Olympic Data Feed

Bobsleigh, Luge, Skeleton
ODF Data Dictionary
Technology and Information Department

WYOG-2024-BOB-LUG-SKN-3.1 SFA
28 July 2023

License

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

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

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

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

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

1 Introduction

1.1 This document

This document includes the ODF Bobsleigh, Luge, Skeleton 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 Bobsleigh, Luge, Skeleton 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

Acronym	Description
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Bobsleigh, Luge, Skeleton Overview

MESSAGES IN EACH EVENT
* All events except Luge Relay: DT_RESULT is sent for the start list and results with DT_CURRENT sent for each sled and DT_CUMULATIVE_RESULT for the overall standings.

* Luge Relay: DT_RESULT is sent for the single race and DT_CURRENT for each sled.

* All training: DT_RESULT for each training run and DT_CURRENT for each sled.

SCHEDULE
The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include only each individual run/heat.

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\n 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_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	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_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.

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

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

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

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

	Pos
	Value

2.3.1.5 Message Values

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

Sample (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-BOB-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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)

FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant

			If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

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

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
Substitute	O	S(1)	Send Y if the athlete is a substitute else do not send. Applicable in BOB. Not applicable in LUG & SKN.

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	POSITION	N/A	Element Expected: As soon as it is known. Applicable in LUG. Not applicable in BOB & SKN.

	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position Code for the athlete

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

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

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

How to display Sled Names in LUG doubles and Team Events.

- In LUG doubles (including in team event), Name data field follows the pattern (TeamType=CPLP):
Front Athlete FamilyName GivenName / Back Athlete FamilyName GivenName
For example: LANGE Andre / KUEHN Enrico

2.3.2.2 Header Values

The following table describes the message header attributes.

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

2.3.2.3 Trigger and Frequency

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	
			IFId	
			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 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. Value is CUSTOM in 4 man (Pilot Name) Value is CPLP in 2 person and luge doubles Value is NOC in luge team 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) In the case of current teams the number of athletes is 2 or more.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric	Team member order

Element: Competition /Team /Discipline (0,1) Discipline is expected unless ModificationIndicator="D"			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

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 Event Unit Start List and Results

2.3.3.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.
The Event Unit Start List and Results is a mandatory message for all sports.
This is always a full message and all applicable elements and attributes are always sent.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit (run), one message per run.
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 LIVE (used when the competition starts and after every split in the current sled/bob. Also, when a sled/bob has completed the run) INTERMEDIATE (in case of heat interruption) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL PROTESTED if the result is protested
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

This message is sent:
- As soon as the start list is available and after any changes [inc. IRMs] (START_LIST)
- When the competition starts and after every split in the current sled/bob (LIVE)
- After every sled/bob has completed the run (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- Send as PROTESTED if the result is protested according to the sport rules
- After any change

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
			Attendance					
	Officials (0,1)							
		Official (1,N)						
			Code					
			Function					
			Order					
			Description (1,1)					
				GivenName				
				FamilyName				
				Gender				
				Organisation				
				IFId				

	Result (1,N)					
		Rank				
		RankEqual				
		Result				
		IRM				
		SortOrder				
		StartOrder				
		StartSortOrder				
		ResultType				
		Diff				
		ExtendedResults (0,1)				
			ExtendedResult (1,N)			
				Type		
				Code		
				Pos		
				Value		
				Value2		
				Rank		
				RankEqual		
				SortOrder		
				Diff		
		Competitor (1,1)				
			Code			
			Type			
			Bib			
			Organisation			
			Description (0,1)			
				TeamName		
			Composition (0,1)			
				Athlete (0,N)		
					Code	
					Order	
					Bib	
					Description (1,1)	
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						IFId

		EventUnitEntry (0,N)			
			Type		
			Code		
			Pos		
			Value		
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				SortOrder	
				Diff	
	Team (0,N)				
		Code			
		Order			
		ExtendedResults (0,1)			
			ExtendedResult (1,N)		
				Type	
				Code	
				Pos	
				Value	
				Value2	
				Rank	
				RankEqual	
				SortOrder	
				Diff	
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
				Bib	
				Description (1,1)	
					GivenName
					FamilyName
					Gender
					Organisation

		BirthDate
		IFId
	EventUnitEntry (0,N)	
		Type
		Code
		Pos
		Value

2.3.3.5 Message Values

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

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	**Code**	**Pos**	**Description**
UI	STARTERS	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Sent the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after status START_LIST and at least one competitor has completed the unit without IRM**			
Attribute	**Value**	**Description**	
Code	COMPLETE		
Pos	N/A		
Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL
Attribute	**M/O**	**Value**	**Description**
Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.
DISPLAY	LAST_SLED	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL (Team Relay only)

	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last competitor to compete and receive a result.
BEST		SPEED	S(2)	Pos Description: Speed trap point where the best speed was achieved as defined in DT_CONFIG, 1..N Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Best speed in the current run in km/h
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When data is available**			
	Attribute	**Value**	**Description**	
	Code	COMP		
	Pos	N/A		
	Value	S(20) without leading zeroes	Send the competitor ID of the sled who achieved the best speed in the current run.	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When data is available**			
	Attribute	**Value**	**Description**	
	Code	MPH		
	Pos	N/A		
	Value	Numeric ##0.00	Speed at this point in mph	

Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
  <ExtendedInfo Type="BEST" Code="SPEED" Pos="1" Value="122.73" >
    <Extension Code="MPH" Value="77.1" />
    <Extension Code="COMP" Value="2111355" />
  </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
UnitNum	O	S(15)	Heat Number

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
Attendance	O	Numeric #####0	Total attendance (do not send if unknown)

Element: Competition /Officials /Official (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric #0	Order of officials

Element: Competition /Officials /Official /Description (1,1) **Officials extended information.**			
Attribute	**M/O**	**Value**	**Description**
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Official's organisation
IFId	O	S(16)	International Federation ID

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	String	Rank of the competitor in the event unit (not cumulative).
RankEqual	O	S(1)	Identifies if a rank has been equalled, send Y if applicable else not sent
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Result for the event unit.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the unit.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+s.ff (BOB & SKN)	Time Behind (0.00 / 0.000 for the leader)

		+s.fff (LUG)	

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available except luge teams.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader at the corresponding intermediate point for the current run. (0.00 /0.000 for leader)
PROGRESS		SC @Leg	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available in luge teams.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at this 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 point.
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Speed at this point in km/h
	Value2	M	Numeric ##0.00	Speed at this point in mph
PROGRESS		SECTION	S(1)	Pos Description:

				Intermediate point at the end of the section where section time is taken (S, 1, 2...F). For example 1 is the section from S to 1. Element Expected: When available except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	O	s.ff (BOB & SKN) s.fff (LUG)	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor in the corresponding section
SPEED		MAX	N/A	Element Expected: When data is available except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph

Sample (General)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" Rank="2" SortOrder="2" Diff="+0.02" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="12.45" Rank="1" SortOrder="1" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="11.06" Rank="1" SortOrder="1" />
...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="18.01" Rank="1" SortOrder="1" />
    <ExtendedResult Type="SPEED" Code="MAX" Value="134.41" Value2="83.6" />
  </ExtendedResults>
  <Competitor Type="A" Code="123456" Organisation="AUS" >
```

Element: Competition /Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Bib	O	S(2)	Team Bib number in BOB & LUG
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete ID. In BOB training runs only include the pilot.
Order	M	Numeric 0	Order within the competitor
Bib	O	S(5)	Bib number. SKN & LUG (not used at this level in BOB). For Team event in Luge the bib for each sled will have values X-Y. This attribute is the individual Bib (Y value). It will be 1 for Women member of the team, 2 for Men and 3 for the Double sled's front athlete.

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.			
Type	**Code**	**Pos**	**Description**
EUE	POSITION	N/A	Element Expected: Applicable events in LUG doubles and team relay
Attribute	**M/O**	**Value**	**Description**
Value	M	CC @Position	Position of the athlete in the team.

Sample (Bobsleigh)

```
<Athlete Code="1135320" Order="1">
  <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI" BirthDate="1992-12-15" />
  <EventUnitEntry Type="EUE" Code="POSITION" Value="P" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) This element is only used in the case of the team event in Luge.			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected:

				When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Speed at this point in km/h
	Value2	M	Numeric ##0.00	Speed at this point in mph
PROGRESS		SECTION	S(1)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	s.fff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor in the corresponding section
SPEED		MAX	N/A	Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph
ER		LEG	N/A	Element Expected:

				When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Leg	Leg number, LEG1 or LEG2

Element: Competition /Result /Competitor /Composition /Team (0,N) **Only applies for the pair in Luge Relay.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	ID of the pair
Order	M	Numeric 0	Order within the competitor, value is 1.

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N) **Only applies for the pair in Luge Relay**			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge relay doubles
Attribute	**M/O**	**Value**	**Description**
Value	M	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
Rank	O	S(2)	Send the rank of the competitor at the intermediate point
RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point
Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge relay doubles
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.00	Speed at this point in km/h
Value2	M	Numeric ##0.00	Speed at this point in mph
PROGRESS	SECTION	S(1)	Pos Description: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from Start to 1. Element Expected:

				When data is available in luge relay doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	s.fff	Time for the section ending at the intermediate point @Pos.
	Rank	O	S(2)	Send the rank of the competitor in the section
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor in the corresponding section
SPEED		MAX	N/A	Element Expected: When data is available in luge relay doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph
ER		LEG	N/A	Element Expected: When data is available in luge teams doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @Leg	Leg number, LEG3

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

Only for pair in luge relay

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Numeric 0	Order within the pair
Bib	O	S(5)	Bib number

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

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

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

Type		Code	Pos	Description
EUE		POSITION	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**

	Value	M	CC @Position	Position of the athlete in the team.

Sample (Luge Relay)

```
<Result Rank="1" Result="1:43.212" ResultType="TIME" SortOrder="1" Diff="0.000" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="1" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="2" Value="24.806" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
...
    <ExtendedResult Type="PROGRESS" Code="LEG3" Pos="F" Value="1:43.212" Rank="1" SortOrder="1" Diff="0.000" />
  </ExtendedResults>
  <Competitor Code="LUGXRELAY4--USA01" Type="T" Organisation="USA" Bib="5">
    <Description TeamName="United States of America" />
      <Composition>
        <Athlete Code="8580024" Order="1" Bib="5-1">
          <Description GivenName="Iron" FamilyName="Hemlon" Gender="F" Organisation="USA" />
          <EventUnitEntry Type="SLED" Code="WOMAN" Value="8580024" />
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.356" Rank="2" SortOrder="2"
Diff="+0.095" />
...
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="22.450" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="91.81" Value2="57.0" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="91.81" Value2="57.0" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG1" />
          </ExtendedResults>
        </Athlete>
        <Athlete Code="8580027" Order="2" Bib="5-2">
          <Description GivenName="Chros" FamilyName="Mezdzir" Gender="M" Organisation="USA" />
          <EventUnitEntry Type="SLED" Code="MAN" Value="8580027" />
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.304" Rank="2" SortOrder="2"
Diff="+0.047" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.885" Rank="2" SortOrder="2"
Diff="+0.136" />
...
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="21.150" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="31.100" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="84.11" Value2="52.2" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="84.11" Value2="52.2" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG2" />
          </ExtendedResults>
        </Athlete>
        <Team Code="LUGODOUBLES-USA02" Order="1" Bib="5-3">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1"
Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1"
Diff="0.000" />
...
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="23.357" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="28.456" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.15" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.51" Value2="51.9" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG3" />
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580026" Order="1">
              <Description GivenName="Jaston" FamilyName="Kriwsan" Gender="M" Organisation="USA" />
              <EventUnitEntry Type="EUE" Code="POSITION" Value="F" />
            </Athlete>
            <Athlete Code="8580047" Order="2">
              <Description GivenName="Endriw" FamilyName="Shirk" Gender="M" Organisation="USA" />
              <EventUnitEntry Type="EUE" Code="POSITION" Value="B" />
```

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

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

This message should only be used to build a standalone current table and not used to merge data with the DT_RESULT message. If the message is merged there is be conflicts where multiple people can have the same intermediate rank and the full DT_RESULT is only updated after each athlete.

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	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. 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.

2.3.4.3 Trigger and Frequency

This message is sent:
- At any time a new competitor receives the green light to start. (This athlete will be considered current)
- Immediately after every addition/change in data during the run
- Immediately after the competitor completes the course and the data is available including result data without changing Previous/Current/Next
- Immediately after DT_RESULT is sent if a unit is re-started (results removed) to clean existing (now incorrect) data
- If there is any interruption or break in the competition

Each message will only include the competitor most recently finished (previous), currently on the track or about to start and the one to follow.

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
	Result (0,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		SortOrder					
		StartOrder					
		StartSortOrder					
		ResultType					
		Diff					
		ExtendedResults (0,1)					
			ExtendedResult (1,N)				
				Type			
				Code			
				Pos			
				Value			
				Value2			
				Rank			
				RankEqual			
				SortOrder			
				Diff			
		Competitor (1,N)					
			Code				
			Type				
			Bib				
			Organisation				
			Composition (0,1)				
				Athlete (0,N)			
					Code		

		Order		
		Bib		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Value2
				Rank
				RankEqual
				SortOrder
				Diff
	Team (0,N)			
		Code		
		Order		
		ExtendedResults (0,1)		
			ExtendedResult (1,N)	
				Type
				Code
				Pos
				Value
				Value2
				Rank
				RankEqual
				SortOrder
				Diff
		Composition (0,1)		
			Athlete (1,N)	
				Code
				Order
				Bib

2.3.4.5 *Message Values*

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

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
UI		START_INDIC	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(7)	Send "GREEN" or "RED" to indication the light on the track.
DISPLAY		PREVIOUS	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the previous athlete. An athlete only becomes Previous when the countdown for the next competitor begins or if there is a delay.
DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current athlete. An athlete becomes Current when the countdown for the next competitor begins
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When available in all heats except in run 1**			
	Attribute	**Value**	**Description**	
	Code	ADVANTAGE		
	Pos	N/A		
	Value	s.ff (BOB & SKN) s.fff (LUG)	Send the time behind the current leader at the start	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When available**			
	Attribute	**Value**	**Description**	
	Code	STATUS		
	Pos	N/A		
	Value	SC @TrackStatus	Send status according to current sled activity	
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected When available**			
	Attribute	**Value**	**Description**	
	Code	TO_BEAT		
	Pos	Numeric 0	Send the rank which the competitor is trying to beat (1..3)	
	Value	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Send the time needed (to beat) for the corresponding rank (in @Pos). Do not send minutes if zero.	
DISPLAY		CURRENT_SUB	N/A	Element Expected: Luge relay
	Attribute	**M/O**	**Value**	**Description**

	Value	M	S(20) without leading zeroes	Send the competitor ID of the current or about to start competitor. (in the case of team event this is the individual or double)
DISPLAY		NEXT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor (the one after the present CURRENT). (in the case of team event this is the team)

Sample (General)

```
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="START_INDIC" Value="RED" >
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="2111355" >
    <Extension Code="TO_BEAT" Pos="1" Value="54.58" />
    <Extension Code="TO_BEAT" Pos="2" Value="55.03" />
    <Extension Code="TO_BEAT" Pos="3" Value="55.17" />
    <Extension Code="ADVANTAGE" Value="-0.92" />
    <Extension Code="STATUS" Value="RUNNING" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="2231355" />
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit (not cumulative)
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	The result of the competitor in the event unit
IRM	O	SC @IRM	The invalid result mark, if applicable Send if @ResultType is IRM
SortOrder	M	Numeric #0	This attribute is a sequential number with the start order of the competitors in the unit.
StartOrder	O	Numeric #0	Competitor's start order
StartSortOrder	M	Numeric #0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Time Behind (0.00 / 0.000 for the leader) - for faster than leader, + for slower than leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available except luge teams
Attribute	**M/O**	**Value**	**Description**
Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point in the current run (not cumulative over all runs). Do not send minutes if zero.

	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader not considering the current sled. This is compared to the leader before the current competitor so will be negative if faster.
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When available except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Speed at this point in km/h
	Value2	M	Numeric ##0.00	Speed at this point in mph
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...). Element Expected: When available in all heats except heat 1 & except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs. Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Send the time behind the leader not considering the current sled but considering all runs. (0.00 / 0.000 for leader). Negative if faster than leader.
PROGRESS		SC @Leg	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: When data is available in luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Cumulative time at the intermediate point considering all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.

	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader). - means faster than leader, + means behind leader.
SPEED		MAX	N/A	Element Expected: When data is available except luge teams
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph

Sample (General)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:09.59" Diff="0.00" StartOrder="5" >
  <Competitor Type="A" Code="123456" Organisation="AUS" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="S" Value="5.05" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="17.50" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="28.56" Rank="1" SortOrder="1" Diff="0.00" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="41.50" Rank="2" SortOrder="2" Diff="+0.02" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4" Value="51.58" Rank="1" SortOrder="1" Diff="0.00" />
..
  </ExtendedResults>
  <Composition>
    <Athlete
```

Element: Competition /Result /Competitor (1,N) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Bib	O	S(2)	Team Bib number in BOB & LUG
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **This element is only used in the case of the team event in Luge.**			
Type	**Code**	**Pos**	**Description**
PROGRESS	INTERMEDIATE	S(1)	Pos Description:

				Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Speed at this point in km/h.
	Value2	M	Numeric ##0.00	Speed at this point in mph
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).
SPEED		MAX	N/A	Element Expected:

				When data is available in luge teams individuals
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph.
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph.

Element: Competition /Result /Competitor /Composition /Team (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	ID of the pair
Order	M	Numeric 0	Order within the competitor, value is 1.

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N) **Only applies for the pair in Luge Relay**				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (R, 1, 2...F). R is the reaction time and F is the leg finish time. Element Expected: When data is available in luge relay doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Cumulative time at the intermediate point in the current leg (not cumulative over all legs). Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader)
PROGRESS		SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N Element Expected: When data is available in luge relay doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Speed at this point in km/h
	Value2	M	Numeric ##0.00	Speed at this point in mph
CUMULATIVE		INTERMEDIATE	S(1)	Pos Description:

				Intermediate point where the intermediate time is recorded (1, 2...F). Where F is the finish of the leg. Element Expected: When data is available in luge teams doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	m:ss.fff	Cumulative time at the intermediate point considering all legs in the event. Do not send minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point.
	Diff	O	[+/-]s.fff	Send the time behind the leader at the corresponding intermediate point for the current run. (0.000 for leader).
SPEED		MAX	N/A	Element Expected: When data is available in luge relay doubles
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.00	Send the designated maximum speed in kph
	Value2	M	Numeric ##0.00	Send the designated maximum speed in mph

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N) **Only for pair in luge relay**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeros	Athlete ID
Order	M	Numeric 0	Order within the pair
Bib	O	S(5)	Bib number

Sample (Team)

```
<Result Rank="1" Result="1:43.212" ResultType="TIME" SortOrder="1" Diff="0.000" StartOrder="5" StartSortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="1" Value="12.356" Rank="2" SortOrder="2" Diff="+0.095" />
    <ExtendedResult Type="PROGRESS" Code="LEG1" Pos="2" Value="24.806" Rank="1" SortOrder="1" Diff="0.000" />
…
    <ExtendedResult Type="PROGRESS" Code="LEG3" Pos="2" Value="1:34.668" Rank="1" SortOrder="1" Diff="0.000" />
    <ExtendedResult Type="PROGRESS" Code="LEG3" Pos="F" Value="1:43.212" Rank="1" SortOrder="1" Diff="0.000" />
  </ExtendedResults>
  <Competitor Code="LUGXRELAY4--USA01" Type="T" Organisation="USA" Bib="5">
      <Composition>
        <Athlete Code="8580024" Order="1" Bib="5-1">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="12.356" Rank="2" SortOrder="2"
Diff="+0.095" />
…
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="33.200" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="91.18" Value2="57.0" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="91.18" Value2="57.0" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG1" />
          </ExtendedResults>
        </Athlete>
        <Athlete Code="8580027" Order="2" Bib="5-2">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.304" Rank="2" SortOrder="2"
Diff="+0.047" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.885" Rank="2" SortOrder="2"
Diff="+0.136" />
…
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="84.11" Value2="52.2" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="84.11" Value2="52.2" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG2" />
          </ExtendedResults>
        </Athlete>
        <Team Code="LUGODOUBLES-USA02" Order="1" Bib="5-3">
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="R" Value="1.205" Rank="1" SortOrder="1"
Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="13.333" Rank="1" SortOrder="1"
Diff="0.000" />
…
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="1:43.212" Rank="1" SortOrder="1" Diff="0.000" />
            <ExtendedResult Type="PROGRESS" Code="SPEED" Pos="1" Value="83.15" Value2="51.9" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="83.15" Value2="51.9" />
            <ExtendedResult Type="ER" Code="LEG" Value="LEG3" />
          </ExtendedResults>
          <Composition>
            <Athlete Code="8580026" Order="1"/>
            <Athlete Code="8580047" Order="2"/>
          </Composition>
```

2.3.4.6 Message Sort

Sort by Result @SortOrder.

2.3.5 Cumulative Results

2.3.5.1 Description

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

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the event Note that this message is not applicable for training.
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 START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

- Send when the start list of the first unit is sent (START_LIST)
- Send after each competitor passes each intermediate during each run including the first run (LIVE)
- Send after each run is OFFICIAL (INTERMEDIATE)
- Send with ResultStatus INTERMEDIATE if the unit is interrupted following the normal practice in the sport
- Send after the last run complete (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)
- Send as PROTESTED if the result is protested according to the sport rules

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	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		Diff					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		
					RankEqual		
					ResultType		
					Result		

					IRM		
					Diff		
					SortOrder		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value
							Value2
							Rank
							RankEqual
							SortOrder
							Diff
		Competitor (1,1)					
			Code				
			Type				
			Organisation				
			Description (0,1)				
				TeamName			
			Composition (1,1)				
				Athlete (0,N)			
					Code		
					Order		
					Description (1,1)		
						GivenName	
						FamilyName	
						Gender	
						Organisation	
						BirthDate	
						IFId	

2.3.5.5 Message Values

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
EI		LAST_QUAL	N/A	Element Expected: As soon as it is known during the penultimate race.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (in penultimate race). In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC @Unit	Full RSC of the first unit (if not started), current (if live) 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.
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1) Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location ENG Description (not code) from Common Codes

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	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
RankEqual	O	S(1)	Send "Y" in case of the Rank has been equalled else do not send. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run and this attribute is applicable.
ResultType	O	SC @ResultType	Result type

			At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative result Send just in the case @ResultType is TIME At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
IRM	O	SC @IRM	IRM for the cumulative result. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	The code which indicates the competitor is qualified for the final run. Only send during/after the penultimate run.
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Cumulative time behind the leader, send 0.00 for the leader. At the start of a new run (2,3,4) this data is removed (for all competitors) until the competitor has completed the run.
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.

Element: Competition /Result /ResultItems /ResultItem (1,N)

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to.
Order	M	Numeric #0	Logical order of the sub-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	S(2)	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem. Send CANCELLED if this unit is cancelled
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem. Do not send minutes of zero.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the unit identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Time behind the leader for this run, send 0.00 for the leader.
SortOrder	M	Numeric	Used to sort all results in the unit identified /ResultItems /ResultItem.

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

Type	Code	Pos	Description
ER	START	N/A	Element Expected: When available
Attribute	**M/O**	**Value**	**Description**
Value	M	s.ff (BOB & SKN) s.fff (LUG)	Start Time
ER	START_BEST	N/A	Element Expected: If Applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if this run was the best start time for this competitor else do not send.
SPEED	MAX	N/A	Element Expected: When data is available
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.00	Send the designated maximum speed in km/h
Value2	M	Numeric ##0.00	Send the designated maximum speed in mph
ER	SPEED_BEST	N/A	Element Expected: If Applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send "Y" if this run was highest speed for this competitor else do not send.
CUMULATIVE	INTERMEDIATE	S(1)	Pos Description: Intermediate point where the intermediate time is recorded (S, 1, 2...F). Element Expected: For the second and subsequent runs only.
Attribute	**M/O**	**Value**	**Description**
Value	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Cumulative time at the intermediate point considering all runs to this point. Do not send minutes if zero. Do not send in first run.
Rank	O	S(2)	Send the rank
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent
SortOrder	M	Numeric #0	Send the order of the competitor at the intermediate point
Diff	O	[+/-]s.ff (BOB & SKN) [+/-]s.fff (LUG)	Cumulative time behind leader at the intermediate point considering all runs to this point.
PROGRESS	SPEED	S(2)	Pos Description: Speed trap point as defined in DT_CONFIG, 1..N for this run Element Expected: When available except luge teams
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0.00	Speed at this point in km/h
Value2	M	Numeric	Speed at this point in mph

			##0.00	

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)	T for team, A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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 (Skeleton)

```
<Result Rank="2" ResultType="TIME" Result="2:19.15" SortOrder="2" Diff="0.02">
  <ResultItems>
    <ResultItem Unit="SKNMSINGLES----------FNL-000101--" >
        <Result Rank="2" ResultType="TIME" Result="1:09.59" Diff="0.02" >
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="START" Value="5.05" />
            <ExtendedResult Type="ER" Code="START_BEST" Value="Y" />
            <ExtendedResult Type="ER" Code="SPEED" Value="134.14" />
          </ExtendedResults>
        </Result>
    </ResultItem>
    <ResultItem Unit="SKNMSINGLES----------FNL-000102--" >
        <Result Rank="1" ResultType="TIME" Result="1:09.56" Diff="0.00" >
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="START" Value="5.07" />
            <ExtendedResult Type="SPEED" Code="MAX" Value="135.14" />
            <ExtendedResult Type="ER" Code="SPEED_BEST" Value="Y" />
            <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="S"  Value="2:15.02"  Diff="0.07"  SortOrder="4"
Rank="4"/>
            <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="1"  Value="2:25.34"  Diff="0.09"  SortOrder="5"
Rank="5"/>
            <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="2"  Value="2:53.45"  Diff="0.07"  SortOrder="2"
Rank="4"/>
...
            <ExtendedResult  Type="CUMULATIVE"  Code="INTERMEDIATE"  Pos="F"  Value="2:13.45"  Diff="0.08"  SortOrder="3"
Rank="3"/>
          </ExtendedResults>
        </Result>
    </ResultItem>
  </ResultItems>
```

2.3.5.6 Message Sort

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

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

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

2.3.6 Event Final Ranking

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Full RSC of the Event, one message is sent for each 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. 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.

2.3.6.3 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.

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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			

			EventName		
			Gender		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		SortOrder			
		Competitor (1,1)			
			Code		
			Type		
			Organisation		
			Description (0,1)		
				TeamName	
				IFId	
			Composition (1,1)		
				Athlete (0,N)	
					Code
					Order
					Description (1,1)
						GivenName
						FamilyName
						Gender
						Organisation
						BirthDate
						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 /SportDescription (0,1) **Sport Description in text**			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes

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

Element: Competition /Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Final rank of the competitor in the corresponding event. It is optional because the competitor can be disqualified.
RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss.ff (BOB & SKN) m:ss.fff (LUG)	Total time for the competitor. Only include if completed the same number of runs as the winner (so times are comparable).
IRM	O	SC @IRM	Send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

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. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	**M/O**	**Value**	**Description**
TeamName	M	S(73)	Name of the team. Only applies for teams.
IFId	O	S(16)	Team IF number, send if available

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

Element: 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 Rank="16" ResultType="TIME" Result="4:36.26" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
        <Description GivenName="James" FamilyName="Black" Gender="M" Organisation="SUI" BirthDate="1994-12-18" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="TIME" Result="4:37.84" SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="NZL" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.6.6 Message Sort

Sort by Result @SortOrder

2.3.7 Configuration

2.3.7.1 Description

The Configuration is a message containing general configuration.

Send as soon as available for each unit in separate message.

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, send one message per unit.
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.

2.3.7.3 Trigger and Frequency

- The message is sent prior to any ODF Sports message sending one message for each unit.
- Trigger also after any change, but considering that, if possible, the configuration for each unit must be provided before the start list.
- If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Configs (1,1)			
		Config (1,N)		
			Unit	
			ExtendedConfig (1,N)	

	Type
	Code
	Pos
	Value

2.3.7.5 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 /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit	Full RSC (34) at unit level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
COURSE	LENGTH	N/A	Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ###0	Send the total length of the track in m.
COURSE	ALTITUDE	N/A	Element Expected: Always
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	**Value**	**Description**	
Code	DROP		
Pos	N/A		
Value	Numeric ###0	Send the total vertical drop in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	**Value**	**Description**	
Code	FINISH		
Pos	N/A		
Value	Numeric ###0	Send the altitude at the finish in metres	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
Attribute	**Value**	**Description**	
Code	START		

	Pos	N/A		
	Value	Numeric ###0	Send the altitude at the start point in metres	
EC		INTERMEDIATE	S(1)	Pos Description: Send the value that identifies the intermediate point, S for Start Time point, 1 to n for intermediates along the course and F for the finish line. "R" for reaction time. R is only applicable in LUG Team Relay competition. Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ####0	Send distance in metres at this intermediate point from the start.
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0	Send the total number of intermediate points where the time is recorded including F.
EC		SPEED	Numeric 0	Pos Description: Send the value that identifies the speed trap. Sequential numbering 1..n over all speed traps on the course. (starting from the first point in the track, and following in chronological order) Element Expected: For all Speed traps
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send T for top speed, S for start speed or the number of the speed (like "1")
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	INT_ORDER		
	Pos	N/A		
	Value	S(2)	The @Pos of the intermediate point at or immediately before this speed trap.	
EC		SPEED_NUM	N/A	Element Expected: Always if not zero.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the total number of speed traps.
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify
QUALIFICATION		TO_RANK	N/A	Element Expected:

				When applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION		QUAL_RULE	N/A	Element Expected: When applicable, usually only in the penultimate run.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.

Sample (General)

```
<Configs>
  <Config>
    <ExtendedConfig Type="COURSE" Code="LENGTH" Value="1500" />
    <ExtendedConfig Type="COURSE" Code="ALTITUDE" >
      <ExtendedConfigItem Code="START" Value="836" />
      <ExtendedConfigItem Code="FINISH" Value="704" />
      <ExtendedConfigItem Code="DROP" Value="132" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="S" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="340" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="655" >
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="926" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="1273" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="1500" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="6" />
    <ExtendedConfig Type="EC" Code="SPEED" Pos="1" />
      <ExtendedConfigItem Code="INT_ORDER" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED" Pos="2" />
      <ExtendedConfigItem Code="INT_ORDER" Value="3" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SPEED_NUM" Value="2" />
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="20" />
  </Config>
</Configs>
```

2.3.7.6 Message Sort

There is no general message sorting rule.

3 Document Control

Version history		
Version	**Date**	**Comments**
V1.0	20 Sep 2019	First version
V1.1	27 Feb 2020	Updated after review
V1.2	2 Mar 2020	Updated
V1.3	13 Mar 2020	Updated
V1.4	5 Jun 2020	Updated with CR19497
V1.5	14 Aug 2020	Change to APP
V1.6	30 Oct 2020	CR020624
V1.7	18 Dec 2020	Updated
V1.8	12 Feb 2021	Updated with CR
V1.9	9 Aug 2021	After Homologation
V2.0	10 Sep 2021	DT_ACHIEVEMENT added
V3.0	5 May 2023	First version for Gangwon
V3.1	28 Jul 2023	Updated with ORIS 1.1

Change Log		
Version	**Status**	**Changes on version**
V1.0	SFR	First version DT_CURRENT: Change DISPLAY/CURRENT/STATUS to use SC @TrackStatus at ExtendedInfos DT_RESULT: Applied teams of teams DT_RESULT: Note only include Pilot in BOB training. DT_RESULT: Added acceleration time DT_CUMULATIVE_RESULT: Added Diff in each run
V1.1	SFR	DT_RANKING: Remove ExtendedInfos /VenueDescription DT_CUMULATIVE_RESULT: Add PROGRESS/SPEED at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult
V1.2	SFA	DT_RESULT: Updated sample for luge relay DT_CURRENT: Updated sample for luge relay
V1.3	SFA	Applicable Messages: Add DT_PIC Applicable Messages: Add note about message responsibilities DT_TEAM_PARTIC: Remove the BOB team name information as NOC name applies DT_RESULT: Add PROTESTED in Header Values ResultStatus & Trigger DT_RESULT: Update triggering for PROTESTED and INTERMEDIATE DT_RESULT: Update Code at PROGRESS/LEGx to PROGRESS/SC @Leg @Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value at ER/LEG to SC @Leg @Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update Value at ER/LEG to SC @Leg @Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult DT_CURRENT: Update Code at PROGRESS/LEGx to PROGRESS/SC @Leg @Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add ResultsStatus START_LIST DT_CUMULATIVE_RESULT: Add SPEED/MAX @Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Delete ER/SPEED @Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult Update SortOrder to be mandatory in all ExtendedResults
V1.4	SFA	DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]

		DT_CURRENT: Update triggering for re-started units.
V1.5	APP	Add Section 2.1 DT_CUMULATIVE_RESULT: Update Result /ResultItems /ResultItem /Result /ResultType
V1.6	APP	DT_RESULT: Removed acceleration time
V1.7	APP	DT_RECORD: Correct Value at Record /RecordType /RecordData /Result (HPQC194954) Add timeline
V1.8	APP	DT_WEATHER: Update triggering [CR021512] DT_WEATHER: Update Weather/Conditions/Code to add GEN [CR021512]
V1.9	APP	DT_PARTIC_TEAMS: Update description for Team/TeamType [HPQC197706] DT_CURRENT: Add DISPLAY/PREVIOUS at ExtendedInfos /ExtendedInfo [CR023234] DT_CURRENT: Update DISPLAY/NEXT and DISPLAY/CURRENT at ExtendedInfos /ExtendedInfo [CR023234] DT_CURRENT: Update triggering [CR023234]
V2.0	APP	DT_ACHIEVEMENT: Message added. CR023194 (not extended)
V3.0	SFA	DT_PARTIC: Update ENTRY/POSITION at Participant /Discipline /RegisteredEvent /EventEntry DT_PARTIC_TEAMS: Update Description (to remove BOB) DT_RESULT: Update EUE/POSITION at Result /Competitor /Composition /Athlete /EventUnitEntry DT_WEATHER: Remove Records removed throughout
V3.1	SFA	Update speed throughout to two decimals