



Olympic Data Feed



Modern Pentathlon ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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



Acronym	Description
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 Modern Pentathlon Overview

MESSAGES

- * All events have a single DT_RESULT for each unit (fencing ranking round, fencing bonus round, swimming heats, jumping and laser run).
- * DT_PHASE_RESULT is also sent for swimming where there are multiple heats.
- * DT_CUMULATIVE_RESULTS are sent in fencing to provide the overall fencing score and also for the phase (semifinal and final) for the modern pentathlon points.

SCHEDULE

- * The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will be sent for all units (with schedule=Y) except swimming where the schedule is sent at phase level (multiple heats), this aligns with DT_RESULT except in swimming. The schedule in swimming, is also sent with (schedule=S) which aligns with the DT_RESULT messages.

2.2 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X



DT_PARTIC_NAME	Participant Names	
DT_PARTIC_HORSES DT_PARTIC_HORSES_UPDATE	/ List of horses / List of horses update	X
DT_RESULT	Event Unit Start List and Results	X
DT_PHASE_RESULT	Phase Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RECORD	Records	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
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_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.

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

It is important to note that all the sport messages that make references to athletes (event unit start list and

results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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

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

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

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					



	Gen	
	Sport	
	Codes	
	Participant (1,N)	
	Code	
	Parent	
	Status	
	GivenName	
	FamilyName	
	PassportGivenName	
	PassportFamilyName	
	PrintName	
	PrintInitialName	
	TVName	
	TVInitialName	
	TVFamilyName	
	LocalFamilyName	
	LocalGivenName	
	Gender	
	Organisation	
	BirthDate	
	PlaceofBirth	
	CountryofBirth	
	PlaceofResidence	
	CountryofResidence	
	Nationality	
	MainFunctionId	
	Current	
	OlympicSolidarity	
	ModificationIndicator	
	Discipline (1,1)	
	Code	
	IFId	
	RegisteredEvent (0,N)	
	Event	
	EventEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	



2.3.1.5 Message Values

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

Sample (General)

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

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



PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.



IFld	O	S(16)	Federation ID (competitor's federation number for the discipline).
------	---	-------	--

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

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

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

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

Send if there are specific athlete's event entries.

Type		Code	Pos	Description
ENTRY		RANK_WLD	N/A	Element Expected: Always, as soon as this information is known and this athlete has ranking. This information can be sent in both messages.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	World Ranking
ENTRY		SWIM_BEST	N/A	Element Expected: Always, as soon as this information is known. This information can be sent in both messages
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Swimming Best Time (in last 12 months).

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic teams else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

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

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

2.3.2.4 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	
			RegisteredEvent (0,1)	
				Event

2.3.2.5 Message Values

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



Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
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. Use ORG for teams and CPLW for relay.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete ID of the listed team member.
Order	O	Numeric	Team member order

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

Element: Competition /Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 List of horses / List of horses update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC_HORSES_UPDATE	List of horses update message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic horses else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

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

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	Gen		
	Sport		



	Codes	
	Horse (1,N)	
	Code	
	Name	
	Sex	
	YearBirth	
	ColourCode	
	BreedCode	
	Owner	
	ModificationIndicator	
	Entry (0,N)	
		Type
		Code
		Pos
		Value

2.3.3.5 Message Values

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

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



			<p>If ModificationIndicator='U', then updates the horse information to the existing one</p> <p>If ModificationIndicator='D', then deletes the horse</p>
--	--	--	---

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



	Value	M	S(1)	Send "Y" if the horse is a Reserve, else do not send
ENTRY		SELECTED	N/A	Element Expected: As soon as this information is known (after the Jumping Test event) if it applies.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the horse is a selected horse (as a competition or reserve) or "N" if not selected

2.3.3.6 Message Sort

The message will be sorted by Horse @Code

2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Send for each unit
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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

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

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

2.3.4.4 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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
		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				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		
				Pos		
				Value		
				Value2		
				IRM		
				Rank		



		RankEqual
		SortOrder
		Diff
		Pty
		Extension (0,N)
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
		Order
		Code
		RecordType
		Equalled
	Competitor (1,1)	
		Code
		Type
		Organisation
		Composition (0,1)
		Athlete (0,N)
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		EventUnitEntry (0,N)
		Type
		Code
		Pos
		Value

2.3.4.5 Message Values

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

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



Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
BOUT	BONUS	Numeric ###	Pos Description: Bout number of each one of the different bouts of Fencing Bonus Round Element Expected: Always, when this information is available (only for Fencing Bonus Round)	
	Attribute	M/O	Value	Description
	Value	O	N/A	Do not send anything
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always, when this information is available (Only for Fencing Bonus Round)				
	Attribute	Value	Description	
	Code	ID		
	Pos	Numeric 0	Position of the competitor in the bout 1 or 2	
	Value	S(20) with no leading zeroes	Competitor's ID (to identify an athlete) that competes in this bout. Note that Pos="2" will not be available at the start of the Bonus Round, or when it has only one athlete in this bout.	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point (only in Swimming). Do not send @Pos for Riding. Element Expected: When available and only when the unit is LIVE in swimming and riding. Send all changes since last message.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the most recent competitor to pass the intermediate point @Pos (including finish) in Swimming. In Riding send the most recent competitor to finish the course.
DISPLAY	CURRENT	N/A	Element Expected: Only in Riding when is a competitor riding	
	Attribute	M/O	Value	Description
	Value	M	S(20) no leading zeros	Send the ID for the current competitor in Riding discipline.
DISPLAY	ROUND_CURRENT	N/A	Element Expected: In Fencing Ranking Round when LIVE	
	Attribute	M/O	Value	Description



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

Sample (Fencing Ranking Round)

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

Sample (Fencing Bonus Round)



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

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

Sport Descriptions in Text.

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

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

Venue Names in Text.

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

Element: Competition /Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding unit. This attribute is optional because the competitor could get an IRM, and it is not used in the Jumping test. In the Fencing Bonus Round there is no rank. For Swimming (Heat) LIVE messages: Rank of the competitor at each new split (i.e.: the position based on the most recent split, cleaned when the leader completes a new split), and the final rank (in the heat).
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable



Result	O	Numeric ###0 or m:ss.ff (for Swimming unit) or ss.ff (for Jumping Test)	Result of the competitor in the particular unit, i.e. Modern Pentathlon points achieved in the corresponding discipline phase except swimming (heat) where time is sent. Only send only in the case @ResultType is Time, Points or IRM with points. Or (for Jumping Test event): Time result achieved by the horse in the Jumping Test. Send only in the case @ResultType is TIME.
IRM	O	SC @IRM	Invalid Result Mark for the particular unit, in case it is assigned. Send only in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric	Used to sort all the results of an event unit This attribute is a sequential number with the order of the results for the particular unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out ties as well as results without rank. Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. For the Jumping Test event it is the Horse number.
StartOrder	O	Numeric	Competitor's start order. -Fencing Ranking Round: send sequence number as appears ORIS C76. -Fencing Bonus Round: send Ranking Round Rank appears ORIS C75A. -Swimming: send the lane -Riding: send the Start Order -Laser-Run: send the Start Order/Bib number (sequential number starting by 1 according to the total number of competitors)
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit. Sort by StartOrder beginning at 1.
ResultType	O	SC @ResultType	Result type for the corresponding unit. May be IRM / IRM_POINTS, or in normal circumstances use: Jumping Test & Swimming = TIME Fencing = POINTS Riding = POINTS Laser-Run = POINTS

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER_FE	VIC	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Cumulative number of victories (number of bouts won) that this competitor has within the Fencing discipline.
ER_FE	DEF	N/A	Element Expected: Only for Fencing discipline phase	
	Attribute	M/O	Value	Description



	Value	M	Numeric #0	Cumulative number of defeats (number of bouts lost) that this competitor has within the Fencing discipline.
ER_FE		DBL_DEF	N/A	Element Expected: Only for Fencing discipline phase
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Cumulative number of double defeats that this competitor has within the Fencing discipline.
ER_FE		PTY	N/A	Element Expected: Only for Fencing discipline phase (in case of penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of penalties (MP Points) within the Fencing discipline. Do not send if no penalties.
ER_FE		VIC_TIED	N/A	Element Expected: In Fencing if score is tied.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of victories within the tied group in Fencing.
ER_FE		BOUTS	Numeric #0	Pos Description: Sequence Number to indicate the number of bouts in which the athlete competes in Fencing, from 1 to the total number of bouts for the athlete. The total number of bouts for the athlete is the number of athletes competing - 1. For example, if there are 36 athletes in the competition, each athlete has 35 bouts in Ranking Round. In the Bonus Round is less. Element Expected: Only for Fencing discipline phase
	Attribute	M/O	Value	Description
	Value	O	S(1)	Bout Result of each one of the different bouts for this athlete in the Fencing discipline. Send "V" for Victory, "D" for Defeat and "N" for Double defeat, or blank for no result (due to an IRM for example).
	Value2	M	Numeric ##0	Bout Number of each one of the different bouts of Fencing where this athlete competes.
	IRM	O	SC @IRM	Send in the case the result has an IRM (invalid result mark) at this bout, besides the result.
PROGRESS		INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point. Element Expected: When available in Swimming and Laser-Run
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Time from the start of the race up to this split point. It is a cumulative result time. Do not send minutes if zeros.



	Value2	O	m:ss.ff	In the Laser-Run and swimming only, include time from the previous intermediate point (or start point for the first intermediate) to this intermediate point (or finish). This is the section time, not cumulative. (does not consider handicap)
	Rank	O	Numeric #0	Send the cumulative rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send
	SortOrder	M	Numeric #0	Send the order of the competitor at this intermediate, usually the same as rank but also considering IRMs.
	Diff	O	+ss.ff	Send the time behind the leader at the corresponding intermediate point (+ss.ff or 0.00 for leader). Only in Laser-Run.
PROGRESS		CLOCK	Numeric #0	Pos Description: The number that identifies the split point, from 1 to F where F is the finishing point. Element Expected: Laser-Run
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Time from the start of the race up to this split point. It is a cumulative time and includes the handicap (clock time). Do not send minutes if zeros.
	Rank	O	Numeric #0	Send the cumulative rank of the competitor at the intermediate point during the race considering the handicap (clock rank).
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at this intermediate, usually the same as rank but also considering IRMs.
	Diff	O	+ss.ff	Send the time behind the MP leader at the corresponding intermediate point (+ss.ff or 0.00 for leader).
PROGRESS		SHOOT	Numeric #	Pos Description: The shooting point from 1 to n for the total number of shoots. Element Expected: Only for Laser-Run discipline phase
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the Intermediate number (from DT_CONFIG) which matched this shooting point.
	Value2	O	mm:ss.ff	Cumulative split time -shooting and running time- at the exit of the shooting range of this split.
	SortOrder	O	Numeric #0	Sort Order according to the cumulative split time -shooting and running time- at the shooting range of this split.



	Diff	O	+mm:ss.ff	Difference of the cumulative split time - shooting and running time- with the first place (delta) at the exit of the shooting range of this split).
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	BY_SHOT		
	Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
	Value	S(1)	Shot status at this shot of the split. Send "M" for Missed shot, or "V" for a valid one.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	SHOT_MISS		
	Pos	N/A		
	Value	Numeric #0	Send the total number of missed shots at this shooting point.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	SHOT_TIME		
	Pos	N/A		
	Value	ss.f	Send the total time at this shooting point.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	SHOT_TOTAL		
	Pos	N/A		
	Value	Numeric #0	Send the total number of shots at this shooting point.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	SHOT_VALID		
	Pos	N/A		
	Value	Numeric #0	Send the total number of valid shots at this shooting point.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	
	Code	TIME		
	Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
	Value	ss.f	Shot time at this shot of the shoot.	
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase			
	Attribute	Value	Description	



	Code	TIME_CUM		
	Pos	Numeric ##	The number that identifies the shot, from 1 to the total number of shots at the shooting range of this shoot.	
	Value	sss.f	Cumulative shot time at this shooting of the split.	
ER_SW		PTY	N/A	Element Expected: Only for Swimming discipline phase (in case of penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of penalties (MP Points) within the Swimming discipline. Do not send if no penalties.
ER_EQ		TIME	N/A	Element Expected: Only for Riding discipline phase
	Attribute	M/O	Value	Description
	Value	M	sss.ff	Time result in the Riding discipline.
ER_EQ		PTY_WARMUP	N/A	Element Expected: Only for Riding discipline phase (in case of warm-up penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Warm-up penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ		PTY_TIME	N/A	Element Expected: Only for Riding discipline phase (in case of time penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Time penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ		PTY_OBS	N/A	Element Expected: Only for Riding discipline phase (in case of obstacle penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Obstacle penalties (MP Points) within the Riding discipline. Do not send if no penalties.
ER_EQ		PTY_OTH	N/A	Element Expected: Only for Riding discipline phase (in case of other penalties)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of Other penalties (MP Points) within the Riding discipline. Do not send if no penalties. Include horse tap penalties here.
ER_LR		LASER_RUN	N/A	Element Expected: Only for Laser-Run discipline phase
	Attribute	M/O	Value	Description
	Value	M	mm:ss.ff	Final Time result in the Laser-Run discipline (net time).
	Diff	O	+m:ss.ff	Send the time behind the leader (+m:ss.ff or 0.00 for leader). Do not send minutes if zero.



	Pty	O	Numeric ##0	Number of unpaid penalties (penalty points in seconds) within the Laser-Run discipline. Do not send if no penalties.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_MISS		
	Pos	N/A		
	Value	Numeric #0	Number of the total missed shots in the Laser-Run discipline.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_MISS_AVG		
	Pos	N/A		
	Value	ss.ff	Average time of the missed shots in the Laser-Run discipline	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_TOTAL		
	Pos	N/A		
	Value	Numeric #0	Number of the total shots in the Laser-Run discipline.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_TOTAL_AVG		
	Pos	N/A		
	Value	ss.ff	Average time by total shots in the Laser-Run discipline.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_VALID		
	Pos	N/A		
	Value	Numeric #0	Number of the total valid shots in the Laser-Run discipline.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	SHOT_VALID_AVG		
	Pos	N/A		
	Value	ss.ff	Average time of the valid shots in the Laser-Run discipline	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Laser-Run discipline phase				
	Attribute	Value	Description	
	Code	TIME_RUN		
	Pos	N/A		



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

Sample (Fencing Ranking Round)

```
<Result SortOrder="1" Rank="1" Result="1024" ResultType="POINTS" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER_FE" Code="VIC" Value="26" />
    <ExtendedResult Type="ER_FE" Code="DEF" Value="9" />
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="1" Value="V" Value2="17" />
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="2" Value="V" Value2="51" />
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="3" Value="V" Value2="54" />
    ...
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="35" Value="D" Value2="626"/>
  </ExtendedResults>
```

Sample (Fencing Bonus Round)

```
<Result SortOrder="34" Rank="34" Result="289" ResultType="POINTS" StartOrder="35" StartSortOrder="35" >
  <ExtendedResults>
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="1" Value="V" Value2="2" />
    <ExtendedResult Type="ER_FE" Code="BOUITS" Pos="2" Value="V" Value2="3" />
    ...
  </ExtendedResults>
```

Sample (Swimming)

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

Sample (Riding)

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

Sample (Laser-Run)



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

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

Result's record indicator.

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

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID (athlete's ID for Competitor @Type=A). Horse's ID (ONLY for Jumping Test event)
Type	M	S(1)	H for horse (ONLY for Jumping Test event), A for athlete T for team
Organisation	O	CC @Organisation	Competitor's organisation (do not send for Jumping Test)



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

Used in Team events only

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

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

Relay entry information
(for all discipline phases/units, except Fencing Ranking Round)

Type		Code	Pos	Description
EUE		ROUND	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Round number in the Riding phase.
EUE		MNT_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Mounting Time for the team in the Riding phase.
EUE		START_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Start Time for the team in the Riding phase.
EUE		HCP_TIME	N/A	Element Expected: Always, when the information is known (only for Laser-Run phase).
	Attribute	M/O	Value	Description
	Value	M	m:ss	Handicap Time for the team in the Laser-Run discipline phase.
EUE		SWIM_BEST	N/A	Element Expected: Only in Swimming when the information is known.
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Send the swim best time in the last year.
EUE		FE_RR	N/A	Element Expected: Only in Fencing Bonus Round
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the score from the ranking round without Fencing Penalties.
EUE		WAVE	N/A	Element Expected: If the team is in a wave/group start in the laser run.
	Attribute	M/O	Value	Description
	Value	M	m:ss	Time of the wave start for the competitor if applicable.

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID



Order	M	Numeric	Send 1 when Competitor @Type="A". 1.. for team
-------	---	---------	---

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information (for all discipline phases/units, except Fencing Ranking Round)				
Type		Code	Pos	Description
EUE		ROUND	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Round number in the Riding phase.
EUE		MNT_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Mounting Time for the athlete in the Riding phase.
EUE		START_TIME	N/A	Element Expected: Always, when this information is known (only for Riding phase).
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Start Time for the athlete in the Riding phase.



EUE		HORSE_ID	N/A	Element Expected: Always, when this information is known (only for Riding phase) including relay
EUE	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Horse's ID assigned to the athlete in Riding discipline phase.
EUE		HORSE_NUM	N/A	Element Expected: Always, when this information is known (only for Riding phase) including relay
EUE	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Horse Number
EUE		HCP_TIME	N/A	Element Expected: Always, when the information is known (only for Laser-Run phase).
EUE	Attribute	M/O	Value	Description
	Value	M	m:ss	Handicap Time for the athlete in the Laser-Run discipline phase.
EUE		SWIM_BEST	N/A	Element Expected: Only in Swimming when the information is known.
EUE	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Send the swim best time in the last year.
EUE		FE_RR	N/A	Element Expected: Only in Fencing Bonus Round
EUE	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the athletes score from the ranking round without Fencing Penalties.
EUE		WAVE	N/A	Element Expected: If the athlete is in a wave/group start in the laser run.
EUE	Attribute	M/O	Value	Description
	Value	M	m:ss	Time of the wave start for the competitor if applicable.

Sample (Riding)

```
<EventUnitEntry Type="EUE" Code="ROUND" Value="1" />
<EventUnitEntry Type="EUE" Code="MNT_TIME" Value="15:34:00" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="15:55:00" />
<EventUnitEntry Type="EUE" Code="HORSE_ID" Value="H200043" />
<EventUnitEntry Type="EUE" Code="HORSE_NUM" Value="43" />
```

Sample (Laser-Run)

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

2.3.4.6 Message Sort

Sort by Result @SortOrder

2.3.5 Phase Results

2.3.5.1 Description

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

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

In modern pentathlon the message is only applicable in swimming.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase
DocumentSubcode	N/A	N/A
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results INTERMEDIATE (used after each unit in the phase) OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 follows:

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



ExtendedInfos (0,1)	
Progress (0,1)	
LastUnit	
SportDescription (0,1)	
DisciplineName	
EventName	
SubEventName	
Gender	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Result (1,N)	
Rank	
RankEqual	
ResultType	
Result	
IRM	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
RecordIndicators (0,1)	
RecordIndicator (1,N)	
Order	
Code	
RecordType	
Equalled	
Competitor (1,1)	
Code	
Type	
Organisation	
Composition (0,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	



	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.3.5.5 Message Values

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

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

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

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

Element: Competition /Result (1,N)			
For any Phase Results message, there should be at least one competitor being awarded a result for the phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding phase of swimming. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable else do not send



ResultType	O	SC @ResultType	Result type, either POINTS or IRM / IRM_POINTS for the corresponding phase.
Result	O	Numeric ###0	Result for the particular phase. Send Only in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid result mark, if applicable. Send in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	TIME	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	m:ss.ff	Send the time	
ER	UNIT_NUM	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	Numeric 0	Send the heat number	
ER	UNIT_LANE	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the lane/order number for the athlete in the unit.	
ER	PTY	N/A	Element Expected: If applicable	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0	Send the penalties in swimming if applicable else do not send.	

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

Element: Competition /Result /Competitor (1,1)				
Competitor related to one phase result.				



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
Organisation	M	CC @Organisation	Competitor's organisation

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

Used in Team events only

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

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

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

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

Athletes extended information.

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

Sample (General)

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

2.3.5.6 Message Sort

Result @SortOrder followed by Athlete @Order.



2.3.6 Cumulative Results

2.3.6.1 Description

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase CC @Unit	Full RSC of the event and fencing, depending on the message contents. For Final: MPNMINDIVID-----FNL----- MPNWINDIVID-----FNL----- For Semi-finals MPNMINDIVID-----SFNL----- MPNWINDIVID-----SFNL----- MPNMINDIVID-----SFNL000100-- MPNMINDIVID-----SFNL000200-- MPNWINDIVID-----SFNL000100-- MPNWINDIVID-----SFNL000200-- For Fencing: MPNMINDIVID-----SFNLFE0100-- MPNMINDIVID-----SFNLFE0200-- MPNMINDIVID-----FNL-FE0100-- MPNWINDIVID-----SFNLFE0100-- MPNWINDIVID-----SFNLFE0200-- MPNWINDIVID-----FNL-FE0100-- For teams (m & w, 3 per team) Finals only MPNMTEAM3-----FNL----- MPNWTEAM3-----FNL----- For mixed relay final: MPNMTEAM2-----FNL----- MPNWTEAM2-----FNL----- For mixed relay semi-finals MPNMTEAM2-----SFNL----- MPNWTEAM2-----SFNL----- MPNMTEAM2-----SFNL000100-- MPNMTEAM2-----SFNL000200-- MPNWTEAM2-----SFNL000100-- MPNWTEAM2-----SFNL000200-- For mixed relay fencing: MPNMTEAM2-----SFNLFE0100-- MPNMTEAM2-----SFNLFE0200-- MPNMTEAM2-----FNL-FE0100-- MPNWTEAM2-----SFNLFE0100-- MPNWTEAM2-----SFNLFE0200-- MPNWTEAM2-----FNL-FE0100--



Attribute	Value	Comment
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
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

For the fencing message:

- After the Fencing Ranking Round (INTERMEDIATE). The results are for the semifinals.
- After the semifinal with only the ranking round data for the final (INTERMEDIATE).
- After each bout in Bonus Round (LIVE)
- After the last bout in Bonus Round, after the fencing results are approved (UNOFFICIAL / OFFICIAL)

For the MP points message (same in semifinals and final)

- After fencing ranking round (INTERMEDIATE)

For riding:

- At the beginning of riding, and after each rider has completed their round only include rank for those who have a riding result (only comparing like competitors) (LIVE)
- When all riding results are approved (INTERMEDIATE)

For fencing bonus round:

- After each bout in Bonus Round but only include rank for those with the with the same number of event components completed. (LIVE)
- After the last bout in Bonus Round, after the fencing results are approved (INTERMEDIATE).

For swimming:

- After each swimming heat (LIVE) but only include rank for those who have a swim result (only comparing like competitors)
- When all swimming results are approved (INTERMEDIATE)

For laser-run:

- After each athlete completes the course only include rank for those who have a run result (only comparing like competitors) (LIVE)
- When the event has finished (after all phases), after the laser-run running/shooting results are approved (UNOFFICIAL / OFFICIAL)

For semifinal summary:

The message covering both semifinals is only sent after the both semifinals are OFFICIAL and the message is sent as OFFICIAL.



For the teams, only after laser run as OFFICIAL.

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						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		ResultType					
		IRM					
		QualificationMark					
		SortOrder					
		Diff					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			
				Value			
		RecordIndicators (0,1)					
			RecordIndicator (1,N)				
				Order			
				Code			
				RecordType			
				Equalled			
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			



		Rank
		RankEqual
		ResultType
		Result
		ResultPoints
		IRM
		SortOrder
		RecordIndicators (0,1)
		RecordIndicator (1,N)
		Order
		Code
		RecordType
		Equalled
	Competitor (1,1)	
		Code
		Type
		Organisation
		Composition (1,1)
		Athlete (0,N)
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId

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



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

Sport Descriptions in Text.

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result. For the overall message this value is included when the competitor has completed all of fencing or has an IRM. So for example any DNS in the fencing bonus round will be ranked 1 as soon as the bonus round starts or the first loser in the bonus round will be ranked 1 after the first bout (assuming no IRMs) For Fencing, it should be sent as soon as the competition starts.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
Result	O	Numeric ###0	The cumulative result of the competitor, i.e. Modern Pentathlon points achieved. Send in the case @ResultType is Points or IRM with points.
ResultType	O	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM without/with points for the cumulative result
IRM	O	SC @IRM	The invalid result mark for the cumulative result, in case it is assigned. Send Only in the case @ResultType is IRM or both IRM and points.
QualificationMark	O	SC @QualificationMark	Qualification mark if applicable
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Diff	O	mm:ss	Time behind leader. Send 0:00 for the leader Not applicable in Fencing Cumulative message. As defined in Foundation, remove leading zeros.



Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Competitor's extended results.				
Type		Code	Pos	Description
ER_FE		PTY	N/A	Element Expected: Only for Fencing discipline phase (in case of penalties).
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Number of penalties (MP Points) within the Fencing discipline. Do not send if no penalties.
ER		GROUP	N/A	Element Expected: Only for Fencing discipline phase (in case of penalties) in semifinals.
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send A or B to indicate the semifinal for this athlete.
ER		FENCING	N/A	Element Expected: Only for MP message
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Total Points for fencing

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

Element: Competition /Result /ResultItems /ResultItem (1,N)				
Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.				
Attribute	M/O	Value	Description	
Unit	M	CC @Unit	MP message: This is the unit level RSC Fencing message: Unit level RSC	
Order	M	Numeric #0	Logical order of the units, usually schedule order.	



Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem. For the fencing phase in the overall message this value is included when the competitor has completed all of fencing or has an IRM. So for example any DNS in the fencing bonus round will be ranked 1 as soon as the bonus round starts or the first loser in the bonus round will be ranked 1 after the first bout (assuming no IRMs).
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" if applicable or do not send.
ResultType	O	SC @ResultType	Result type for the corresponding discipline phase. Do not send in fencing only message.
Result	O	String	Result of the competitor in the particular discipline phase (not points) In the case of Fencing this will be the number of victories/number of defeats in Fencing RR + Bonus pts as in ORIS; e.g.: "24V/7D + 1" Do not send in Fencing only message.
ResultPoints	O	Numeric ###0	Convert the performance to points. For fencing it is all of fencing in the overall message. In the fencing message it is the points in each part.
IRM	O	SC @IRM	The invalid result mark (IRM) for the particular discipline phase, in case it is assigned. Only send in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

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

Element: Competition /Result /Competitor (1,1)			
Competitor related to one cumulative result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation



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

Used in Team events only

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 if the competitor is an athlete. 1.. for team members
Bib	O	S(4)	Bib number

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

Athletes extended information.

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

Sample (Overall)

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

Sample (Fencing)



```
<Result SortOrder="1" Rank="1" Result="259" ResultType="POINTS" >
  <ExtendedResults>
    <ExtendedResult Type="ER_FE" Code="PTY" Value="11" />
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="MPNMINDIVID-----FE--000100--" Order="1" >
      <Result SortOrder="1" Rank="1" ResultPoints="257" />
    </ResultItem>
    <ResultItem Unit="MPNMINDIVID-----FE--000200--" Order="2" >
      <Result SortOrder="1" ResultPoints="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="1109018" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1109018" Order="1" Bib="118" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1994-12-15" IFId="M001778"
      />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.6.6 Message Sort

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



2.3.7 Image

2.3.7.1 Description

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

Each message contains only one photofinish picture.

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

In modern pentathlon the message is only applicable in laser-run.

2.3.7.2 Header Values

The following table describes the message header attributes.

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

2.3.7.3 Trigger and Frequency

Trigger when image available and after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



	Sport	
	Codes	
	Image (1,N)	
	Pos	
	Version	
	Revision	
	ImageType	
	Result (0,N)	
	Result	
	Rank	
	StartOrder	
	SortOrder	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	ImageData (1,1)	
	-	

2.3.7.5 Message Values

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

Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version



Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)

This element should always appear and must only include the information of those competitors appearing in the image.

Attribute	M/O	Value	Description
Result	O	S(20)	Result of the competitor in the image at the end of the unit. Formatted in the same way as associated DT_RESULT. Use IRM code if appropriate.
Rank	O	Text	Rank of the competitor at the end of the unit
StartOrder	O	S(4)	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

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

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

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

Only sent in the case of individual events. Team members are not sent in team events.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Value is 1
Bib	O	S(4)	Bib number

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 (General)



```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1109018" Type="A" Organisation="NZL" >
      <Composition>
        <Athlete Code="1109018" Order="1" Bib="118" >
          <Description GivenName="John" FamilyName="Smith" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
    <Competitor Code="1109033" Type="A" Organisation="AUT" >
      <Composition>
        <Athlete Code="1109018" Order="1" Bib="118" >
          <Description GivenName="John" FamilyName="Brown" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA ETC ETC //2Q==</ImageData>
</Image>
```

2.3.7.6 Message Sort

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



2.3.8 Records

2.3.8.1 Description

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

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and label will continue to be sent so the full history is known.

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC of the Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

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

Note: It is sent by central systems before the competition with the historical records and by OVR after competition starts with each new record set or equalled.

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	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							



	Sport
	Codes
	ExtendedInfos (0,1)
	SportDescription (0,1)
	DisciplineName
	Record (1,N)
	Code
	Description (1,1)
	Name
	RecordType (1,N)
	Order
	RecordType
	Shared
	NotEstablished
	NotEstablishedLabel
	RecordData (0,N)
	Order
	ResultType
	Result
	Unit
	Country
	Place
	Date
	Time
	Equalled
	Competition
	Historical
	Current
	ModificationIndicator
	Competitor (0,1)
	Code
	Type
	Organisation
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (0,1)
	GivenName
	FamilyName
	Gender
	Organisation



	BirthDate
	IFId

2.3.8.5 Message Values

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

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

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

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

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

Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			



Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	"POINTS", "TIME" Indicate that the result type for the record is points, or time (according to the result related to the record (code and type).
Result	M	Numeric ###0 Or mm:ss.ff	Send always unless the record is not established (can be sent for not established if there is a standard). The result of the competitor for the record, according to the expected result (@ResultType) in this record (code and type): -For "POINTS" (in "MP Overall" and in "Fencing" discipline -for World and Olympic records): numeric with a maximum of 4 digits (e.g.: "1400") -For "TIME" (in "Swimming" discipline -for World and Olympic records-, and, in "Laser-Run" discipline as well), (e.g.: "2:06.59" in Swimming, and, "10:50.00" in Laser-Run)
Unit	O	CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Always send for new records and where known for historical records. Not applicable for not established records. Country code where the record was broken
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar).



		Do not send this attribute for other records included in the message (not broken or not re-instated)
--	--	--

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

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	Send 1 if Competitor @Type="A".

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

Athletes extended information.

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

Sample (Swimming)

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

2.3.8.6 Message Sort

The following order applies:

- Record @Code

- RecordType @Order
- RecordData @Order

2.3.9 Event Final Ranking

2.3.9.1 Description

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

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

2.3.9.2 Header Values

The following table describes the message header attributes.

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

2.3.9.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change. Effectively this means the message is only sent as official after the Laser-Run.

Trigger also after any change.

2.3.9.4 Message Structure

The following table defines the structure of the message.

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



		Gender
	Result (1,N)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	IRM	
	SortOrder	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	

2.3.9.5 Message Values

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

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



EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	M	SC @ResultType	Result type, either points or IRM without points for the corresponding event.
Result	O	Numeric ###0	Result of the competitor, only sent in the case the competitor participated in the final. Send in the case @ResultType is Points or IRM with points.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send in the case @ResultType is IRM or both IRM and points.
SortOrder	M	Numeric #0	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Type		Code	Pos	Description
ER		RECORD	N/A	Element Expected: If applicable in the final
	Attribute	M/O	Value	Description
	Value	M	CC @RecordType	Indicates if the result of the competitor is a record (highest only)
ER		SEMIFINAL	S(1)	Pos Description: Send the semifinal for this athlete (A or B). Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Score of the competitor in the semifinal
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If the competitor received an IRM in this round				
	Attribute	Value	Description	
	Code	IRM		
	Pos	N/A		
	Value	SC @IRM	IRM of the competitor if applicable in this round.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable				
	Attribute	Value	Description	
	Code	RANK		
	Pos	N/A		
	Value	S(2)	The rank of the competitor in their unit in this semifinal	



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
Attribute	Value	Description	
Code	RECORD		
Pos	N/A		
Value	S(2)	Indicates if the result of the competitor in the semifinal is a record (highest only)	

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

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Used in Team events only

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Send 1 when Competitor @Type="A". 1.. for team

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

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

Sample (General)



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

2.3.9.6 Message Sort

Sort by Result @SortOrder



2.3.10 Weather Conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

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

2.3.10.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.10.4 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	
			Condition (0,3)	
				Code
				Value



	Temperature (0,N)	
		Code
		Unit
		Value
	Wind (0,N)	
		Code
		Unit
		Value

2.3.10.5 Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GEN	GEN for general, because this information will only be measured once.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR	Air temperature
Unit	M	SC @TemperatureUnit	Metric system unit for temperature
Value	M	Numeric ##0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Use KPH
Value	M	Numeric ##0	Wind speed in @Unit

2.3.10.6 **Message Sort**

There is no special sort order requirement for this message.

2.3.11 Configuration

2.3.11.1 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 particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

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

2.3.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Sent this message for each phase (ranking round, semifinal and final)
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.11.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase (ranking round, semifinal and final) except in swimming where it is one message for the phase.

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

2.3.11.4 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				
	Configs (1,1)				
		Config (1,N)			
			Unit		



	ExtendedConfig (1,N)
	Type
	Code
	Pos
	Value
	ExtendedConfigItem (0,N)

2.3.11.5 Message Values

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

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

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



	Attribute	M/O	Value	Description
	Value	M	SC @QualRule	Qualification rule code
SWIM		INTERMEDIATE	Numeric #0	Pos Description: Send the number that identifies each one of the split points (from 1 to F, where "F" is when the race finishes (e.g.: for Swimming -200m events-, 4 splits: (1): 50m, (2): 100m, (3): 150m, (F): 200m). Element Expected: Swimming
LR	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send distance in metres at this intermediate point (from start to this split point).
		INTERMEDIATE	Numeric #0	Pos Description: Send the number that identifies each one of the split points (from 1 to F, where "F" is when the race finishes Element Expected: Laser-Run
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send distance in metres at this intermediate point (from start to this split point).
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected In Laser-Run where name exists				
	Attribute	Value	Description	
	Code	NAME		
	Pos	N/A		
	Value	SC @IntPtType	Code for this intermediate point if it exists.	
GROUPS		GROUP	Numeric #0	Pos Description: Send the group number in order, 1... Element Expected: Always in Fencing Ranking Round.
	Attribute	M/O	Value	Description
	Value	M	S(5) Or CC @Organisation	Send the code of the group: "MIXn" for a mixed group or, the organisation code if both athletes from the same organisation.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always in Fencing Ranking Round.				
	Attribute	Value	Description	
	Code	ID		
	Pos	Numeric 0	Position of the athlete in the group 1 or 2	
	Value	S(20) with no leading zeroes	Athlete's ID (to identify an athlete) corresponding to @Pos	
ROUND		Round Number	Numeric ##0	Code Description: The number that identifies each round, from 0 to the total number of rounds defined, e.g.: from 0 to 17, for 36 competitors. Pos Description:



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

Sample (Fencing Ranking Round)



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

2.3.11.6 Message Sort

There is no message sorting rule.



3 Message Timeline

Legend:

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

4 Document Control

Version history		
Version	Date	Comments
V1.0	15 Sep 2017	First version
V1.1	08 Oct 2017	Updated
V1.2	03 Jan 2018	Updated (CR)
V1.3	20 Feb 2018	Updated
V1.4	22 Apr 2018	Updated
V1.5	02 Jul 2018	Updated
V2.0	08 Aug 2018	Updated, CRs
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Approved
V2.3	30 May 2019	Updated, CR
V2.4	14 Aug 2019	Updated. First version as a full document
V2.5	11 Nov 2019	Updated, ORIS change
V2.6	21 Feb 2020	Updated
V3.0	1 Jul 2022	First version for Paris 2024
V1.0	9 Dec 2022	First version for Krakow 2023

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V1.1	SFR	Updated to refer to Laser-Run and not Combined, change CO extensions to LR. DT_CUMULATIVE_RESULTS: Added ExtendedResults for separate RR and BR results.
V1.2	SFA	DT_PARTIC: Updated to add Passport names (CR15219)
V1.3	SFA	DT_PARTIC: Delete Participant /OfficialFunction (not required). DT_PARTIC_HORSES_UPDATE: Clarify that only the update message is used. DT_RESULT: Correct minor typos in samples. DT_RESULT: Add handicap time for teams & average swim time for teams. DT_PHASE_RESULT: Remove LIVE @ResultStatus (incorrect). DT_CUMULATIVE_RESULT: Added some missing data in samples. DT_CONFIG: Added codes for two bouts in a round for teams. Other minor typographical corrections without changing meaning.
V1.4	SFA	DT_RESULT: Add ExtendedInfo DISPLAY/LEADER for the swim (consistency with SWM).
V1.5	SFA	DT_RESULT: Add ExtendedInfo DISPLAY/LEADER for the Laser-Run.
V2.0	SFA	CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in Phase and Cumulative results.
V2.1	SFA	Corrected typographical error, extension LASER-RUN changed to LASER_RUN.
V2.2	APP	Change status



Change Log		
Version	Status	Changes on version
V2.3	APP	DT_CONFIG: Remove Fencing Bonus Round. DT_RESULT: Add @Value2 to PROGRESS/INTERMEDIATE in Result /ExtendedResults /ExtendedResult. DT_RESULT: Add "E" for evaluated ER_LR/PHOTO in extended results and update. DT_CUMULATIVE_RESULT: Update triggering of overall message during fencing bonus round CR16640: Add ODF Version @Competition. Editorial improvements without changing the intent.
V2.4	APP	Removed DT_PARTIC_TEAM/UPDATE and all team references/elements in the other messages as in DT_PHASE_RESULT, DT_CUMULATIVE_RESULT, DT_RANKING, ... CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.5	APP	CR18161: DT_RESULT: Add seconds to mount and start time @ Result /Competitor /Composition /Athlete /EventUnitEntry. CR18161: DT_CUMULATIVE_RESULT: Add ER_FE/PTY @ Result /ExtendedResults /ExtendedResult. Removed teams information for clarity as not application in Olympic Games.
V2.6	APP	DT_CUMULATIVE_RESULT: Update triggering of the fencing message in the ranking round. DT_CUMULATIVE_RESULT: Clarify Description at Result/Rank DT_RESULT: Clarify DISPLAY/LAST_COMP @ ExtendedInfos /ExtendedInfo
V3.0	SFA	DT_PARTIC: Remove Participant/Weight & Participant/Height DT_RESULT: Update PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Add EUE/WAVE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update DocumentCode DT_RESULT: Update triggering DT_RESULT: Delete EQ/OBSTACLE at ExtendedInfos /ExtendedInfo DT_RESULT: Update ER_FE/BOUITS at Result /ExtendedResults /ExtendedResult and remove sub elements DT_RESULT: Update PROGRESS/SHOOT at Result /ExtendedResults /ExtendedResult and remove some sub elements DT_RESULT: Remove ER_EQ/OBSTACLE at Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER_EQ/PTY_OTH at Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER_LR/LASER_RUN at Result /ExtendedResults /ExtendedResult and remove some sub elements DT_RESULT: Add PROGRESS/CLOCK at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Description DT_CUMULATIVE_RESULT: Update DocumentCode DT_CUMULATIVE_RESULT: Add Result/QualificationMark DT_CUMULATIVE_RESULT: Update triggering DT_CUMULATIVE_RESULT: Add ER/GROUP at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Unit DT_CUMULATIVE_RESULT: Remove Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add ER/FENCING at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update Result /Competitor /Composition /Athlete /Bib DT_IMAGE: Update throughout the message for global change [CR022136] DT_RANKING: Update Result/Result DT_RANKING: Add Result/ExtendedResults/ExtendedResult DT_RECORD: Update Record/RecordType/NotEstablishedLabel DT_RECORD: Update Description DT_CONFIG: Update DocumentCode DT_CONFIG: Update Configs /Config /Unit DT_CONFIG: EC/NUM_GROUPS DT_CONFIG: Add QUALIFICATION/QUAL_RULE at /Configs /Config /ExtendedConfig DT_CONFIG: Update EC/INTERMEDIATE/NAME DT_CONFIG: Update triggering DT_CONFIG: Remove EC/INTERMEDIATE at Configs /Config /ExtendedConfig DT_CONFIG: Add SWIM/INTERMEDIATE at Configs /Config /ExtendedConfig DT_CONFIG: Add LR/INTERMEDIATE at Configs /Config /ExtendedConfig DT_WEATHER: Add message



Change Log		
Version	Status	Changes on version
V1.0	SFA	<div>DT_PARTIC_TEAMS: Add message</div> <div>DT_RESULT: Update Result /Competitor /Type</div> <div>DT_RESULT: Result /Competitor /Composition /Athlete /Order</div> <div>DT_RESULT: Add Result /Competitor /Description</div> <div>DT_RESULT: Add Result /Competitor /EventUnitEntry</div> <div>DT_RESULT: Update EUE/HORSE_ID and EUE/HORSE_NUM at Result /Competitor /Composition /Athlete /EventUnitEntry</div> <div>DT_PHASE_RESULT: Update Result /Competitor /Type</div> <div>DT_PHASE_RESULT: Result /Competitor /Composition /Athlete /Order</div> <div>DT_PHASE_RESULT: Add Result /Competitor /Description</div> <div>DT_CUMULATIVE_RESULT: Update DocumentCode</div> <div>DT_CUMULATIVE_RESULT: Update triggering</div> <div>DT_CUMULATIVE_RESULT: Update Result /Competitor /Type</div> <div>DT_CUMULATIVE_RESULT: Result /Competitor /Composition /Athlete /Order</div> <div>DT_CUMULATIVE_RESULT: Add Result /Competitor /Description</div> <div>DT_RANKING: Update Result /Competitor /Type</div> <div>DT_RANKING: Result /Competitor /Composition /Athlete /Order</div> <div>DT_RANKING: Add Result /Competitor /Description</div>