Olympic Data Feed

Biathlon
ODF Data Dictionary
Technology and Information Department

WOG-2022-BTH 1.4 APP
9 August 2021

License

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

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

   The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.
5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

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

Table of Contents

1 Introduction

1.1 This document

This document includes the ODF Biathlon 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 Biathlon 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 Biathlon Overview

MESSAGES IN EACH EVENT
All events/races in biathlon are contested over a single unit. There will be a DT_RESULT for each race as well as a DT_RESULT_ANALYSIS containing more detailed and analytical information. The DT_CURRENT message is also sent for each race and only includes information relating to shooting.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include all competition units/races at unit level (Y) and are the same units used for DT_RESULTS.

SPECIAL CASES
There is a special case in Biathlon where it is possible that the distance of the event can be changed (for longer races). In the situation of this happening the following possibilities could apply (depending on timing and IF decisions). In both cases the DT_CONFIG will be modified and re-sent.
* The event code remains the same and the name of the event is updated (new version of common codes)
* A new event code will be used. The new event will be scheduled and the former event unscheduled

PARALYMPIC GAMES
There are no changes for the Paralympic competition except where noted below:
* For Para Biathlon only individual events will take place.
* Except the elements listed below, all times and ranks in the message are calculated ones.
* Guide attributes are used where appropriate
* The DT_IMAGE message is not applicable in Biathlon.

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 / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X

DT_RESULT	Event Unit Start List and Results	X
DT_RESULT_ANALYSIS	Results Analysis	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
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. Ascending 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
    - Bib
    - Class
    - 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

Element: Competition /Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start

			with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that 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".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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: Competition /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).

Element: Competition /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.

Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.
Class	O	CC @DisciplineClass	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games).

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N) **Send if there are specific athlete's event entries.**				
Type		**Code**	**Pos**	**Description**
ENTRY		PERCENTAGE	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Athlete percentage
ENTRY		GUIDE	Numeric 0	Pos Description: Send 1 to n for each guide. Only send 1 if only one guide Element Expected: If applicable in the Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	ID of the guide
ENTRY		RANK_PTS	N/A	Element Expected: Paralympic Games
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0.00	WPNS Points

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 competition.

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

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

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

2.3.2.2 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. Ascending 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
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	
			IFId	
			RegisteredEvent (0,1)	
				Event
				Bib

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: Competition /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. Will always be ORG 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: Competition /Team /Composition /Athlete (0,N)

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

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

Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline

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

Each current team is assigned to one event.

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

Bib	O	S(5)	Team bib number to be sent in all the team event units when available.

2.3.2.6 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 @Discipline	Full RSC at unit level, one message per race.
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. Ascending number
ResultStatus	CC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL 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.

2.3.3.3 Trigger and Frequency

This message is sent:

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

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

Understanding Biathlon Shooting Sessions
There are 3 quite common exceptions situations which can happen during shooting which therefore need to be considered and is the reason some values are not updated during a shooting session:
* a shot does not hit the target at all, thus no 'missed shot' information is available for this shot (in such a case the session would have only 4 shots and not 5)
* a shot from an adjacent target might ricochet and touch the target frame with sufficient force to create a 'missed shot' (in such case the session might have 6 shots and not 5)
* an athlete might crossfire to the wrong target. In such case s/he is credited 5 penalties but has 'no shots' at all
For these reasons, the 'number' of penalties in a session is available only when the operator at the shooting range confirms that the athlete has left the lane. The number of penalties is then the number of 'still open' targets regardless of the shots recorded in the session. So it's important to understand that the 'official penalties' are recorded once the operator confirms the end of the shooting which is 1 to 2 seconds after the recording of the last shot of the session.
Given this, it is important to be aware that there is a potential mismatch in between the values in the Result element and the Actions of the message at athlete level.

2.3.3.4 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	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					

- Type
- Code
- Pos
- Value
- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
  - SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Officials (0,1)
  - Official (1,N)
    - Code
    - Function
    - Order
    - Description (1,1)
      - GivenName
      - FamilyName
      - Gender
      - Organisation
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos

- Value
- Value2
- IRM
- Rank
- RankEqual
- SortOrder
- Diff
- Move
- Pty
- Arrive
- Competitor (1,1)
  - Code
  - Type
  - Bib
  - Organisation
  - Description (0,1)
    - TeamName
  - EventUnitEntry (0,N)
    - Type
    - Code
    - Pos
    - Value
  - Composition (0,1)
    - Athlete (0,N)
      - Code
      - Order
      - Bib
      - Description (1,1)
        - GivenName
        - FamilyName
        - Gender
        - Organisation
        - BirthDate
        - IFId
        - Class
        - GuideID
        - GuideFamilyName
        - GuideGivenName
      - EventUnitEntry (0,N)

Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
IRM
Rank
RankEqual
SortOrder
Diff
Move
Pty
Arrive

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
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: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always where status is not 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).	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after the first competitor passed the @Pos Intermediate point in individual events**			
	Attribute	**Value**	**Description**	
	Code	PASSED		
	Pos	S(2)	Intermediate point in the unit (1, 2...F).	
	Value	Numeric ##0	Send the number of competitors who have passed this intermediate point IRMs should also be included in the number. At the end this number will equal STARTERS.	
UI		PROVISIONAL	N/A	Element Expected: Only if this is provisional start list
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	In Relay send 0 In Mass Start send the number of competitions that are complete (as used in header in ORIS).
DISPLAY		INT_x	Numeric 0	Code Description: (x = overall Intermediate Point, not LEG) Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2). Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events). Do not remove in subsequent messages unless there are new values to replace or the until the unit is no longer LIVE
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes.	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).
DISPLAY		NEXT	N/A	Element Expected: Expected: In interval start and pursuit events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.
DISPLAY		STARTED	Numeric #0	Pos Description: Description: Send 1..n for all competitors started since the last message. Element Expected: In intervals and pursuit starts only. Send only once for each competitor.

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started (since last message).
DISPLAY		CURR_LEG	N/A	Element Expected: Team Sprint and Relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.
LEADER		CURRENT	S(2)	Pos Description: Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. The value should be according to the Pos defined in the INTERMEDIATES of the DT_CONFIG message. For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected: All events with intermediate points.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes.	Send the competitor ID of the first competitor to reach the intermediate point (including F).

Sample (individual event)

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

Element: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

Element: Competition /ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

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

Element: Competition /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	Official's organisation

Element: Competition /Result (1,N) For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or String	Time for the competitor or LAP except in mass start. Do not send hours if not applicable. LAP is applicable in Relay Events, LAP is an RM and is sent @Result when @ResultType is TIME. In Individual events, LAP is an IRM and is sent @IRM in combination to @ResultType=IRM
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.f	Time behind the leader. Send 0.0 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**

ER		STATUS	N/A	Element Expected: In interval start and pursuit units.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @CompetitorStatus	Race status for the competitor
ER		PREDICT	N/A	Element Expected: In interval start units before the ResultStatus is OFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Predicted rank for the competitor
	SortOrder	M	Numeric ##0	Index based on the Value to sort the competitors considering equals and those without Value.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Value2	O	m:ss.f	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
	Move	O	Numeric [+/-]##0	Send the number of changes in rank gained (+) or lost (-) since the previous intermediate point. For mass start and pursuit, included for all intermediate points after the first one in mass start, include for all intermediates in pursuit.
	Arrive	O	Numeric #0	Arrival order at the intermediate point.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable.			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)	
PROGRESS		SHOOT	S(2)	Pos Description: Shooting point (1, 2...n).

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

				1,2,3,4...
ER		SHOOT_TOT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time shooting. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
	Pty	O	Numeric #0	Total penalties in shooting for the competitor.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send total shooting penalty time.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
	Attribute	**Value**	**Description**	
	Code	PRONE		
	Pos	N/A		
	Value	Numeric #0	Total prone penalties in shooting for the competitor.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
	Attribute	**Value**	**Description**	
	Code	PRONE_SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds in prone.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
	Attribute	**Value**	**Description**	
	Code	SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds.	

	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Only in relay for the team.**			
	Attribute	**Value**	**Description**	
	Code	STAND		
	Pos	N/A		
	Value	Numeric #0	Total standing penalties in shooting for the competitor.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension **Expected Only in relay for the team.**			
	Attribute	**Value**	**Description**	
	Code	STAND_SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds in standing.	
ER		SKI_TOT	N/A	Element Expected: Only in individual (20k M, 15k W) and in Paralympics as calculated time.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total ski time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RAW	N/A	Element Expected: Only in pursuit.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		TIME_ADJUST	S(3)	Pos Description: Send 1..n for each time adjustment for this competitor and TOT for total considering all adjustments. In relay it is always 1 Element Expected:

				If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[+/-]m:ss.f	Send the time adjustment (- or +). Do not send minutes if zero. In relay it is the cumulative time adjustment for the team.
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, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	Numeric #0	Pos Description: If associated to a time adjustment then same value as the @Pos in TIME_ADJUST Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number if disqualified or for the time adjustment
ER		IRM_RULE_TEXT	Numeric #0	Pos Description: If associated to a time adjustment then same value as the @Pos in TIME_ADJUST Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule description if disqualified.
ER		REAL_TIME	N/A	Element Expected: When available in the Paralympics
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Real time for single athletes. Do not send hours if not applicable. (other times are the adjusted time)
ER		DELTA	N/A	Element Expected: When available in the Paralympics.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[+/-]m:ss.f	Delta for single athlete Do not send for winner Delta is the time (in real time) the skier would have to ski faster in order to tie the winners result (in adjusted time).

Sample (individual)

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

Element: Competition /Result /Competitor (1,1)

Competitor related to the result of one event unit.

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

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

Competitors extended information.

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)

For team events only

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

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Start row.

Element: Competition /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 Numeric for individuals. ##0-0 for team members.

Element: Competition /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 @DisplineClass	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: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		START_GROUP	N/A	Element Expected: If applicable in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Start lane, row or group.
EUE		START_TIME	N/A	Element Expected: Races with interval start.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss	Start time.
EUE		HCP_TIME	N/A	Element Expected: Pursuit.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss	Handicap time or start behind time.

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

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

Team member extended result.

Type		Code	Pos	Description
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). This is the overall intermediate, not per leg. Element Expected: When data is available in relay events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Value2	O	m:ss.f	Time for the section ending at the

				intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals
	Diff	O	+h:mm:ss.f or 0.0	Time/Points etc behind leader at this ExtendedResult
	Move	O	Numeric [+/-]##0	Send the number of changes in rank gained (+) or lost (-) since the previous intermediate point. Included for all intermediate points after the first one.
	Arrive	O	Numeric #0	Arrival order at the intermediate point.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable. A maximum of one athlete per team has the flag at one time.			
	Attribute	**Value**	**Description**	
	Code	LAST		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the athlete).	
PROGRESS		LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (relay) Element Expected: When data is available in team events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Leg time in the @Pos leg for the team member in the leg (relay). It is not cumulative.
	Rank	O	S(2)	Rank @Pos in the leg or round for the team member in the leg (relay)
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) considering equals
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.
PROGRESS		SHOOT	Numeric 0	Pos Description: Shoot position, 1,2 for athlete 1; 3,4 for athlete 2 etc. Element Expected: Only in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Total time in this shooting point for the athlete. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.

	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this shooting point. Do not send minutes if zero.
	Pty	O	Numeric 0	Total penalties in this shoot (0...5).
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	PENALTY_CUM		
	Pos	N/A		
	Value	Numeric #0	Total penalties for the team up to this point.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send the penalty time at this shooting point.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TOT		
	Pos	N/A		
	Value	Numeric #0	Total penalties up to this point.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	SHOT		
	Pos	Numeric	The shot number within this time in the shooting range.	
	Value	S(1)	If the shot is successful then the number of the target hit, if there is a miss in this shot (@Pos) then 'M'.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	SPARE		
	Pos	N/A		
	Value	Numeric 0	Total spare rounds used in this shoot.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			

	Attribute	Value	Description	
	Code	SPARE_CUM		
	Pos	N/A		
	Value	Numeric #0	Total spare rounds used by the team up to this point.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
	Attribute	**Value**	**Description**	
	Code	SPARE_TOT		
	Pos	N/A		
	Value	Numeric #0	Total spare rounds used up to this point.	
ER		SHOOT_TOT	N/A	Element Expected: Only in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total time shooting. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the shooting time behind the leader. Do not send minutes if zero.
	Pty	O	Numeric 0	Total penalties in shooting for the athlete.
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable			
	Attribute	**Value**	**Description**	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:ss.f or 0.0	Send total shooting penalty time.	
	Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
	Attribute	**Value**	**Description**	
	Code	SPARE		
	Pos	N/A		
	Value	Numeric #0	Total used spare rounds.	
ER		TIME_ADJUST	S(3)	Pos Description: Send 1..n for each time adjustment for this athlete and TOT for total considering all adjustments. Element Expected:

				If applicable in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	[+/-]m:ss.f	Send the time adjustment (- or +). Do not send minutes if zero.
ER		IRM_RULE	Numeric #0	Pos Description: If associated to a time adjustment then same value as the @Pos in TIME_ADJUST Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number is time adjustment
ER		IRM_RULE_TEXT	Numeric #0	Pos Description: If associated to a time adjustment then same value as the @Pos in TIME_ADJUST Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule description if time adjustment.

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Results Analysis

2.3.4.1 Description

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

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 @Discipline	Full RSC at unit level, one message per race.
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analisys message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Use the same status as DT_RESULT
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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:
* The message is sent as LIVE as soon as the race starts
* When the unit starts and after every update (intermediates etc.) (LIVE).
Do not send more frequently than every 15sec.
* After the race is finished send as UNCONFIRMED/UNOFFICIAL/OFFICIAL following DT_RESULTS.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						

- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
  - SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Result (1,N)
  - Rank
  - RankEqual
  - Result
  - IRM
  - SortOrder
  - StartOrder
  - StartSortOrder
  - ResultType
  - Diff
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - IRM
      - Rank
      - RankEqual
      - SortOrder
      - Diff
  - Competitor (1,1)
    - Code
    - Type
    - Bib
    - Organisation
    - Description (0,1)
      - TeamName
    - Composition (0,1)

- Athlete (0,N)
  - Code
  - Order
  - Bib
  - Description (1,1)
    - GivenName
    - FamilyName
    - Gender
    - Organisation
    - BirthDate
    - IFId
    - Class
    - GuideID
    - GuideFamilyName
    - GuideGivenName
  - ExtendedResults (0,1)
    - ExtendedResult (1,N)
      - Type
      - Code
      - Pos
      - Value
      - IRM
      - Rank
      - RankEqual
      - SortOrder
      - Diff

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: Competition /ExtendedInfos /SportDescription (0,1) Sport Descriptions in Text.			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

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

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

Element: Competition /Result (1,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Rank of the competitor
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.f or String	Time for the competitor or LAP. Do not send hours if not applicable. LAP is applicable in Relay Events, LAP is an RM and is sent @Result when @ResultType is TIME. In Individual events, LAP is an IRM and is sent @IRM in combination to @ResultType=IRM.
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type
Diff	O	+m:ss.f	Time behind the leader. Send 0.0 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section time is recorded (1, 2...F). Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Time for the section ending at the

				intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
PROGRESS		RANGE	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Range time for this shoot. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		LOOP	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Time for this loop. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this loop. Do not send minutes if zero.
PROGRESS		COURSE	S(2)	Pos Description: Send the time behind the leader for this loop. Do not send minutes if zero. Element Expected: Only in individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Course time for this loop. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.

	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		SKI	S(2)	Pos Description: Loop (1, 2...n). Element Expected: Only in individual competition (20km M, 15km W).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.f	Ski time (regardless of penalties) for this loop. Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send the rank of the competitor based on @Value.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		COURSE_TOT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Total course time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RANGE_TOT	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total range time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

Element: Competition /Result /Competitor (1,1)

Competitor related to the result of one event unit.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID.
Type	M	S(1)	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID.
Order	M	Numeric 0	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

Element: Competition /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 @DisplineClass	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).

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

Type		Code	Pos	Description
PROGRESS		RANGE	S(2)	Pos Description: Shooting point (1, 2...n). Element Expected: Only in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Range time for this shoot. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this shooting point.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
PROGRESS		LOOP	S(2)	Pos Description: Loop (1, 2, ...n). Element Expected: Only in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Time for this loop. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this loop.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the athlete considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for this loop. Do not send minutes if zero.
PROGRESS		COURSE	S(2)	Pos Description: Loop (1, 2, ...n). Element Expected: Only in relay.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Course time for this loop. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable at this loop.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the athlete considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

PROGRESS		SECTION	S(2)	Pos Description: Intermediate point where the section time is recorded (1, 2...n). This is the overall intermediate, not per leg. Element Expected: When data is available in relays.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Time for the section ending at the intermediate point @Pos.
	IRM	O	SC @IRM	IRM at the intermediate if applicable.
	Rank	O	S(2)	Send the rank of the athlete in the section
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the athletes considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send minutes if zero.
ER		COURSE_TOT	N/A	Element Expected: Only in relay
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Total course time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.
ER		RANGE_TOT	N/A	Element Expected: Only in relay
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Total range time. Do not send leading zeros.
	IRM	O	SC @IRM	Send appropriate IRM code if applicable.
	Rank	O	S(2)	Send the rank of the athlete based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equaled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader. Do not send minutes if zero.

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Current Information

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at unit level, one message per race.
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. Ascending 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.

2.3.5.3 Trigger and Frequency

Send:
* As soon as any competitor enters or departs from the range

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type

	Code Pos Value

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

Sample (Biathlon)

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

2.3.5.6 Message Sort

Not applicable.

2.3.6 Image

2.3.6.1 Description

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

Each message contains only one photofinish picture.
Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

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 @Unit	Full RSC of the unit (race)
DocumentSubcode	Numeric #0	Picture number This value is a sequential number for each picture provided in a unit (RSC). The value will be 1, 2, 3 … Where there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascending number. Values beyond 1 are only used if a message needs to be resent for a second or subsequent image/result with the same DocumentSubcode to replace the original image (to resolve the same rank).
ResultStatus	CC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

Trigger when image available and 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		
						Code	
						Order	
						Bib	
						Description (1,1)	
							GivenName
							FamilyName
		ImageData (1,1)					
			-				

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: Competition /Image (1,N) Always only one image per message			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N) This element should always appear and must only include the information of those competitors appearing in the image.			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same was as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID (Team or individual)
Type	M	S(1)	A for athlete or T for team.
Organisation	M	CC @Organisation	Competitor's organisation

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

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

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

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Photofinish)

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

2.3.6.6 Message Sort

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

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.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates the data is official. 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.

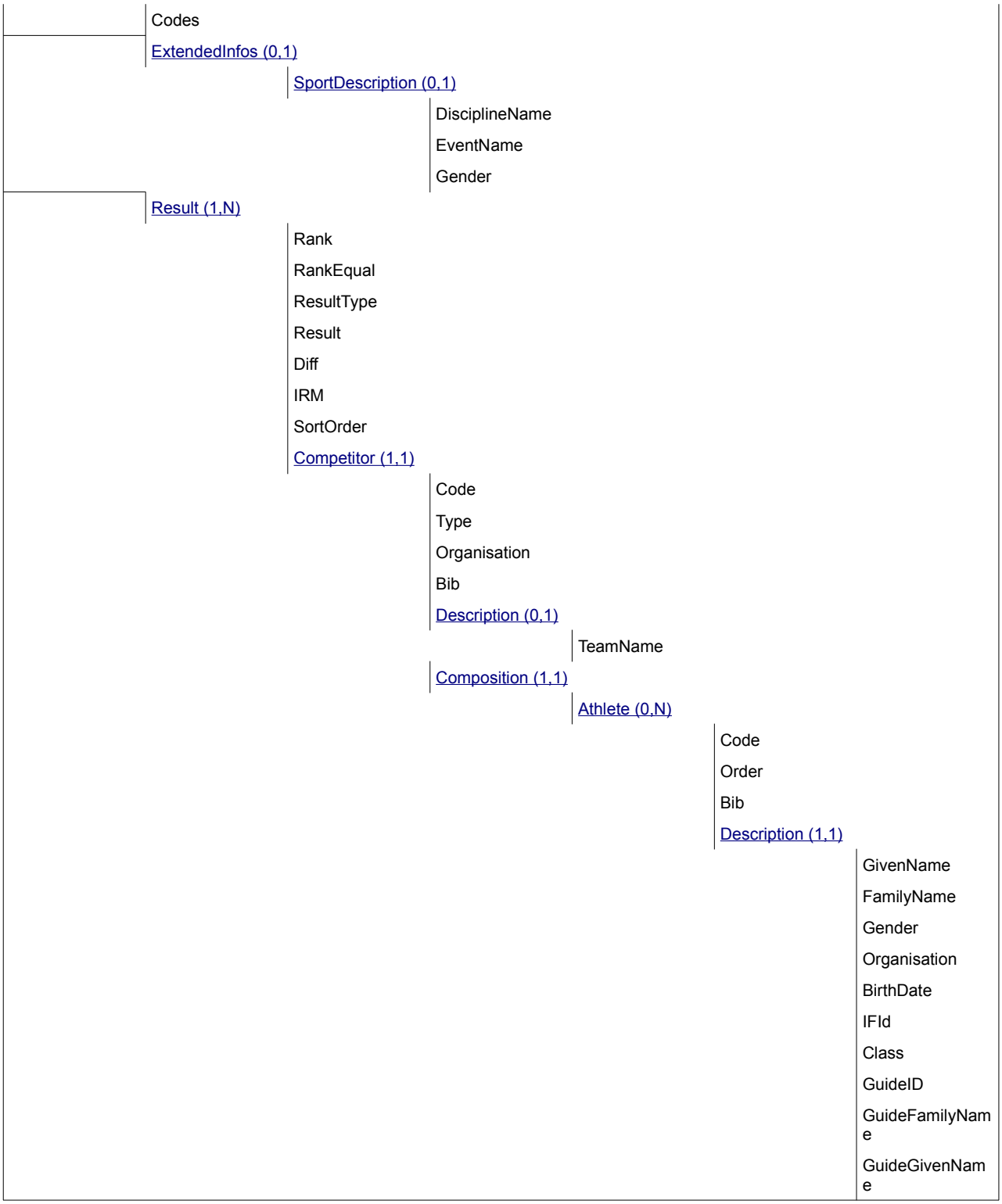
2.3.7.3 Trigger and Frequency

The message is expected only at the end of the Event.
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
Competition (0,1)						
	Gen					
	Sport					


Codes
ExtendedInfos (0,1)
SportDescription (0,1)
DisciplineName
EventName
Gender
Result (1,N)
Rank
RankEqual
ResultType
Result
Diff
IRM
SortOrder
Competitor (1,1)
Code
Type
Organisation
Bib
Description (0,1)
TeamName
Composition (1,1)
Athlete (0,N)
Code
Order
Bib
Description (1,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
GuideID
GuideFamilyName
GuideGivenName

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

Element: Competition /Result (1,N) For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	**M/O**	**Value**	**Description**
Rank	O	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	M	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:ss.f or String	Time for the competitor or LAP except in mass start. Do not send hours if not applicable. LAP is applicable in Relay Events, LAP is an RM and is sent @Result when @ResultType is TIME. In Individual events, LAP is an IRM and is sent @IRM in combination to @ResultType=IRM
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available in relay and individual events.
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID. "NO_AWARD" 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
Bib	O	S(5)	Team bib number

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

Element: Competition /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.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete Bib

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

Sample (Final Ranking)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.8" Diff="+0.9">
  <Competitor Code="BTHW4X6KM--RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="Joan" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="Jenny" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
…
```

2.3.7.6 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 possible that the configuration for one event, phase or event unit is not known in advance.

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	Full RSC. Send one message per unit with the unit level DocumentCode for single unit events.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending 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 any change, but considering that, if possible, the configuration for one event, phase or event unit must be provided before the start list.

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

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
COURSE		NAME	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Name of the course in ENG.
COURSE		ALTITUDE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Send the altitude of the stadium (start/finish) in metres.
COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always.

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the total difference in height from the low point to the highest point in metres.
COURSE		LENGTH	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send the total length of the course in metres.
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0	Course Total Climb in metres.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course Maximum Climb in metres.	
EC		SHOOT_LANE	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the number of lanes for shooting
EC		SHOOT	S(2)	Pos Description: Send the shooting number 1...n for each shooting effort on the course. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Type of shoot, P = Prone S = Standing.
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: Always (if intermediate points) for all intermediates including those with a leg in relays.
	Attribute	**M/O**	**Value**	**Description**

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

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

Sample (Individual)

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

2.3.8.6 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 (venue level)
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. Ascending 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 for each session:
* 30 - 60 minutes before the start of the session and then hourly until the end of 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: Competition /Weather (1,1)			
Attribute	**M/O**	**Value**	**Description**
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather point, send GEN, HIGH and LOW
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type (if applicable)

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

		or CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Competition /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: Competition /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="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
```

2.3.9.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES		o	o	o		o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_NAME		x				
	DT_SCHEDULE		x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x				o
	DT_PARTIC_UPDATE		x				
After the Draw/Team Captain's Meeting	DT_PARTIC_TEAM_UPDATE		x				
	DT_PDF C45CX						x
	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51X Start List						x
	DT_PDF C52X Start List Summary						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
When the unit starts and after every update (lap)	DT_RESULT	LIVE					x
	DT_RESULT_ANALYSIS	LIVE					x
	DT_CURRENT						x

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
(Optional - Only if Jury has issues)	DT_RESULT	UNCONFIRMED					x
(Optional - Only if Jury has issues)	DT_RESULT_ANALYSIS	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
	DT_RESULT_ANALYSIS	UNOFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
When Results are approved	DT_RESULT	OFFICIAL					x
	DT_RESULT_ANALYSIS	OFFICIAL					x
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C76 Participation Summary by NOC		x				
	DT_PDF C77X Competition Analysis	OFFICIAL					x
	DT_PDF C82 Final Results - Competition Day Summary	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
Before Victory/Venue Ceremony	DT_MEDALLISTS	UNOFFICIAL		x			
When Victory/Venue Ceremony and results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	9 Mar 2020	First Version
V0.2	11 May 2020	Updated with feedback
V0.3	12 Jun 2020	Updated after PT01 review
V0.4	22 Jul 2020	Updated
V0.5	4 Aug 2020	Updated
V0.6	11 Sep 2020	Updated
V1.0	25 Sep 2020	Approved
V1.1	12 Feb 2021	Updated with CR and editorial improvements
V1.2	23 Apr 2021	Defect correction
V1.3	14 May 2021	Updated with CR022136 [DT_IMAGE only]
V1.4	9 Aug 2021	Update after Homologation

File Reference: WOG-2022-BTH 1.4 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFR	Special case added at 2 DT_PARTIC: Update Participant /Discipline /RegisteredEvent /Event DT_PARTIC_TEAM: Add Team/ShortName & Team/TeamType [CR19497] Update Applicable messages DT_RESULT: UI/STARTERS @ExtendedInfos /ExtendedInfo clarified & consistent in all sports DT_CONFIG: Update Expected for EC/INTERMEDIATES_NUM @Configs /Config /ExtendedConfig DT_CONFIG: Update EC/INTERMEDIATE/LOOP Value Description @Configs /Config /ExtendedConfig DT_RESULT: Delete ER/SANCTION @Result /ExtendedResults /ExtendedResult DT_RESULT: Delete ER/SANCTION @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update ER/TIME_ADJUST @Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/TIME_ADJUST @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add ER/IRM_RULE & ER/IRM_RULE_TEXT @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update ExtendedInfos /ExtendedInfo /Competitor /Organisation to M DT_RESULT: Update ER/TIME_ADJUST @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add UI/STARTERS/PASSED at ExtendedInfos /ExtendedInfo DT_RESULT: Add ER/STATUS at Result /ExtendedResults /ExtendedResult DT_RESULT: Add Move at PROGRESS/INTERMEDIATE @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add EC/SHOOT_LANE at Configs /Config /ExtendedConfig DT_RESULT: Delete PROGRESS/IMTERMEDIATE/Value2 at Result /ExtendedResults /ExtendedResult DT_RESULT: Delete UI/RANGE & Competitor at ExtendedInfos /ExtendedInfo DT_RESULT: Delete PROGRESS/SHOOT/Arrive at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Add PROTESTED as a possible ResultStatus in header values DT_RESULT: Add DISPLAY/NEXT, DISPLAY/STARTED, DISPLAY/CURR_LEG & LEADER/CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT: Update ER/DELTA at Result /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM & update SortOrder at PROGRESS/INTERMEDIATE at Result /ExtendedResults /

		ExtendedResult DT_RESULT: Delete IRM & update SortOrder at PROGRESS/SHOOT at Result /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM & update SortOrder at PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM & update SortOrder at PROGRESS/LEG_SPLIT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM & update SortOrder at PROGRESS/SHOOT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete ER/SANCTION @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete ER/TIME_ADJUST @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Add PROGRESS/SECTION at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete IRM & update SortOrder at PROGRESS/SECTION at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete IRM & update SortOrder at PROGRESS/RANGE at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete IRM & update SortOrder at PROGRESS/LOOP at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete IRM & update SortOrder at PROGRESS/COURSE at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Delete IRM & update SortOrder at PROGRESS/SKI at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update DISPLAY/STARTED @ExtendedInfos /ExtendedInfo DT_CURRENT: Update triggering DT_CURRENT: Delete DISPLAY/NEXT, DISPLAY/STARTED, DISPLAY/CURR_LEG & DISPLAY/CURR_INTERMEDIATE at ExtendedInfos /ExtendedInfo DT_RANKING: Delete PARTIAL as an option in ResultStatus header values DT_CONFIG: Update EC/LEGS_NUM at Configs/Config/ExtendedConfig Update all time value to only one decimal. Review M/O attributes Editorial improvements, delete repetition & clarify for mass start also apply to pursuit as needed
V0.3	SFA	DT_PARTIC_TEAM: Update triggering DT_PARTIC_TEAM: Add ENTRY/RANK_PTS at Participant /Discipline /RegisteredEvent /EventEntry for the Paralympic Games DT_RESULT: Update Expected for DISPLAY/INT_X at ExtendedInfos /ExtendedInfo DT_RESULT: Update Pos description for PROGRESS/INTERMEDIATE at Result /Competitor /Composition / Athlete /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/CALC_TIME @Result /ExtendedResults /ExtendedResult DT_RESULT: Update expected at ER/SKI_TOT @Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Update Pos description for PROGRESS/SECTION at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CONFIG: Remove EC/LEG/CUMULATIVE at Configs /Config /ExtendedConfig
V0.4	SFA	DT_RANKING: Update Result/Competitor to use NO_AWARD
V0.5	SFA	DT_CURRENT: Update triggers
V0.6	SFA	DT_RESULT: Add Value2 for PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT_ANALYSIS: Remove ExtendedInfos /UnitDateTime DT_CURRENT: Remove the Result element DT_RANKING: Add Result/Competitor/Bib DT_RANKING: Add Result /Competitor /Composition /Athlete /Bib DT_CONFIG: Correct DocumentCode in the header
V1.0	APP	Status change (to APP)
V1.1	APP	DT_RESULT: Add ER/PREDICT at Result /ExtendedResults /ExtendedResult [CR021602] DT_RESULT: Add Move in PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult typo to match the current OVR implementation DT_RESULT: Update description in PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult typo to match the current OVR implementation DT_RESULT: Update Description for EUE/START_GROUP at Result /Competitor /Composition /Athlete

		/EventUnitEntry DT_RESULT: Remove PROGRESS/SHOOT/DEPART & DEPART_DIFF at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult as data not needed (typo & follow the current OVR implementation) DT_RESULT: Add @Pos in PROGRESS/SHOOT at Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to match OVR implementation (no change in OVR) DT_RESULT: Remove PRONE,PRONE_SPARE,STAND and STAND_SPARE as extensions under ER/SHOOT_TOT Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult as data not needed (typo & follow the current OVR implementation) DT_RANKING: Update the descripton at Result/Diff typo to match the current OVR implementation DT_CONFIG: Correct typo at EC/SHOOT_LANE at Configs /Config /ExtendedConfig (typo) DT_WEATHER: Update triggering [CR021512] DT_WEATHER: Update Weather/Conditions/Code to add HIGH and LOW [CR021512] Timeline added
V1.2	APP	DT_RESULT: Add @Pos at ER/IRM_RULE and ER/IRM_RULE_TEXT at Result /ExtendedResults /ExtendedResult /Extension and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension [Improvement already implemented in OVR, HPQC196538] DT_CONFIG: Update LEG, SHOOT_END, SHOOT_START extensions in EC/INTERMEDIATE at Configs /Config /ExtendedConfig to support multiple languages, no change in data included in message.
V1.3	APP	DT_IMAGE: Update message description [CR022136] DT_IMAGE: Update DocumentSubcode & Version in header [CR022136] DT_IMAGE: Update expected in Competition/Image [CR022136] DT_IMAGE: Update expected and attributes in Competition/Image/Result [CR022136]
V1.4	APP	DT_RESULT: Update @Pos for ER/TIME_ADJUST at Result /ExtendedResults /ExtendedResult [HPQC198462] DT_RESULT: Update @Pos for ER/TIME_ADJUST at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult [HPQC198462] DT_RESULT: Add PROGRESS/INTERMEDIATE/Arrive at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult [HPQC198563] DT_RANKING: Update Result/Result to follow as in DT_RESULT to allow LAP [HPQC198561]