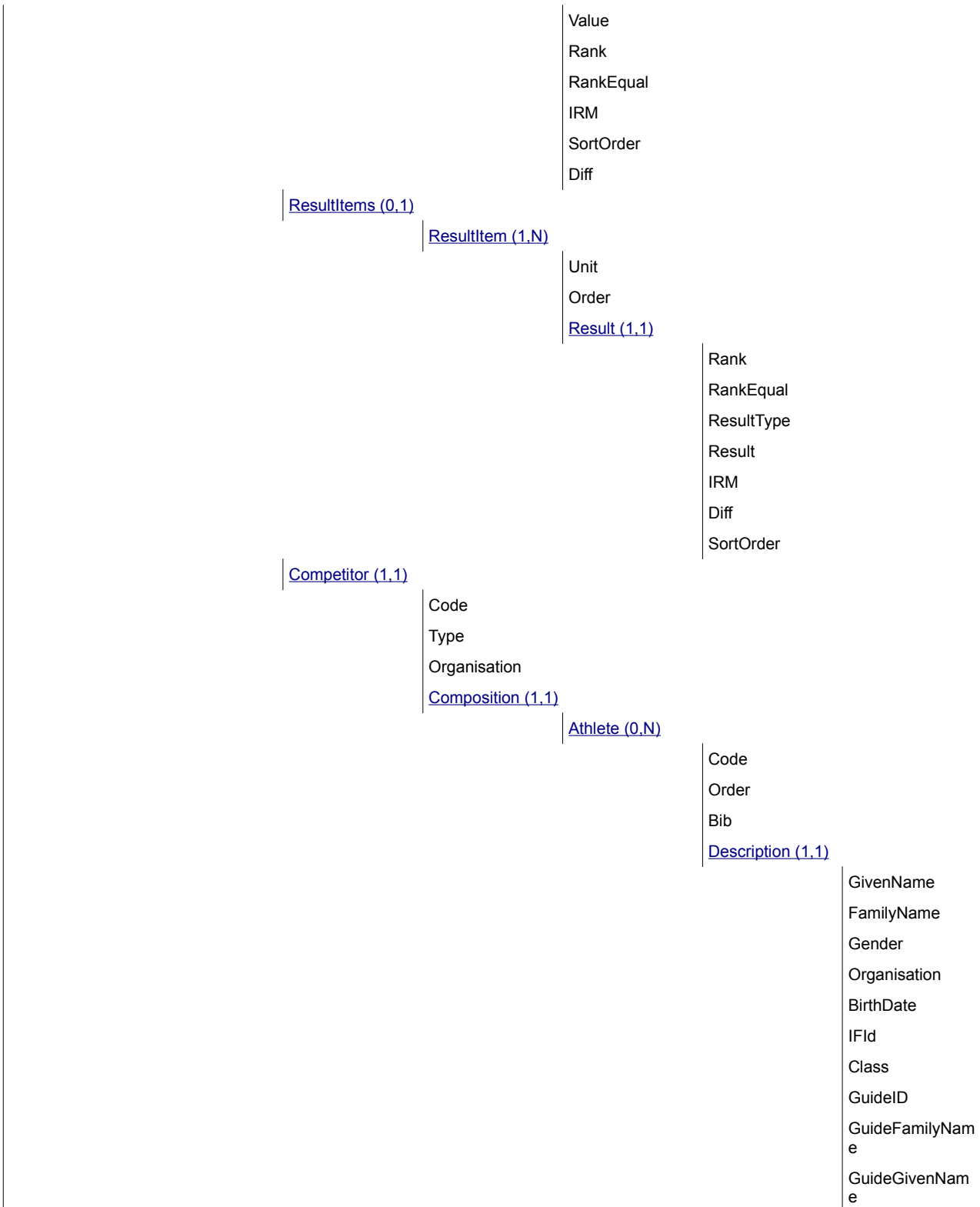
This message is sent in Individual Events:

- * When the start list of the first unit is sent (START_LIST)
- * After each competitor completes each run including the first run (LIVE)
- * For multiple run events, when the first unit is finished (INTERMEDIATE)
- * For multiple run events, when the second run start list is available, send again with cumulative results/rank removed (INTERMEDIATE)
- * After the last unit is complete (UNOFFICIAL / OFFICIAL as appropriate)

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	
Competition (0.1)	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		Progress (0.1)					
			LastUnit				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
	VenueDescription (0.1)						
		Venue					
		VenueName					
Result (1.N)		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		Diff					
		SortOrder					
		ExtendedResults (0.1)					
			ExtendedResult (1.N)				
				Type			
			Code				
			Pos				





2.3.5.5 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	M	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 @SportGender	Gender code for the event unit

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

Element Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the cumulative result. Do not include the rank during the second and subsequent units until the competitor has completed the unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.ff	The cumulative result of the competitor Send when the @ResultType is TIME
IRM	O	SC @IRM	Invalid result mark (IRM) for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
Diff	O	+m:ss.ff	Total time behind leader. 0.00 for the leader. Do not send leading zeros.



			Do not send if @ResultType = IRM This value is sent during the first and when it is finished but is removed as soon as the second run starts (to avoid comparing to different things)
SortOrder	M	Numeric ##0	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. During second and subsequent units those without rank will be ordered following their start order in the current unit.

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2..F). In 2-Run events, "S" is the point before the competitor starts 2nd Run. Element Expected: When data is available in individual events with more than one run. In 2-Run events, send Start Lead time using "S" in Pos for all athletes including those who haven't started the 2nd Run yet.
Attribute	M/O	Value	Description	
Value	O	m:ss.ff	Cumulative time (inc. previous runs) at the intermediate point in the second run. Do not send minutes if zero.	
Rank	O	S(2)	Send the rank of the competitor at the intermediate point	
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.	
IRM	O	SC @IRM	Invalid result mark (IRM) Send the IRM only for the first intermediate not reached by the competitor.	
SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point	
Diff	O	[+/-]m:ss.ff	Total time diff (Start Lead) with the current overall event leader at this intermediate point. Send 0.00 for the leader. Do not send leading zeros. Send negative when ahead of overall leader. In 2-Run events, when Pos="S" for the 2nd Run, then Diff is the 1st Run time difference between the current competitor and the overall leader time.	

Element Result /ResultItems /ResultItem (1,N)				
Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.				
Attribute	M/O	Value	Description	



Unit	M	CC @Unit	Full RSC of the unit
Order	M	Numeric 0	Logical order of the sub-units, chronological.

Element Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem.
Result	O	m:ss.ff	The result of the competitor for the unit identified by /ResultItems /ResultItem. Send when the @ResultType is TIME
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the unit identified by /ResultItems /ResultItem. Send in the case @ResultType is IRM
Diff	O	+m:ss.ff	Time behind leader in the referenced unit (only for those with a result). 0.00 for the leader. Do not send leading zeros.
SortOrder	M	Numeric ##0	Used to sort all results identified by /ResultItems /ResultItem

Sample (Individual two run event)



```
<Result Rank="1" ResultType="TIME" Result="2:36.87" SortOrder="1" Diff="0.00" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Rank="2" SortOrder="2" Value="1:45.65" Diff="+0.04" />
  />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Rank="1" SortOrder="1" Value="2:04.68" Diff="0.00" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Rank="1" SortOrder="1" Value="2:19.81" Diff="0.00" />
  <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Rank="1" SortOrder="1" Value="2:36.87" Diff="0.00" />
</ExtendedResults>
<ResultItems>
  <ResultItem Unit="ALPMAC-----FNL-0001DH--" Order="1" >
    <Result Rank="1" ResultType="TIME" Result="1:17.88" SortOrder="1" Diff="0.00" />
  </ResultItem>
  <ResultItem Unit="ALPMAC-----FNL-0001SL--" Order="2">
    <Result Rank="11" ResultType="TIME" Result="1:18.99" SortOrder="11" Diff="+0.35" />
  </ResultItem>
</ResultItems>
<Competitor Code="2041843" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2041843" Order="1" Bib="1">
      <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
```

Element Result /Competitor (1,1)

Competitor related to one cumulative result.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 as the competitor is an athlete
Bib	O	S(5)	Bib number

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation



BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

2.3.5.6 Message Sort

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

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

During a unit (particularly units where athletes participate one-by-one). Then the order should be:

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

2.3.6 Brackets

2.3.6.1 Description

The brackets message contains the brackets information for one event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

Only applicable in the Team Event.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC of the Event This message is only used in the Team Event.
DocumentType	DT_BRACKETS	Brackets message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC_@ResultStatus	Status of the message. Expected statuses are: START_LIST (before any unit is complete) INTERMEDIATE (during the competition) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches 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. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unofficial and Official status (only resend if there were changes from unofficial to official). The message should be updated including information on each competitor in the different bracket items.

This message is sent in Team event only:

- * After the draw is complete (START_LIST)
- * After every run (including last run in a heat) is complete (INTERMEDIATE)
- * After the last final (UNOFFICIAL/OFFICIAL)

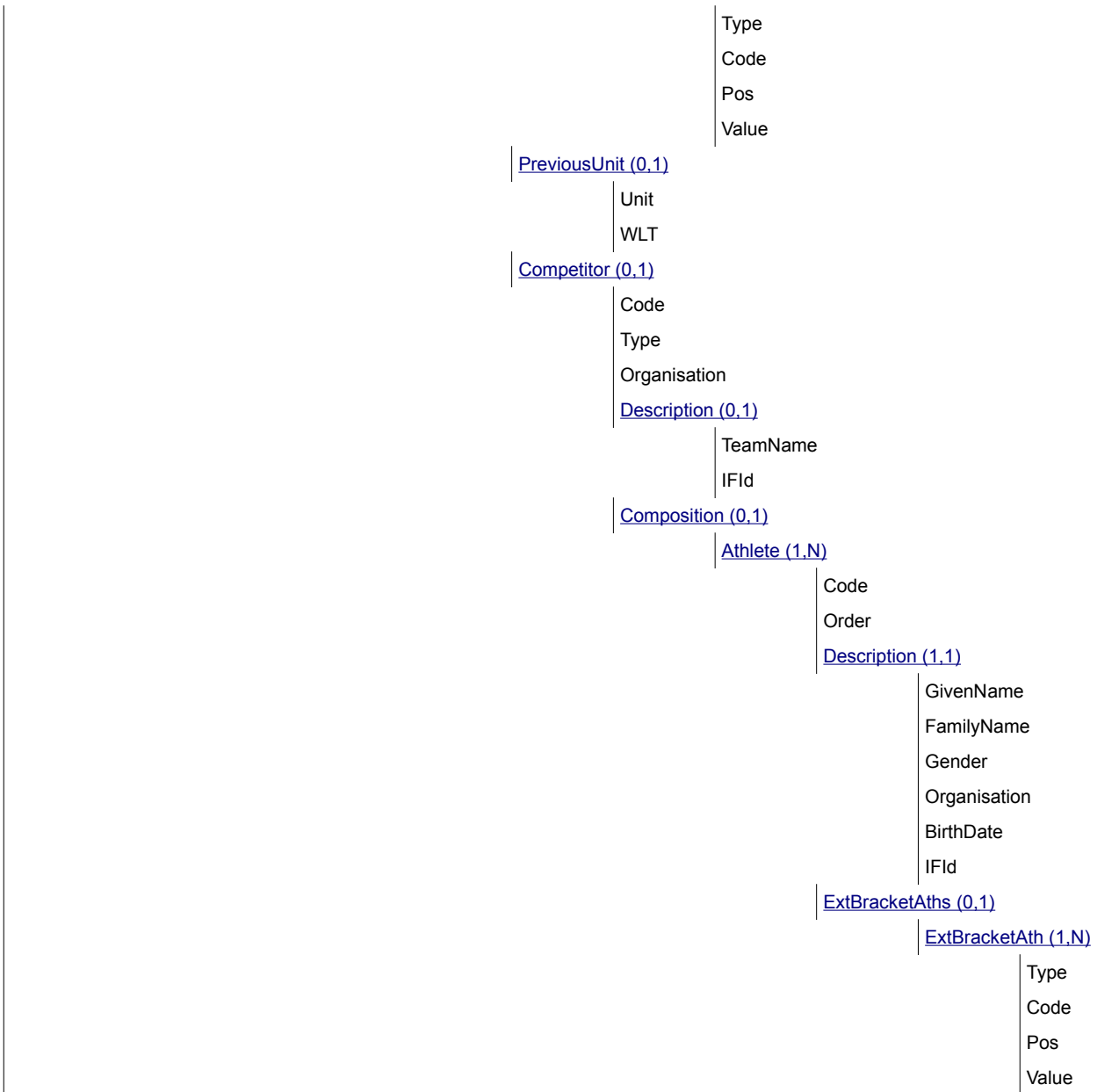


* After any change

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		Progress (0,1)								
			LastUnit							
			UnitsTotal							
			UnitsComplete							
			SportDescription (0,1)							
			DisciplineName							
			EventName							
			Gender							
	Bracket (1,N)									
		Code								
		BracketItems (1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Position						
				Date						
				Time						
				Unit						
				CompetitorPlace (1,N)						
					Pos					
					Code					
					WLT					
					Result					
					IRM					
					QualificationMark					
					StrikeOut					
					ExtCompPlaces (0,1)					
						ExtCompPlace (1,N)				



2.3.6.5 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 (heat) in the event.
UnitsTotal	O	Numeric ##0	Total number of units (NOC matches) to be contested in the event
UnitsComplete	O	Numeric ##0	Total number of units (heats) which are official of the UnitsTotal.

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

Element Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item (FNL except BRN for the small final)

Element Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinal or semifinal etc.

Element Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Heat or semifinal number within the bracket item
Order	M	Numeric #0	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Numeric #0	Bracket position when drawing the bracket. For example a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position.
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	S(5)	Time of match (example HH:MM). Include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem

Element Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)
 - If the competitors are known, this element is used to place the competitors in the bracket.



- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
Pos	M	Numeric 0	This attribute is a sequential number to place the different competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	If there is no competitor (BYE) or when it is not known yet (TBD) or when both athletes are disqualified or Withdraw (NCT).
WLT	O	S(1)	W or L, indicates the winner or loser of the bracket item. Always send when known
Result	O	Numeric 0	Team points for the competitor (expected unless IRM)
IRM	O	SC @IRM	The invalid result mark, if applicable
QualificationMark	O	SC @QualificationMark	Send qualification mark value
StrikeOut	O	S(1)	If the competitor should be struck out in this bracket item send Y, usually only used for DQB.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Type	Code	Pos	Description
ECP	TB	S(1)	Pos Description: Send T if tie-break by time, B if tie-break by bib. Element Expected: When tie-break applicable
	Attribute	M/O	Value
	Value	M	S(8)
	Description	Tie break value, bib or time.	
ECP	DIFF	N/A	Element Expected: When applicable
	Attribute	M/O	Value
	Value	M	s.ff
	Description	Tie break Time gap if tie-break by time. The tie-break time gap of the combined time or the fastest single time depending on the criteria which breaks the tie (used for the loser of the Tie-Break in case of broken by time).	

Element Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph.

Attribute	M/O	Value	Description
Unit	O	CC @Unit	Full RSC code of the unit where the competitor progress from. Does not apply in the first phase.
WLT	O	S(1)	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known.



Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
Organisation	O	CC @Organisation	Competitors' organisation if known.

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (corresponding to a team member) (Only include athletes after the unit is complete)
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T"). After each run it will be the order in which the athletes participated (run order).

Element Bracket /BracketItems /BracketItem /CompetitorPlace /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 Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)				
CompetitorPlace @Pos team member's extended bracket information (Competitor @Type="T") according to competitors' rules.				
Type	Code	Pos	Description	
EBA	RESULT	Numeric 0	Pos Description: Send the Run number Element Expected: If the competitor won the run, unless IRM	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Send the time for the winning athlete. (only include m if applicable)



EBA		DIFF	Numeric 0	Pos Description: Send the Run number Element Expected: If the competitor lost the run, unless IRM
	Attribute	M/O	Value	Description
	Value	M	+s.ff	Time behind winner. Send 0.00 for the winner.
EBA		IRM	Numeric 0	Pos Description: Send the Run number Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	SC @IRM	Send applicable code

Sample (Team event)



```
<Bracket Code="FNL">
  <BracketItems Code="QFNL">
    <BracketItem Code="1" Order="1" Time="13:20" Date="2018-02-16" Unit="ALPXTE-----QFNL00010000"
NextUnit="ALPXTE-----SFNL00010000">
      <CompetitorPlace Pos="1" WLT="W" Result="3" >
        <ExtCompPlaces>
          <ExtCompPlace Type="ECP" Code="TIME" Value="47.59" />
          <ExtCompPlace Type="ECP" Code="DIFF" Value="0.00" />
        </ExtCompPlaces>
        <PreviousUnit Unit="ALPXTE-----8FNL00010000" WLT="W" />
        <Competitor Code="ALPXTE-----SUI01" Type="T" Organisation="SUI">
          <Description TeamName="Switzerland" IFId="1234566" />
          <Composition>
            <Athlete Code="2031721" Order="1" >
              <Description GivenName="DJ" FamilyName="BROWN" Gender="M" Organisation="SUI" BirthDate="1992-12-14"
IFId="460060" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="RESULT" Value="23.59" Pos="1" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031624" Order="2" >
              <Description GivenName="Marie" FamilyName="LEE" Gender="F" Organisation="SUI" BirthDate="1994-12-15"
IFId="460071" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="DIFF" Value="+0.88" Pos="2" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031626" Order="3" >
              <Description GivenName="Lara" FamilyName="KWAN" Gender="F" Organisation="SUI" BirthDate="1993-12-15"
IFId="465098" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="RESULT" Value="24.04" Pos="3" />
              </ExtBracketAths>
            </Athlete>
            <Athlete Code="2031721" Order="4" >
              <Description GivenName="John" FamilyName="KO" Gender="M" Organisation="SUI" BirthDate="1992-12-15"
IFId="465112" />
              <ExtBracketAths>
                <ExtBracketAth Type="EBA" Code="DIFF" Value="+0.15" Pos="4" />
              </ExtBracketAths>
            </Athlete>
          </Composition>
        </Competitor>
      </CompetitorPlace>
```

2.3.6.6 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.

2.3.7 Event Final Ranking

2.3.7.1 Description

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

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

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

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Event	Full RSC of the Event, sent for all the competition events. One message is sent for each event, and in addition one message for the speed unit in the Alpine Combined (as OFFICIAL also).
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC_@ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC_@Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

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

* In mixed team send after each phase except the last as PARTIAL

* In all events send after the full competition as OFFICIAL.

Trigger also after any change.



2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0.1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0.1)						
		ExtendedInfo (0.N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0.1)					
			DisciplineName				
			EventName				
			Gender				
	Result (1.N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		Diff					
		IRM					
		SortOrder					
		ExtendedResults (0.1)					
			ExtendedResult (1.N)				
			Type				
			Code				
			Pos				
			Value				
		Competitor (1.1)					
			Code				
			Type				
			Organisation				
			Description (0.1)				
				TeamName			
				IFid			
			Composition (1.1)				



Athlete (0..N)	
Code	
Order	
Description (1..1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFld	
Class	
GuideID	
GuideFamilyName	
GuideGivenName	
ExtendedResults (0..1)	
ExtendedResult (1..N)	
Type	
Code	
Pos	
Value	

2.3.7.5 Message Values

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

Element ExtendedInfos /ExtendedInfo (0,N) (for Individual events)				
Type	Code	Pos	Description	
FIS_CALC	A	N/A	Element Expected: When available in individual events	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Total FIS Points of the best 5 competitors who finished in the top 10 (A) of this race. In case of the first run of event Alpine Combined (e.g.: for ACDH), the "top 10 finish" is considered for the best 5 competitors who have finished both AC runs.



FIS_CALC		B	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Total FIS Points of the best 5 competitors at Start (B)
FIS_CALC		C	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Total FIS Points of corresponding (the best 5) competitors (C) from this race.
FIS_CALC		CALC_ABC	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric [+/-]##0.000	Total calculated penalty (A+B-C)/10 (i.e.: (A plus B minus C) divided by 10)
FIS_CALC		CALC_ABC_ROUND	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric [+/-]##0.00	Total calculated penalty rounded
FIS_CALC		CATEGORY_ADD	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Category adder
FIS_CALC		Z	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Correction value (Z)
FIS_CALC		PTY_CALC	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric [+/-]##0.0	Calculated penalty
FIS_CALC		PTY_APPL	N/A	Element Expected: When available in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Penalty applied
		F_FACTOR	N/A	Element Expected:



FIS_CALC				When available in individual events (not applicable in Paralympic Games)
Attribute	M/O	Value	Description	
Value	M	Numeric ###0	F-factor	

Sample (Individual)

```
<ExtendedInfos>
<ExtendedInfo Type="FIS_CALC" Code="B" Value="6.64" />
<ExtendedInfo Type="FIS_CALC" Code="A" Value="8.98" />
<ExtendedInfo Type="FIS_CALC" Code="C" Value="23.19" />
<ExtendedInfo Type="FIS_CALC" Code="CALC_ABC" Value="-0.757" />
<ExtendedInfo Type="FIS_CALC" Code="CALC_ABC_ROUND" Value="-0.76" />
<ExtendedInfo Type="FIS_CALC" Code="CATEGORY_ADD" Value="0.00" />
<ExtendedInfo Type="FIS_CALC" Code="Z" Value="0.00" />
<ExtendedInfo Type="FIS_CALC" Code="PTY_CALC" Value="-0.76" />
<ExtendedInfo Type="FIS_CALC" Code="PTY_APPL" Value="0.00" />
<ExtendedInfo Type="FIS_CALC" Code="F_FACTOR" Value="1070" />
```

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 @SportGender	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	S(3)	Rank of the competitor in the result. Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid result mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute (only include in individual events).
Result	O	m:ss:ff	The result of the competitor in the event. Time if ResultType is TIME (only include in individual events).
Diff	O	+m:ss:ff	Time difference behind leader or 0.00 for leader. Do not send leading zero. (in the case @ResultType is TIME). Only applies in individual events.
IRM	O	SC @IRM	Send if the competitor has an invalid result mark (IRM)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the



			results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
--	--	--	--

Element Result /ExtendedResults /ExtendedResult (1,N) (for Individual events)				
Type		Code	Pos	Description
ER		RACE_PTS	N/A	Element Expected: Always in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Race points earned for each ranked competitor (in the case @ResultType is TIME)
ER		BEST_START	N/A	Element Expected: Only for the best 5 skiers at start of the event in individual events
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Indicator of the best 5 skiers according to their FIS points at the start of the event, 1..5

Sample (Individual event)

```
<Result Rank="2" ResultType="TIME" Result="2:35.02" Diff="+0.40" SortOrder="2" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="RACE_PTS" Value="2.77" />
    <ExtendedResult Type="ER" Code="BEST_START" Value="2" />
  </ExtendedResults>
  <Competitor Code="2023550" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2023550" Order="1" >
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="GER" BirthDate="1994-12-15"
        IFId="291459" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Team event)



```
<Result Rank="2" SortOrder="2">
  <Competitor Code="ALPXTE-----SUI01" Type="T" Organisation="SUI" >
    <Description TeamName="Switzerland" IFId="1234566" />
    <Composition>
      <Athlete Code="2023550" Order="1" >
        <Description GivenName="John" FamilyName="SMITH" Gender="M" Organisation="SUI" BirthDate="1994-12-15"
        IFId="460060" />
      </Athlete>
      <Athlete Code="2031721" Order="1" >
        <Description GivenName="DJ" FamilyName="BROWN" Gender="M" Organisation="SUI" BirthDate="1992-12-14"
        IFId="465098" />
      </Athlete>
      <Athlete Code="2031624" Order="3" >
        <Description GivenName="Marie" FamilyName="GAGNON" Gender="F" Organisation="SUI" BirthDate="1994-12-15"
        IFId="460071" />
      </Athlete>
    </Composition>
  </Competitor >
</Result >
```

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	Competitor's organisation if known

Element Result /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams
IFId	O	S(16)	International Federation ID

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

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

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

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



IFld	O	S(16)	International Federation ID
Class	O	CC @DisciplineClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Description
PHASE	SC @ResultPhase	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send 'Y' if the athlete raced in the phase indicated by @Code or 'N' if they did not race.

2.3.7.6 Message Sort

Sort by Result @SortOrder



2.3.8 Configuration

2.3.8.1 Description

The Configuration is a message containing general configuration.

* Ideally the configuration should be provided before competition. However, it may be that the configuration for one event, phase or event unit is not known in advance. In that case do not send the unknown attributes.

* Intermediate points and Speed measurement points (Speed traps) explanation:

- Intermediates are defined in /Config /ExtendedConfig (Type=EC, Code=INTERMEDIATE, Pos=sequential number, Value=Intermediate point text description - requirement ref from ORIS output C77B: Int.1=Worker City/Tunnel).

- Instant speed is measured at different points within the piste with the use of speed traps. Speed measurement points (speed traps) are defined in /Config /ExtendedConfig (Type=EC, Code=SPEED, Pos=sequential number, Value=Speed trap text description).

- This definition separates each. The INT_ORDER config extension is additional information only and it is nested inside the SPEED element. It says what is the intermediate point closer to the specific speed trap either before or at the same distance as the speed trap

* IND_ORDER explanation: /Config /ExtendedConfig (Type=EC, Code=SPEED, Pos=sequential number, Value=Speed trap text description)/ExtendedConfigItem (Code=INT_ORDER, Value=<the @Pos of the intermediate point at or immediately before this speed trap (there can be more than one speed trap with the same value though @Pos will be different)>).

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit CC @Event	Full RSC. For Individual events, one message is sent per unit. For the Team event, one message is sent for the event.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

The message is sent prior to any ODF results message.



Trigger also after any major change, but considering that, if possible, the configuration for one event, phase or event unit must be provided before the start list. If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)				
	Gen Sport Codes			
	Configs (1.1)			
		Config (1.N)		
			Unit ExtendedConfig (1.N)	
				Type Code Pos Value

2.3.8.5 Message Values

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

Element Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit CC @Event	Full RSC of the Unit. Can be at event or unit level (for the team event or individual events, respectively)

Element Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
FIS	CODEX	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	String
	CODEX_SCDH	N/A	Element Expected:



FIS				Speed events in AC
	Attribute	M/O	Value	Description
	Value	M	String	FIS Codex for speed part in AC.
FIS		HOMOLOGATION	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	String	FIS Homologation number
COURSE		NAME	N/A	Element Expected: When available
	Attribute	M/O	Value	Description
	Value	M	String	Name of the course in ENG
COURSE		LENGTH	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the total length of the course in metres.
COURSE		ALTITUDE	N/A	Element Expected: Always
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	DROP		
	Pos	N/A		
	Value	Numeric ###0	Send the total vertical drop in metres	
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	START		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	FINISH		
	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the finish in metres	
COURSE		GRADIENT	N/A	Element Expected: Always



Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
Attribute	Value	Description		
Code	AVG			
Pos	N/A			
Value	Numeric #0.00	Average gradient		
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
Attribute	Value	Description		
Code	MAX			
Pos	N/A			
Value	Numeric #0.00	Maximum gradient		
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
Attribute	Value	Description		
Code	MIN			
Pos	N/A			
Value	Numeric [+/-]#0.00	Minimum gradient (may have negative value)		
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 'S' for start then '1' to 'n' for intermediates along the course, and 'F' for the finish point. Element Expected: Always (in individual events)	
Attribute	M/O	Value	Description	
Value	M	String	Name of the intermediate point in ENG. Not applicable for 'S' or 'F' (not sent).	
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always (in individual events)	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including 'F'.	
EC	SPEED	Numeric 0	Pos Description: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course. Element Expected: For all speed traps (in individual events)	
Attribute	M/O	Value	Description	
Value	M	String	Name of the speed trap point in ENG.	



Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
Attribute		Value	Description	
Code		INT_ORDER		
Pos		N/A		
Value		S(2)	The @Pos of the intermediate point at or immediately before this speed trap (there can be more than one speed trap with the same value though @Pos will be different)	
EC		SPEED_NUM	N/A	Element Expected: Always if not zero (in individual events)
Attribute		M/O	Value	Description
Value		M	Numeric #0	Send the total number of speed traps.
EC		RUN	N/A	Element Expected: Always in individual events with more than one run
Attribute		M/O	Value	Description
Value		M	Numeric 0	Send the order number of the run in the overall competition (usually 1 or 2)

Sample (Individual)



```
<Configs>
  <Config Unit="ALPMDH-----FNL-000100--">
    <ExtendedConfig Type="FIS" Code="CODEX" Value="0336" />
    <ExtendedConfig Type="FIS" Code="HOMOLOGATION" Value="8306/10/06" />
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="3105" />
    <ExtendedConfig Type="COURSE" Code="NAME" Value="Dave Murray" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
      <ExtendedConfigItem Code="START" Value="1678" />
      <ExtendedConfigItem Code="FINISH" Value="825" />
      <ExtendedConfigItem Code="DROP" Value="853" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="GRADIENT" >
      <ExtendedConfigItem Code="MAX" Value="52.00" />
      <ExtendedConfigItem Code="MIN" Value="-3.00" />
      <ExtendedConfigItem Code="AVG" Value="27.00" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="5" />
    <ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="">
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="Caddy Flats" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="Weasel" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="Fallaway Flats" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="Powerline" />
      <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="">
      <ExtendedConfig Type="EC" Code="SPEED" Pos="1" Value="Caddy Flats" />
      <ExtendedConfigItem Code="INT_ORDER" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED" Pos="2" Value="Around Crone" />
      <ExtendedConfigItem Code="INT_ORDER" Value="3" />
    </ExtendedConfig>
  </Config>
```

2.3.8.6 Message Sort

There is no general message sorting rule.



2.3.9 Weather conditions

2.3.9.1 Description

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

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (location level, speed or technical stadium)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

The message is sent

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0.1)	Gen			
	Sport			
	Codes			
	Weather (1.1)	Date		
		Conditions (1.N)		
			Code	



Humidity			
Wind_Direction			
Prec_Type			
Condition (0,3)			
		Code	
		Value	
Temperature (0,N)			
		Code	
		Unit	
		Value	
Wind (0,N)			
		Code	
		Unit	
		Value	

2.3.9.5 Message Values

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

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

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

Element Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @WeatherCondition	Codes that describe the Weather Condition.



		or CC @SnowConditions	Use CC @WeatherCondition for SKY Use CC @SnowConditions for SNOW
--	--	--------------------------	---

Element Weather /Conditions /Temperature (0,N)			
If data available			
Attribute	M/O	Value	Description
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both Celsius and Fahrenheit.
Value	M	Numeric ##0.0 or ##0.0	Temperature of the @Code. Negative if applicable

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

Sample (Weather)

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

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



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3 Message Timeline

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V0.1	17 Jan 2019	First Version
V0.2	24 Feb 2020	Updated after review
V0.3	1 May 2020	Updated after PT0
V0.4	10 Jul 2020	Updated
V0.5	21 Aug 2020	Updated with Omega feedback
V1.0	18 Sep 2020	Updated and changed to APP

File Reference: WOG-2022-ALP-1.0 APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First Version
V0.2	SFR	DT_RESULT: Add QualificationMark @ Bracket /BracketItems /BracketItem /CompetitorPlace DT_RESULT: Add StartOrder @ Result /ResultItems /ResultItem /Result DT_RESULT: Update Result/StartOrder DT_RESULT: Remove EUE/COURSE @ Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add PROGRESS/INTERMEDIATE/IRM @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/StartOrder DT_RESULT: Add Result/Unchecked DT_CUMULATIVE_RESULT: Update Result/Diff DT_BRACKETS: Remove ECP/TIME and add ECP/TB @ Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_RESULT: Delete TIE_BREAK/TIME and TIE_BREAK/BIB @Result/ExtendedResults/ExtendedResult DT_RESULT: Add ER/TIE_BREAK @Result/ExtendedResults/ExtendedResult
V0.3	SFR	Update Applicable messages DT_PARTIC: Update Participant /Discipline /RegisteredEvent /Event DT_PARTIC_TEAMS: Update message description DT_PARTIC_TEAMS: Add ENTRY/RANK_WLD at Team /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Add Team/Discipline/IFld DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update UI/STARTERS at ExtendedInfos /ExtendedInfo DT_RESULT: Add Result /Competitor /Description /IFld DT_RESULT: Clarify Expected for DISPLAY/LAST_COMP at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify Expected for UI/GATES_TURNING at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify Expected and Value for UI/LAST_UNIT at ExtendedInfos /ExtendedInfo DT_RESULT: Clarify PROGRESS/INTERMEDIATE/IRM at Result /ExtendedResults /ExtendedResult DT_RESULT: Clarify @Pos used in Type CRITERIA at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Result/StartOrder DT_RESULT: Update CRITERIA at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update PROGRESS/INTERMEDIATE/Diff at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update PROGRESS/SPEED/Diff at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add PROGRESS/INTERMEDIATE/IRM at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add PROGRESS/INTERMEDIATE/IRM at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add START_LIST as valid ResultStatus and apply in Triggers DT_BRACKETS: Add ExtendedInfos /Progress DT_BRACKETS: Update triggers DT_BRACKETS: Update ECP/DIFF to remove 0.0 for winner at Element: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace DT_BRACKETS: Add Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /IFld



		<p>DT_RANKING: Update Result/ResultType to exclude in team event DT_RANKING: Add Result /Competitor /Description /IFId DT_FED_RANKING: Correct typo at EFR/BASE at Rankings /Ranking /ExtRanking /ExtRank DT_FED_RANKING: Update EFR/BASE at Rankings /Ranking /ExtRanking /ExtRank Editorial improvements and sample corrections for clarity Update M/O where incorrect Remove UNCONFIRMED as an option in ResultStatus in all messages</p>
V0.4	SFR	<p>DT_PARTIC_TEAMS: Update triggering DT_RESULT: Update ER/POT_DSQ at Result/ExtendedResults/ExtendedResult DT_RESULT: Add Diff at PROGRESS/SPEED at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update triggering DT_BRACKETS: Update Bracket /BracketItems /BracketItem /CompetitorPlace /QualificationMark DT_RANKING: Update triggering DT_FED_RANKING: Message removed</p>
V0.5	SFA	<p>Add Section 2.1 DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /Bib DT_RESULT: Update triggering for the team event DT_BRACKETS: Update ExtendedInfos/Progress for clarity DT_BRACKETS: Correct typographical error in the sample</p>
V1.0	APP	<p>DT_RESULT: Clarify data at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value and Rank to Optional at PROGRESS/SECTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value and Rank to Optional at PROGRESS/SPEED at Result /ExtendedResults /ExtendedResult DT_CURRENT: Clarify data at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_CURRENT: Add UI/LEADER_SPEED at ExtendedInfos /ExtendedInfo DT_CURRENT: Update triggering</p>