



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

Olympic Data Feed



Biathlon ODF Data Dictionary

Technology and Information Department
© International Olympic Committee

WOG-2022-BTH 0.5 SFA
4 August 2020



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

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.....	5
1.1 This document.....	5
1.2 Objective.....	5
1.3 Main Audience.....	5
1.4 Glossary.....	5
1.5 Related Documents.....	5
2 Messages.....	6
2.1 Biathlon Overview.....	6
2.2 Applicable Messages.....	6
2.3 Messages.....	8
2.3.1 List of participants by discipline / List of participants by discipline update.....	8
2.3.1.1 Description.....	8
2.3.1.2 Header Values.....	8
2.3.1.3 Trigger and Frequency.....	9
2.3.1.4 Message Structure.....	9
2.3.1.5 Message Values.....	10
2.3.1.6 Message Sort.....	13
2.3.2 List of teams / List of teams update.....	14
2.3.2.1 Description.....	14
2.3.2.2 Header Values.....	14
2.3.2.3 Trigger and Frequency.....	14
2.3.2.4 Message Structure.....	15
2.3.2.5 Message Values.....	15
2.3.2.6 Message Sort.....	17
2.3.3 Event Unit Start List and Results.....	18
2.3.3.1 Description.....	18
2.3.3.2 Header Values.....	18
2.3.3.3 Trigger and Frequency.....	18
2.3.3.4 Message Structure.....	19
2.3.3.5 Message Values.....	22
2.3.3.6 Message Sort.....	38
2.3.4 Results Analysis.....	39
2.3.4.1 Description.....	39
2.3.4.2 Header Values.....	39
2.3.4.3 Trigger and Frequency.....	39
2.3.4.4 Message Structure.....	39
2.3.4.5 Message Values.....	41
2.3.4.6 Message Sort.....	48
2.3.5 Current Information.....	49
2.3.5.1 Description.....	49
2.3.5.2 Header Values.....	49
2.3.5.3 Trigger and Frequency.....	49
2.3.5.4 Message Structure.....	49
2.3.5.5 Message Values.....	50
2.3.5.6 Message Sort.....	53
2.3.6 Image.....	54



2.3.6.1 Description.....	54
2.3.6.2 Header Values.....	54
2.3.6.3 Trigger and Frequency.....	54
2.3.6.4 Message Structure.....	54
2.3.6.5 Message Values.....	55
2.3.6.6 Message Sort.....	57
2.3.7 Event Final Ranking.....	58
2.3.7.1 Description.....	58
2.3.7.2 Header Values.....	58
2.3.7.3 Trigger and Frequency.....	58
2.3.7.4 Message Structure.....	58
2.3.7.5 Message Values.....	59
2.3.7.6 Message Sort.....	61
2.3.8 Configuration.....	62
2.3.8.1 Description.....	62
2.3.8.2 Header Values.....	62
2.3.8.3 Trigger and Frequency.....	62
2.3.8.4 Message Structure.....	62
2.3.8.5 Message Values.....	63
2.3.8.6 Message Sort.....	67
2.3.9 Weather conditions.....	68
2.3.9.1 Description.....	68
2.3.9.2 Header Values.....	68
2.3.9.3 Trigger and Frequency.....	68
2.3.9.4 Message Structure.....	68
2.3.9.5 Message Values.....	69
2.3.9.6 Message Sort.....	70
3 Document Control.....	72

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 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 should follow the general definition rules.
- Message responsibilities appears in the ODF Foundation Principles Appendices

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



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

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	Full_RSC (discipline level)	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.



		See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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



CountryofResidence			
Nationality			
MainFunctionId			
Current			
OlympicSolidarity			
ModificationIndicator			
Discipline (1,1)			
	Code		
	IFId		
	RegisteredEvent (0,N)		
	Event		
	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 Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start</p>



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

2.3.2.3 Trigger and Frequency

There is no DT_PARTIC_TEAMS message in this discipline.

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

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



2.3.2.4 Message Structure

The following table defines the structure of the message.

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

2.3.2.5 Message Values

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

Element Team (1,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	Team's ID
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. 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 Team /Composition /Athlete (0,N)

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

Element Team /Discipline (0,1)

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

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

Element 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



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

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	Full RSC	Sent according to the ODF Common Codes, 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. Ascendant number
ResultStatus	SC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL 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 than 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

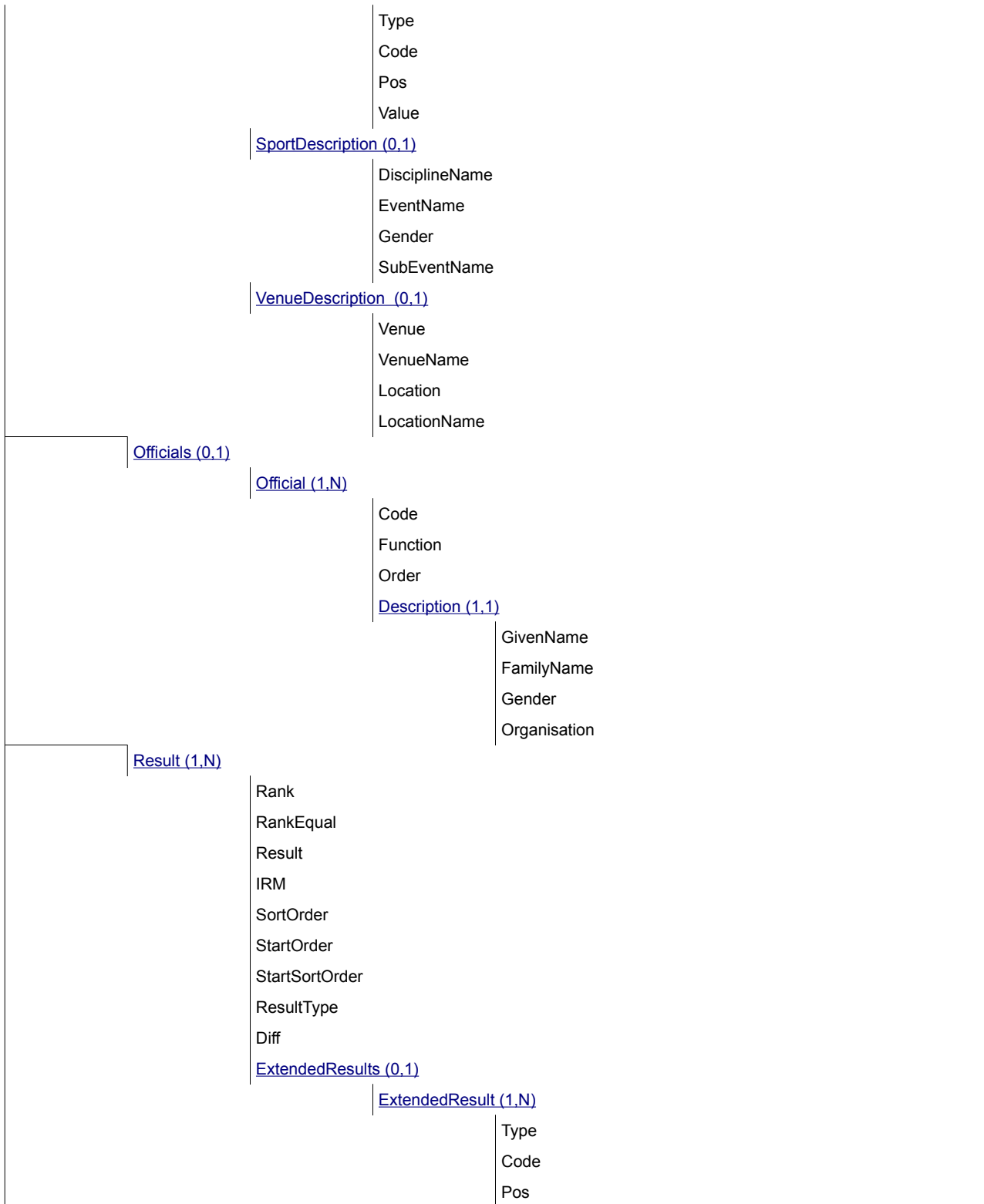
For these reasons, the 'number' of penalties in a session is available only when the operator at the shooting range confirms that the athlete has left the lane. The number of penalties is then the number of 'still open' targets regardless of the shots recorded in the session. So it's important to understand 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.

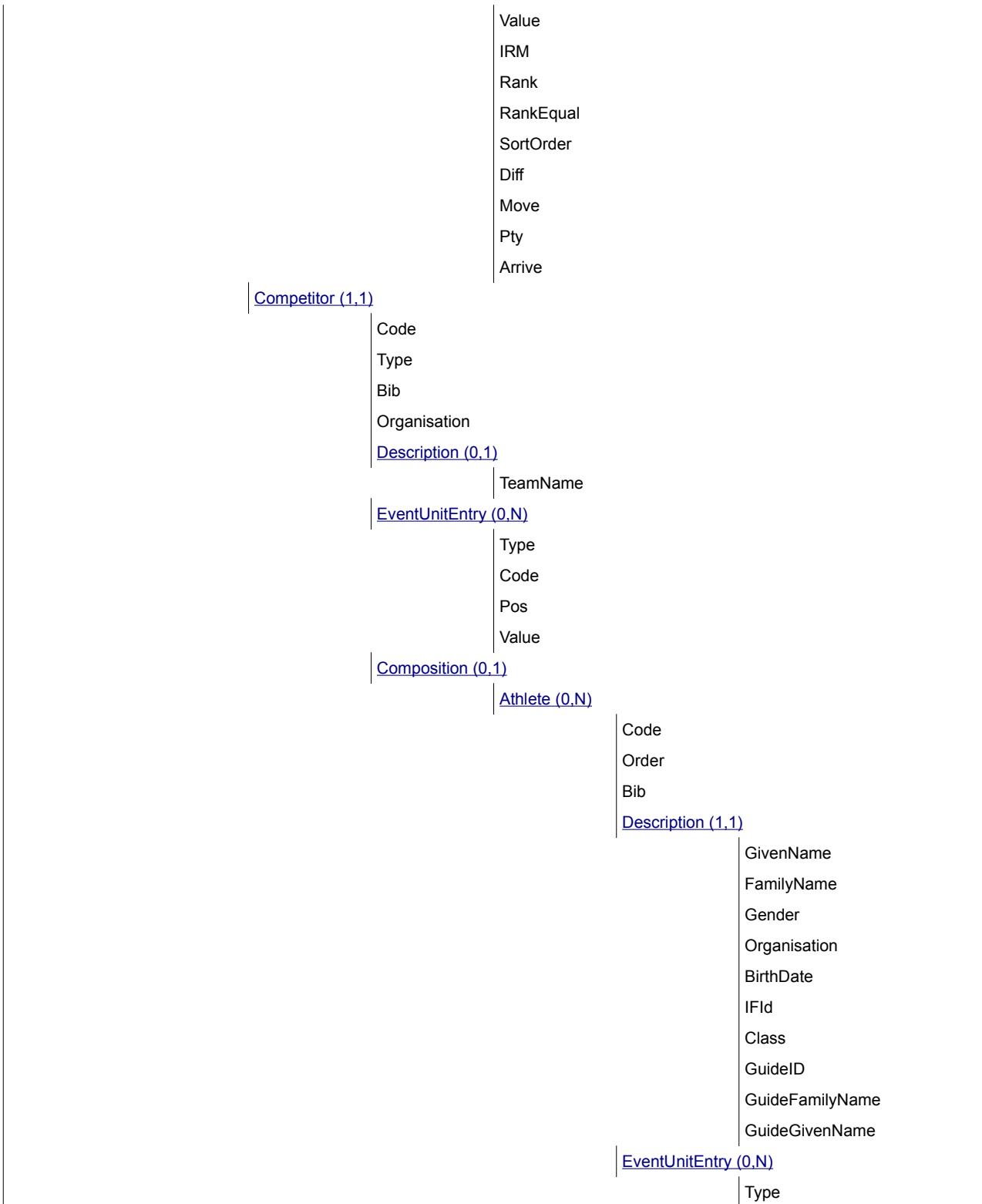
Given this, it is important to be aware that there is a potential mismatch in between the values in the Result element and the Actions of the message at athlete level.

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)					







	Code
	Pos
	Value
	ExtendedResults (0.1)
	ExtendedResult (1.N)
	Type
	Code
	Pos
	Value
	Value2
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Pty

2.3.3.5 Message Values

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

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

Element ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Sub Element 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 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 ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

Element ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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



LocationName	M	S(30)	Location Description (not code) from Common Codes
--------------	---	-------	---

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

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

Element Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	h:mm:ss.ff or String	Time for the competitor 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 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
	Value	M	SC @CompetitorStatus
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
	Value	M	h:mm:ss.f
	Rank	O	S(2)
	RankEqual	O	S(1)
	SortOrder	M	Numeric #0
	Diff	O	+h:mm:ss.f or 0.0
	Move	O	Numeric [+/-]##0
	Arrive	O	Numeric #0
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable.			
	Attribute	Value	Description
	Code	LAST	
	Pos	N/A	
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable.			
	Attribute	Value	Description
	Code	LAST	
	Pos	N/A	
	Value	S(1)	Send Y if this is the last (most recent) intermediate passed by the competitor)
	SHOOT	S(2)	Pos Description:



PROGRESS			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 Result /ExtendedResults /ExtendedResult /Extension Expected Only in individual events.			
Attribute	Value	Description	
Code	PENALTY_TIME		
Pos	N/A		
Value	m:ss.f or 0.0	Send the penalty time at this shooting point.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected Only in individual events.			
Attribute	Value	Description	
Code	PENALTY_TOT		
Pos	N/A		
Value	Numeric #0	Total penalties up to this point.	
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected Only in individual events.			
Attribute	Value	Description	
Code	SHOT		
Pos	Numeric #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 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 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 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 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 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 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	Send the time behind. Do not send minutes if



			or 0.0	zero.
ER		TIME_ADJUST	Numeric #0	Pos Description: Send 1..n for each time adjustment for this competitor. 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	N/A	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	N/A	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 Result /Competitor (1,1)

Competitor related to the result of one event unit.

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

Element Result /Competitor /Description (0,1)

Competitors extended information.

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

Element Result /Competitor /EventUnitEntry (0,N)

For team events only

Type	Code	Pos	Description
EUE	START_GROUP	N/A	Element Expected: Always.
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Description
			Start row.



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

Element Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @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 Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	START_GROUP	N/A	Element Expected: Pursuit and individual.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Start lane, row or group.
EUE	START_TIME	N/A	Element Expected: Races with interval start.	
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss	Start time.
EUE	HCP_TIME	N/A	Element Expected: 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 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	
Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable. A maximum of one athlete per team has the flag at one time.				
Attribute	Value	Description		
Code	LAST			
Pos	N/A			
Value	S(1)	Send 'Y' if this is the last (most recent) intermediate passed by the athlete).		
PROGRESS	LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (relay) 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	N/A	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 Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
Attribute	Value	Description	
Code	DEPART		
Pos	N/A		
Value	h:mm:ss.f	Time of departure from this shooting point. Do not send leading zeros.	
Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
Attribute	Value	Description	
Code	DEPART_DIFF		
Pos	N/A		
Value	+m:ss.f or 0.0	Send the team time behind the leader at the departure of this shooting point. Do not send minutes if zero.	
Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.			
Attribute	Value	Description	
Code	PENALTY_CUM		
Pos	N/A		
Value	Numeric #0	Total penalties for the team up to this point.	
Sub Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in 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 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 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 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 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 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 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 Result /Competitor /Composition /Athlete /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 athlete.
Sub Element Result /Competitor /Composition /Athlete /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 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.
Sub Element Result /Competitor /Composition /Athlete /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 athlete.
Sub Element Result /Competitor /Composition /Athlete /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		TIME_ADJUST	Numeric #0
			Pos Description: Send 1..n for each time adjustment for this athlete. 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	N/A	Element Expected: If applicable.
	Attribute	M/O	Value	Description
	Value	M	String	Send rule number is time adjustment
ER		IRM_RULE_TEXT	N/A	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 it 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	Full RSC	Sent according to the ODF Common Codes, one message per race.
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Use the same status as DT_RESULT
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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)						



	UnitDateTime (0.1)		StartDate
	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 ExtendedInfos /UnitDateTime (0,1)			
Actual	start	date	and time / end date and time. (do not include until unit starts)



Actual start and/or end dates and times.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

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

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

Element 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 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 Result /Competitor (1,1)

Competitor related to the result of one event unit.

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

Element Result /Competitor /Description (0,1)

Competitors extended information.

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

Element 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 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 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	Send the time behind the leader for this loop.



			or 0.0	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	Send the time behind the leader. Do not send



			or 0.0	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	Full RSC	Sent according to the ODF Common Codes with one message per unit.
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

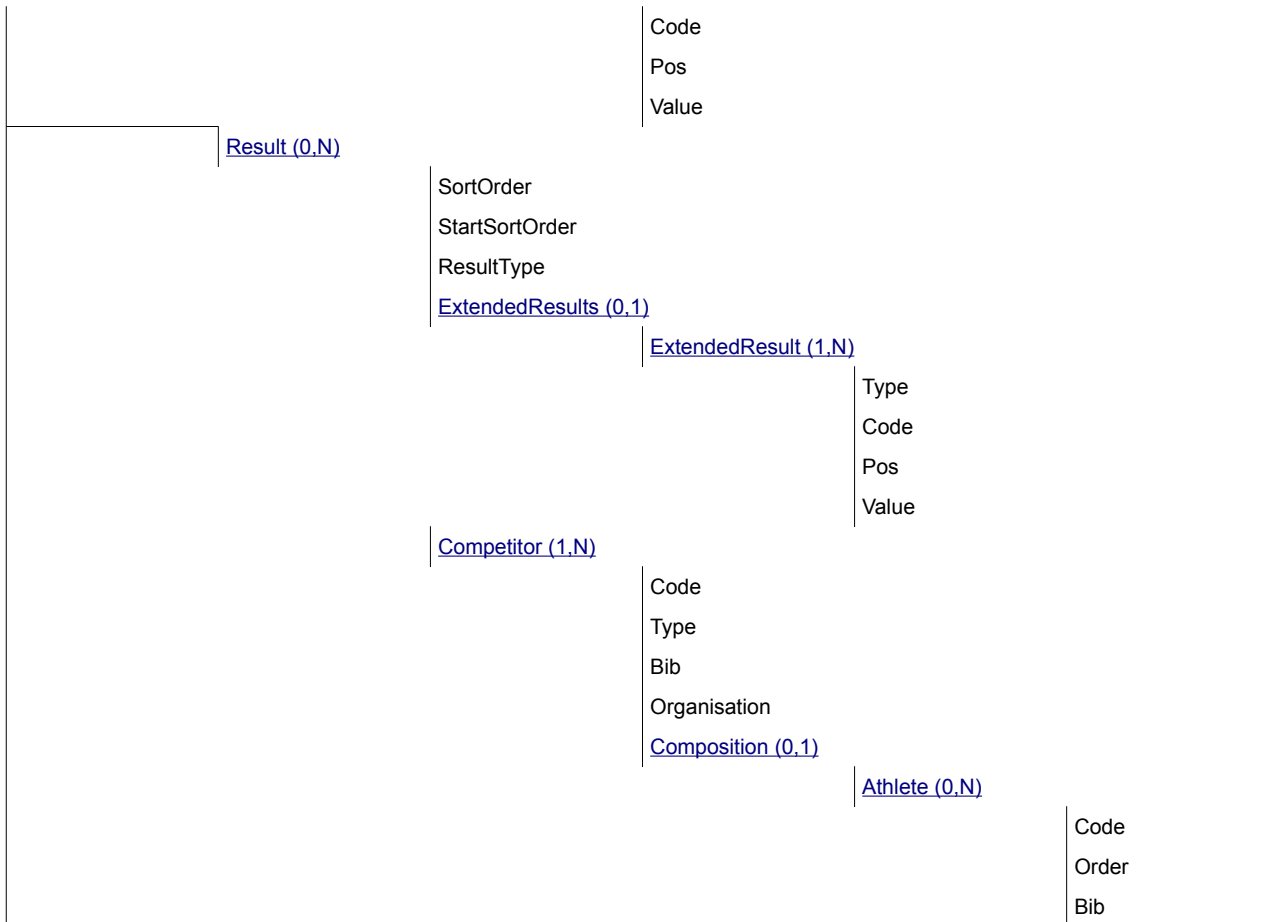
Send:

* 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	Level 5	Level 6
Competition (0.1)	Gen Sport Codes				
	ExtendedInfos (0.1)				
		ExtendedInfo (1,N)			
			Type		



2.3.5.5 Message Values

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

Element ExtendedInfos /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 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>
```

Element Result (0,N)			
Attribute	M/O	Value	Description
SortOrder	M	Numeric #0	
StartSortOrder	M	Numeric	Not expected
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	SPARE_TOT	N/A	Element Expected: Relay events. (athlete message)	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of spare rounds used by the athlete in the unit. (all spare rounds of completed shooting sessions, not including active shooting sessions).
ER	PENALTY	Numeric 0	Pos Description: Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: All events. (athlete message)	



	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of penalties for the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.
ER		SPARE	Numeric 0	Pos Description: Shoot number. In the case of relay it is the overall shooting number for the team. Element Expected: Relay events. (athlete message)
	Attribute	M/O	Value	Description
	Value	M	S(2)	Number of spare rounds used by the athlete at this shooting point once the shooting session is terminated, not during a shooting session itself.

Sample (Biathlon)

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

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

Element Result /Competitor /Composition /Athlete (0,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athletes ID.	
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A.	
Bib	O	S(5)	Bib number	



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

			Numeric for individuals. ##0-0 for team members.
--	--	--	---

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.

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

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	Full RSC	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

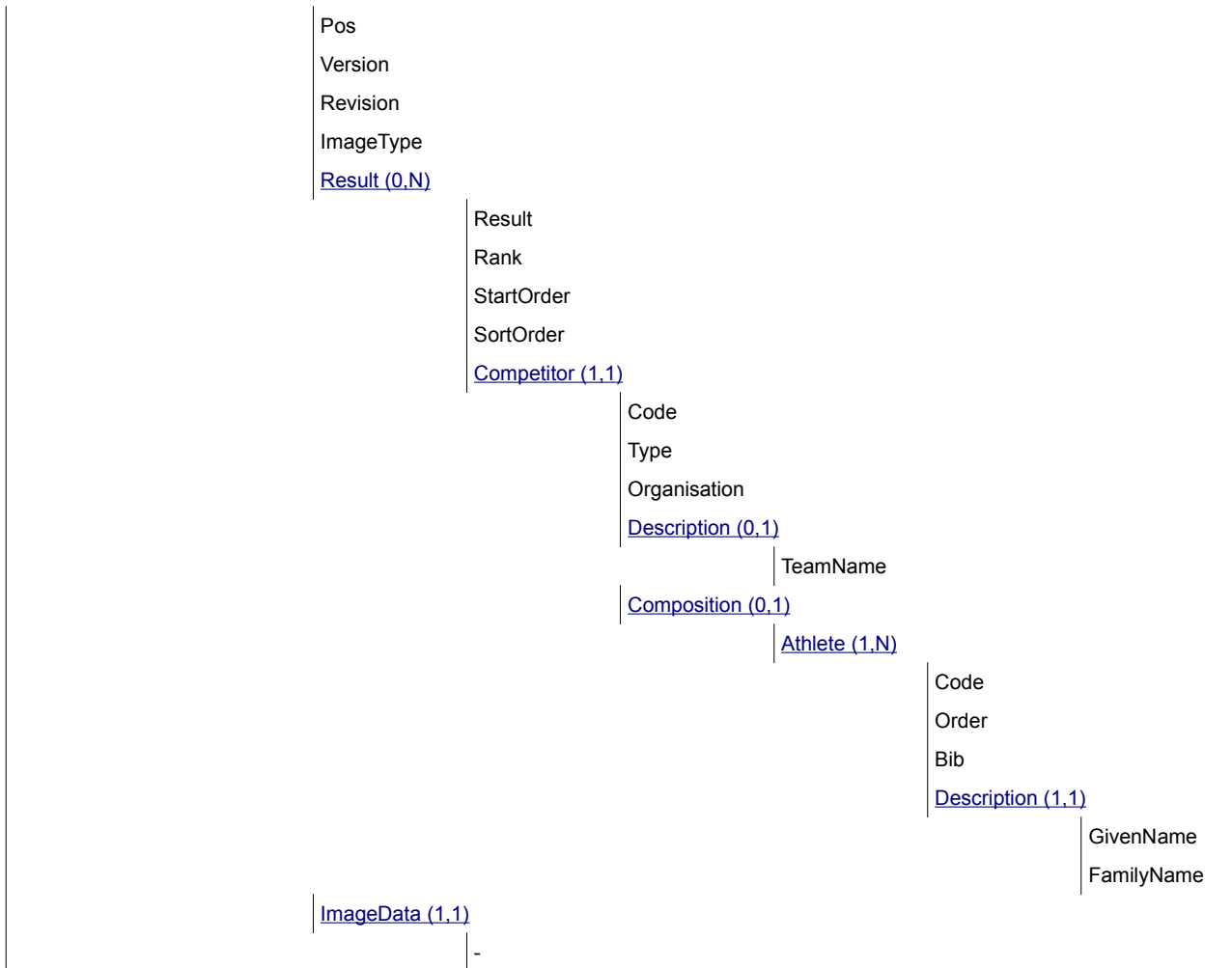
2.3.6.3 Trigger and Frequency

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)						



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

Element Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	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)



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA

```
<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/4AAQSkZJRgABAQEAAAAAAAAA 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	Full RSC of the Event	Sent for all the competition events.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates 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

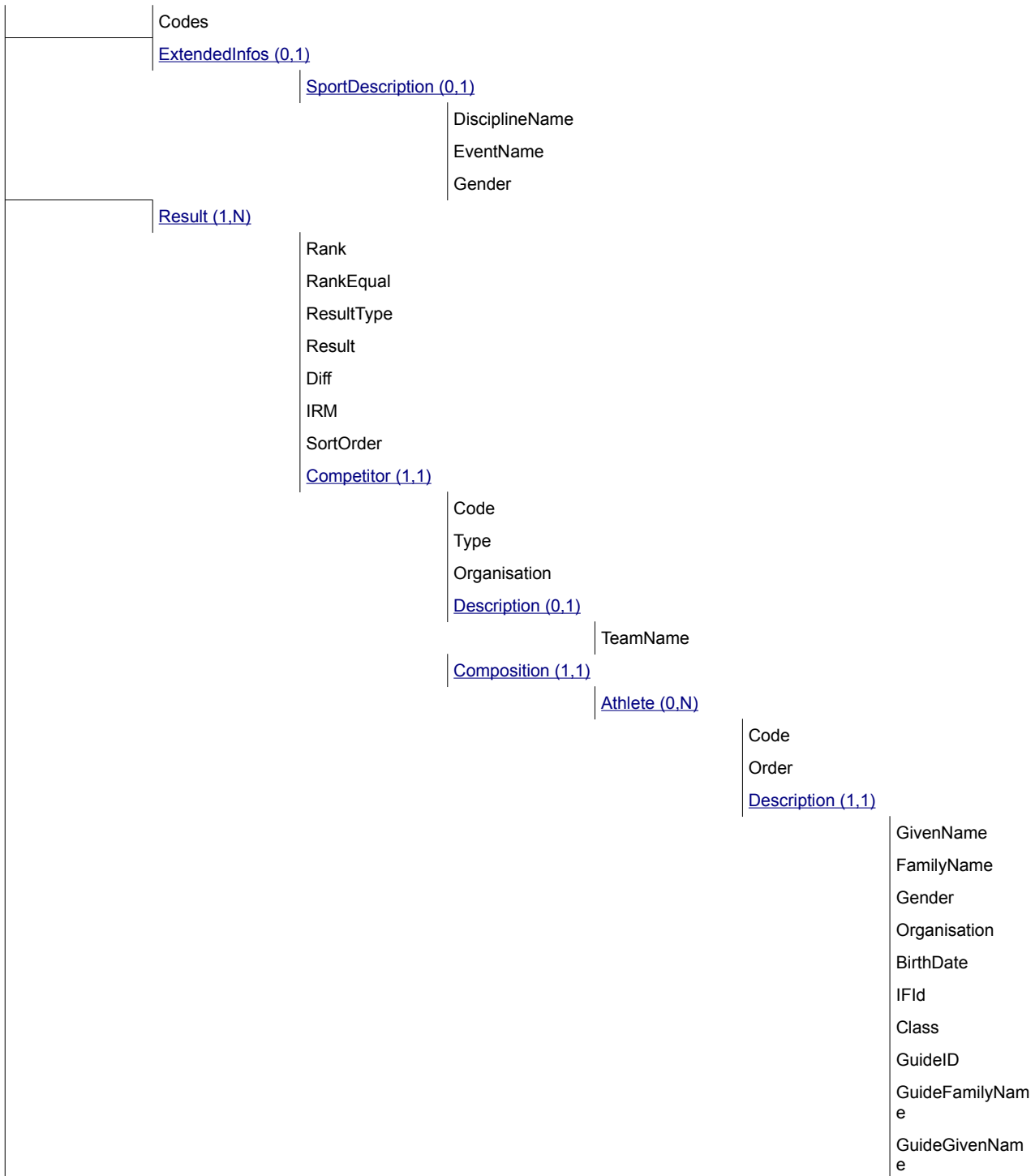
The message is expected only at the end of the Event.

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					



2.3.7.5 Message Values



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

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

Element 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	Time for the competitor. Do not send leading zeros or hours unless applicable. Decimals vary according to sport rules.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available in relay and individual events (not sprint).
IRM	O	SC @IRM	Send if the competitor has an IRM (invalid result mark).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes 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

Element Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description



TeamName	M	S(73)	Name of the team. Only applies for teams
----------	---	-------	--

Element Result /Competitor /Composition /Athlete (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".

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

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	Full RSC	Full RSC. Send one message per unit with the unit level DocumentCode for single unit events. Send one message per phase with the phase level DocumentCode for multiple unit events.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the Unit

Element Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	NAME	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. 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.
	HEIGHT_DIFF	Numeric	Pos Description:	



COURSE			0	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 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	S(1)	Type of shoot, P = Prone S = Standing.
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 Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Team events only.			
Attribute	Value	Description	
Code	LEG		
Pos	Numeric 0	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 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 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 Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only if this intermediate is the end of a shooting session.			
Attribute	Value	Description	
Code	SHOOT_END		
Pos	N/A		
Value	Numeric 0	Shooting session number, only if this intermediate point immediately after a shooting (after penalty loop). Send 1...n for the shooting point.	
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only if this intermediate is the entrance to a shooting session.			
Attribute	Value	Description	
Code	SHOOT_START		
Pos	N/A		
Value	Numeric	Shooting session number, only if this intermediate point immediately	



		0	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 Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	COLOUR		
	Pos	N/A		
	Value	S(15)	Colour label of the loop.	
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	SHOOT		
	Pos	N/A		
	Value	Numeric 0	Send the shoot number on this loop.	
EC		LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Relay events.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0#	Distance from the start in km to the end of the leg.
Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Relay events				
	Attribute	Value	Description	
	Code	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	Full RSC	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.9.3 Trigger and Frequency

The message is sent

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

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.9.5 Message Values

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

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

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

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



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

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

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



INTERNATIONAL
OLYMPIC
COMMITTEE

WOG-2022-BTH 0.5 SFA



3 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

File Reference: WOG-2022-BTH 0.5 SFA

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



		<p>/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</p>
V0.3	SFA	<p>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</p>
V0.4	SFA	DT_RANKING: Update Result/Competitor to use NO_AWARD
v0.5	SFA	DT_CURRENT: Update triggers