



# Olympic Data Feed



## Equestrian ODF Data Dictionary

Technology and Information Department  
© International Olympic Committee

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# 1 Introduction

## 1.1 This document

This document includes the ODF Equestrian 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 Equestrian Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the competition is run.

## 1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



## 2 Messages

### 2.1 Equestrian Overview

#### DRESSAGE

- \* The dressage competition comprises two separate events, team and individual.
- \* The initial competition (Grand Prix) is a qualifier for both the team and individual finals. The finals are conducted separately, and no scores carry over from the qualification.
- \* There are two separate DT\_RESULTS for the qualification as it applies to team and individual events. No cumulative messages.

#### EVENTING

- \* There are two events in eventing, team and individual. These are conducted concurrently except for the last unit which only applies for individual. The competition is cumulative.
- \* For each part of the competition there will be separate DT\_RESULTS for each unit (and separate individual and team). Additionally, there is a DT\_CUMULATIVE\_RESULT for the overall event scores (separated individual and team).

#### JUMPING

- \* Only the DT\_RESULT message is used for jumping as each unit is stand-alone and no scores are carried forward. Team and individual are conducted separately.

#### SCHEDULE

- \* JUMPING: As all units are stand-alone the schedule is distributed at unit level (schedule=Y) which matches DT\_RESULT
- \* DRESSAGE and EVENTING: Each of these competitions are combined in the various phases and the schedule message includes these combined descriptions (schedule=Y). In addition, the units used for DT\_RESULTS will also be included in the schedule

#### PARALYMPICS

Only dressage is included in the Paralympic Games and athlete class is also applicable.

### 2.2 Applicable Messages

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

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

Message Type	Message Name	Message\nextended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	



DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_PARTIC_HORSES DT_PARTIC_HORSES_UPDATE	/ List of horses / List of horses update	X
DT_RESULT	Event Unit Start List and Results	X
DT_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_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_BIO_HOR	Horse 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.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

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

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

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

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic athletes (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
Version	1..V	Version number associated to the message's content. Ascending number
FeedFlag	"P" - Production	Test message or production message.





	"T" - Test	
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 Trigger and Frequency

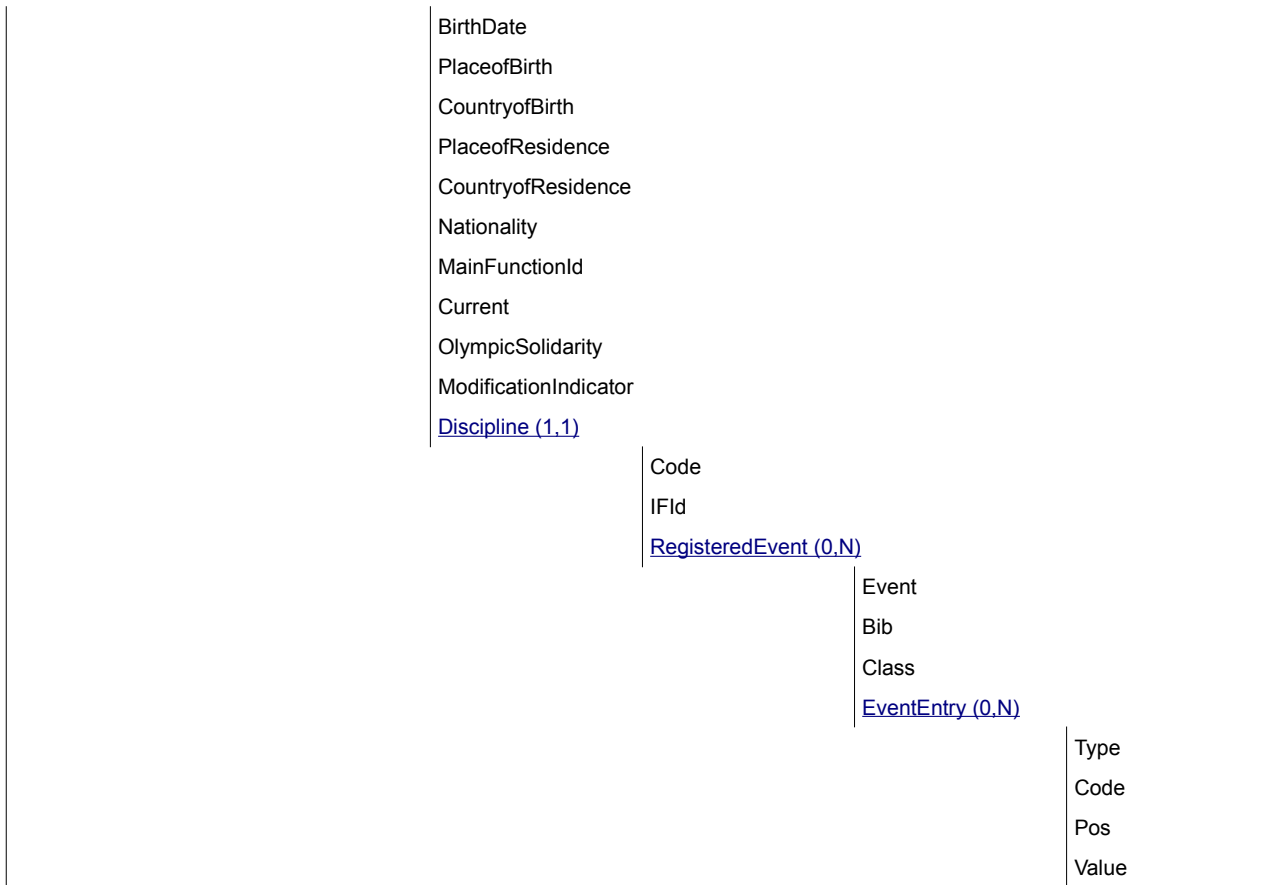
The DT\_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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
<a href="#">Competition (0.1)</a>	Gen Sport Codes				
	<a href="#">Participant (1.N)</a>	Code Parent Status GivenName FamilyName PassportGivenName PassportFamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName LocalFamilyName LocalGivenName Gender Organisation			



### 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-EQU-1.10" Codes="SOG-2020-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Participant's ID.



		zeroes	<p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender



Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FEI code (competitor's federation number for the discipline). It will be included when data available. May not be available for some athletes.

**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
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Event	M	<a href="#">CC @Event</a>	Full RSC of the Event
Bib	O	S(4)	Rider No. This will be the Rider Number not the Horse Number. For Dressage and Jumping (where horse and rider numbers are the same) it will be sent once the horse numbers are allocated. For Eventing it will not be sent until the rider numbers are allocated following the draw. Example: For dressage 201,202 etc. For jumping 301, 302 etc. For eventing 1, 2 etc.
Class	O	CC @DisciplineClass	Code to identify the Class in the event. This attribute is mandatory for athletes in Para-Sports

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific athlete's event entries.				
Type	Code	Pos	Description	
ENTRY	HORSE_ID	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the Horse Id (Horse /Code from DT_PARTIC_HORSE)
ENTRY	RANK_WLD	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	FEI rider world rank.
ENTRY	RANK_PTS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	FEI rider world rank points
ENTRY	PROFILE	N/A	Element Expected: Paralympic Games only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(10)	Competitor's Profile Code

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 List of teams / List of teams update

### 2.3.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	S(20)	SYNC if the message is for re-synchronisation for ODF clients. Only sent after control is transferred to the venue (else not included). HISTORICAL if the message is from the historical results provider and only includes historic teams (else not included). Neither are ever included in _UPDATE messages. HISTORICAL is not sent to external clients.
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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>				
	Gen			
	Sport			
	Codes			
	<a href="#">Team (1,N)</a>			
		Code		
		Organisation		
		Name		
		ShortName		
		TVTeamName		
		Gender		
		Current		
		TeamType		
		ModificationIndicator		
		<a href="#">Composition (0,1)</a>		
			<a href="#">Athlete (0,N)</a>	
				Code
				Order
		<a href="#">Discipline (0,1)</a>		
			Code	
			<a href="#">RegisteredEvent (0,1)</a>	
				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	<a href="#">CC @Organisation</a>	Team organisation's ID



Name	M	S(73)	Team's name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Use ORG.
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.
Order	O	Numeric	Team member order

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

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

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

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

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

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

### 2.3.2.6 Message Sort

The message is sorted by Team @Code.





## 2.3.3 List of horses / List of horses update

### 2.3.3.1 Description

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

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

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

### 2.3.3.2 Header Values

The following table describes the message header attributes.

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

### 2.3.3.3 Trigger and Frequency

The DT\_PARTIC\_HORSES message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_HORSES\_UPDATE messages are sent.

The DT\_PARTIC\_HORSES\_UPDATE message is triggered when there is a modification in the data for any horse after the transfer of control to OVR.



### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0,1)</a>			
	Gen		
	Sport		
	Codes		
	<a href="#">Horse (1,N)</a>		
		Code	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	
		Groom	
		ModificationIndicator	
		<a href="#">Entry (0,N)</a>	
			Type
			Code
			Pos
			Value

### 2.3.3.5 Message Values

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

Element: Competition /Horse (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID



Name	M	S(25)	Horse's name in upper case.
Organisation	M	<a href="#">CC @Organisation</a>	Horse's organisation.
Sex	O	<a href="#">CC @HorseSex</a>	Horse's sex. Send when information is available
YearBirth	O	Numeric ####	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's federation ID
ColourCode	O	<a href="#">CC @HorseColour</a>	Horse's colour code. Send when information is available
BreedCode	O	<a href="#">CC @HorseBreed</a>	Horse's breed code. Send when information is available
Sire	O	S(25)	Horse's sire. Send when information is available. The content is expected in upper case.
Owner	O	S(35)	Horse's primary (first) owner. Send when information is available. The content is expected in upper case for a company or Print Name format for a person.
SecondOwner	O	S(35)	Horse's secondary owner. Send when available. The content is expected in upper case for a company or Print Name format for a person.
Groom	O	S(35)	Horse's groom. Send when information is available.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only  N - New horse (any horse but particularly for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse  If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then updates the horse information to the existing one If ModificationIndicator='D', then deletes the horse

Element: Competition /Horse /Entry (0,N)				
Only when there are entries specific for the horse.				
Type	Code	Pos	Description	
ENTRY	COUNTRY_BIRTH	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Country</a>	Send the Birth Country
ENTRY	HORSE_NUM	N/A	Element Expected: As soon as known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the Horse No. as used in ORIS
ENTRY	DISCIPLINE	N/A	Element Expected: If known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @HorseDiscipline</a>	Horse discipline code (DRESSAGE, EVENTING, JUMPING)



ENTRY		RESERVE	N/A	Element Expected: For reserve horses
Attribute	M/O	Value	Description	
Value	M	S(1)	Send Y if this is a reserve horse, else do not send	

### 2.3.3.6 Message Sort

The message will be sorted by Horse @Code



## 2.3.4 Event Unit Start List and Results

### 2.3.4.1 Description

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	CC @Unit CC @Phase	The DocumentCode will be sent according to the Header Values.
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	<a href="#">CC @ResultStatus</a>	Follow the general definition, taking also into account the following:  START_LIST: as soon as the start list is available and any changes [inc. IRMs] LIVE: when a new rider starts and when each rider finishes LIVE: in jumping only (including eventing jumping) send after every penalty is incurred INTERMEDIATE: at the end of every session (except the last) in each unit UNOFFICIAL / OFFICIAL: after the unit is finished
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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

- \* As soon as the start list is available and any updates [inc. IRMs] (START\_LIST)
- \* When a new rider starts and when each rider finishes (LIVE)
- \* In jumping only (including eventing jumping) send after every effort (LIVE)
- \* At the end of every session (except the last) in each unit (INTERMEDIATE)
- \* After the unit is finished (UNOFFICIAL / OFFICIAL)

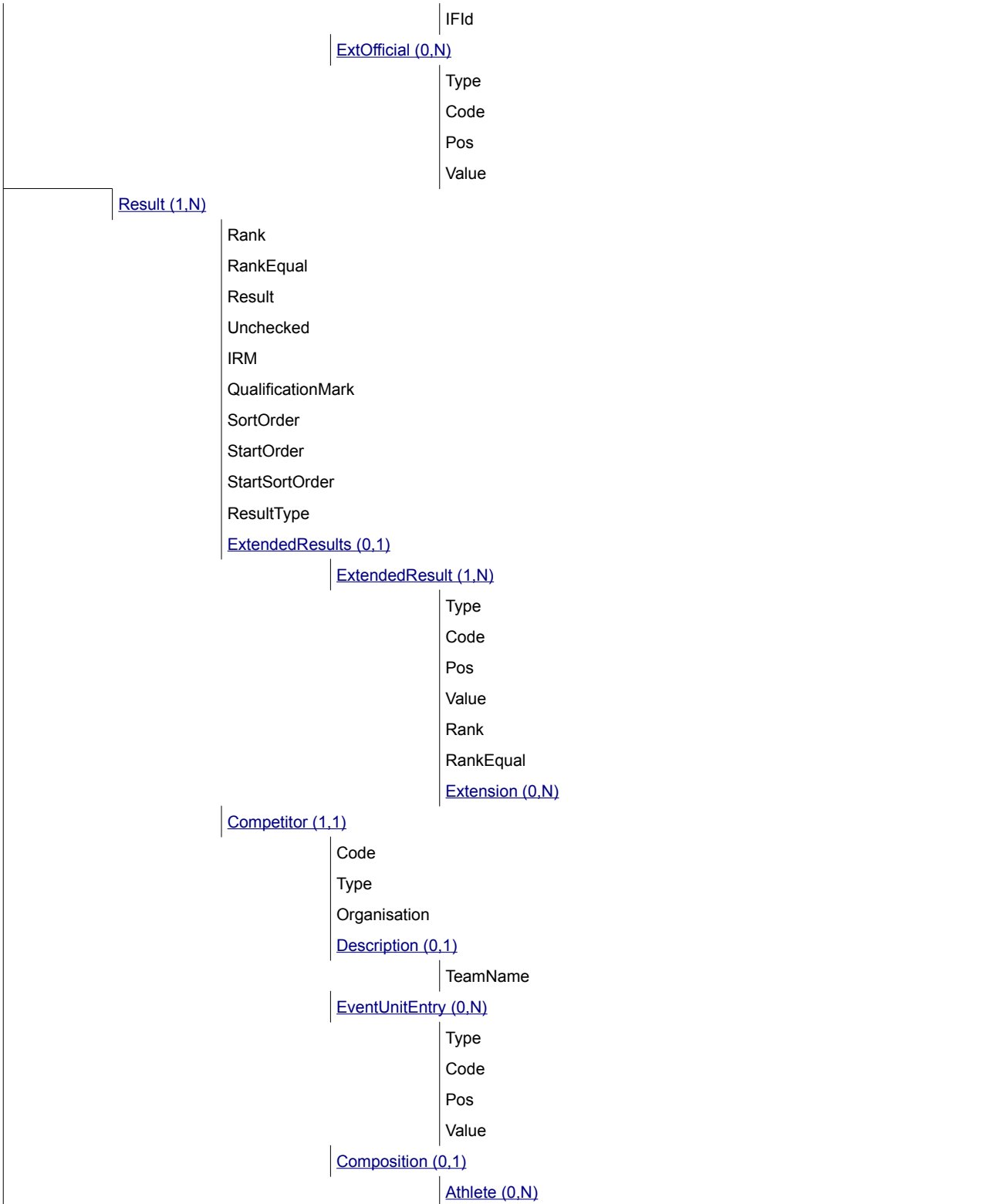


\* Trigger on any other change as appropriate (it is expected that in the Dressage GP the results will be sent again when the "Next Best" athletes are identified).

### 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	Level 9
<a href="#">Competition (0,1)</a>								
	Gen							
	Sport							
	Codes							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">UnitDateTime (0,1)</a>						
			StartDate					
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0,N)</a>					
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<a href="#">VenueDescription (0,1)</a>						
			Venue					
			VenueName					
			Location					
			LocationName					
	<a href="#">Officials (0,1)</a>							
		<a href="#">Official (1,N)</a>						
			Code					
			Function					
			Order					
			<a href="#">Description (1,1)</a>					
				GivenName				
				FamilyName				
				Gender				
				Organisation				





Code
Order
Bib
<a href="#">Description (1,1)</a>
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class
Horse
<a href="#">EventUnitEntry (0,N)</a>
Type
Code
Pos
Value
<a href="#">ExtendedResults (0,1)</a>
<a href="#">ExtendedResult (1,N)</a>
Type
Code
Pos
Value
Rank
RankEqual
<a href="#">Extension (0,N)</a>

### 2.3.4.5 Message Values

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

Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.





Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	STARTERS	N/A	Element Expected: Always after status START_LIST	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Sent the number of competitors on the start list
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric #0	Send the number of competitors whose event unit is completed (includes IRMs)	
UI	TEAM_AFTER	N/A	Element Expected: Team units dressage and jumping when ResultStatus = "INTERMEDIATE" and "LIVE".	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Sent the number of riders from a team that are counted for current team ranks.
DISPLAY	CURRENT	Numeric 0	Pos Description: For Jumping and Dressage @Pos is always 1. For cross country send 1,2,3,4 following the start order, where 1 is the first started, 2 the second started and so on for those on the course. Element Expected: When available and only when the unit is LIVE.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Sent the competitor ID(s) of the competitor(s) currently on the course
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Sent the competitor ID of the last competitor to complete ride (with score or IRM)
DISPLAY	LAST_QUAL	N/A	Element Expected: When available and applicable in individual and team units.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeros	Sent the ID of the rider (for individual units) or team (for team units) currently in the last qualifying position. For example, if the top 18 from the unit qualify then this is the ID of the rider currently ranked 18.



				This value will only be sent once the last qualifying position is occupied (e.g. only once 18 riders have competed). This value will take account of all qualification criteria (such as maximum of three from any one NOC) so the actual rank of the last qualified rider or team may change during the unit.
DISPLAY		NEXT	N/A	Element Expected: When available and only when the unit is LIVE.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the competitor next to start the course
UI		DISTANCE	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Send the Distance in metres
UI		INTERVAL	N/A	Element Expected: Only for Eventing-Cross Country units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	mm:ss	Send the Interval between horses
UI		JUMPOFF	N/A	Element Expected: Only for Jump-Off units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Send the jump-off information indicating for which medal.
UI		SPEED	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the Speed in metres/minute
UI		TIME_ALLOW	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Jumping ss Eventing Cross County mm:ss	Send the Time Allowed
UI		TIME_LIMIT	N/A	Element Expected: Jumping units (including eventing) and Eventing Cross Country unit
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Jumping ss Eventing Cross County mm:ss	Send the Time Limit



UI	HEIGHT	N/A	Element Expected: Always in jumping (not eventing jumping)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
UI	TYPE	N/A	Element Expected: Only for Eventing Jumping & Jumping units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
			Send the type information as defined in ORIS competition specifications

### Sample (General)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-17T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="DISTANCE" Value="5728" />
  <ExtendedInfo Type="UI" Code="SPEED" Value="570" />
  <ExtendedInfo Type="UI" Code="TIME_ALLOW" Value="10:03" />
  <ExtendedInfo Type="UI" Code="TIME_LIMIT" Value="20:06" />
  <ExtendedInfo Type="UI" Code="INTERVAL" Value="4:00" />
  ...
</ExtendedInfos>
```

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

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

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

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

#### Element: Competition /Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	Official's function for the event unit
Order	M	Numeric	Order of the 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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Official's organisation
IFld	O	S(16)	International Federation ID

**Element: Competition /Officials /Official /ExtOfficial (0,N)**

Type	Code	Pos	Description
EO	JURY	Numeric 0	Pos Description: Send numeric, from 1 to n (for example "1" for 1st Judge or K Judge depend on the event) Element Expected: Only for Eventing Dressage & Dressage units
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	String
	<b>Description</b>		
	Jury position, identification of the judge, normally the arena letter where they are sitting (e.g. C, M, B, E, H)		
EO	PRESIDENT	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
	<b>Description</b>		
	Flag to indicate that the official is the president of the Jury. Send "Y" if the official is the president of the Jury		

**Sample (General)**

```
<Officials>
  <Official Code="1138150" Function="J" Order="1">
    <Description GivenName="Jack" FamilyName="Smith" Gender="M" Organisation="SUI" />
    <ExtOfficial Type="EO" Code="JURY" Pos="1" Value="K" />
  </Official>
  <Official Code="1138152" Function="J" Order="2">
    <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="ESP" />
    <ExtOfficial Type="EO" Code="JURY" Pos="2" Value="E" />
  </Official>
  <Official Code="1138151" Function="J" Order="3">
    <Description GivenName="Jack" FamilyName="Brown" Gender="M" Organisation="GER" />
    <ExtOfficial Type="EO" Code="JURY" Pos="4" Value="C" />
    <ExtOfficial Type="EO" Code="PRESIDENT" Value="Y" />
  </Official>
  ....
</Officials>
```

**Element: Competition /Result (1,N)**



Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in this event unit. This attribute is optional and is not sent in eventing as there is no unit rank.
RankEqual	O	S(1)	Send "Y" in the case of equalled rank else do not send
Result	O	Numeric ##0.000 or ##0 or ##0.00	Result in the event unit. Format data for the particular event. ##0.000 for Individual Dressage ###0.000 for Team Dressage ##0 for Jumping ##0.00 for Eventing
Unchecked	O	S(1)	For dressage only, send "Y" in the case that the scores have not been validated against the paper scorecards. Do not send if not ="Y"
IRM	O	<a href="#">SC @IRM</a>	IRM for the particular event unit. Send just in the case @ResultType is IRM.
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Qualification Mark if applicable
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on Start Order before the unit and the rank after the unit, but it should be used to sort out rank ties as well as results without rank. Where there is no rank then order by cumulative rank considering IRMs etc.  For Eventing send StartOrder
StartOrder	O	S(4)	Start order of the competitor in the start list. Do not send for riders not competing in this event unit, eg. riders eliminated in previous phases.
StartSortOrder	M	Numeric	Same @StartOrder, except for riders not competing in this event unit who should have same value as @SortOrder.
ResultType	O	<a href="#">SC @ResultType</a>	Result type

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Used for individual events and for overall scores in teams.				
Type	Code	Pos	Description	
ER	TEAM_AFTER	N/A	Element Expected: Team units in Dressage and Jumping only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the number of riders from this team which have finished and count toward the team score/rank.
ER	D_ARTISTIC	N/A	Element Expected: Used for Ind. Dressage (only Grand Prix Freestyle)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.000	Send the total artistic impression score
	Rank	O	Numeric #0	Send the artistic impression total rank
	RankEqual	O	S(1)	Send "Y" if the artistic impression rank is equalled, otherwise do not send
ER	D_IRM	N/A	Element Expected:	



				Used for Ind. Eventing Dressage
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @IRM</a>	Send the IRM for Eventing Dressage
ER		D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials  Element Expected: Always in Ind. Dressage including eventing
	Attribute	M/O	Value	Description
	Value	M	Dressage Numeric #0.000  Eventing Dressage Numeric #0.00	Send the percentage score from the judge
	Rank	O	Numeric	Send the rank of the rider by this judge
	RankEqual	O	S(1)	Send "Y" if rank is equalled, otherwise do not send.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (GPF Artistic Mark)				
	Attribute	Value	Description	
	Code	ART_MARK		
	Pos	Numeric #0	General impression mark number Same number as in @Pos attribute of ARTISTIC in DT_CONFIG message	
	Value	Numeric #0.0	Send the general impression mark (Artistic)	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)				
	Attribute	Value	Description	
	Code	ARTISTIC		
	Pos	N/A	N/A	
	Value	Numeric #0.000	Send the artistic impression points	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)				
	Attribute	Value	Description	
	Code	ARTISTIC_ERANK		
	Pos	N/A	N/A	
	Value	S(1)	Send "Y" if the artistic impression rank is equalled, otherwise do not send	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)				
	Attribute	Value	Description	
	Code	ARTISTIC_RANK		
	Pos	N/A	N/A	



Value	Numeric #0	Send the artistic impression rank
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (GP and GPS, Collective Mark) and Ind. Eventing Dressage</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	COLL_MARK	
Pos	Numeric #0	General impression mark number Same number as in @Pos attribute of COLLECTIVE in DT_CONFIG message
Value	Numeric #0.0	Send the general impression mark (Collective)
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	DEDUCTION	
Pos	N/A	N/A
Value	Numeric #0.0	Send deductions by this judge, only send if not zero.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	DEDUCTION_PERCEN T	
Pos	N/A	
Value	Numeric #0.0	Send deduction % by this judge, only send if exists.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage/ Eventing Dressage</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	MOV_MARK	
Pos	Numeric #0	Movement number
Value	Numeric #0.0	Send the judge movement score
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TECH	
Pos	N/A	
Value	Numeric #0.000	Send the technical merit points
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TECH_ERANK	
Pos	N/A	



	Value	S(1)	Send "Y" if the technical merit rank is equalled, otherwise do not send	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Ind. Dressage (only Grand Prix Freestyle)</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TECH_RANK		
	Pos	N/A		
	Value	Numeric #0	Send the technical merit rank	
ER		D_PERCENT	N/A	Element Expected: Used for Ind. Eventing Dressage individual messages
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties)
ER		D_TECH	N/A	Element Expected: Used for Ind. Dressage (only Grand Prix Freestyle)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.000	Send the technical merit points
	Rank	O	Numeric #0	Send the technical merit total rank
	RankEqual	O	S(1)	Send "Y" if the technical merit rank is equalled, otherwise do not send
ER		D_TOTAL_PEN	N/A	Element Expected: Used for Ind. Eventing Dressage
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send total penalties for Eventing Dressage
ER		J_IRM	N/A	Element Expected: Used for Ind. Eventing Jumping.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send the IRM for jumping
ER		J_J_PEN	N/A	Element Expected: Used for Ind. Eventing Jumping and Ind. Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the Jump Penalty
ER		J_T_PEN	N/A	Element Expected: Used for Ind. Eventing Jumping and Ind. Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or Numeric	Send the Time Penalty





			#0.00 for Eventing	
ER		J_TIME	N/A	Element Expected: Used for Ind. & Team Jumping & Ind. Eventing Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss.ff	Send the time for Jumping
ER		J_TOTAL_PEN	N/A	Element Expected: Used for Ind. & Team Jumping & Ind. Eventing Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.##	Send total penalties for Ind. Jumping & Ind. Eventing Jumping
ER		XC_ADD_PEN	N/A	Element Expected: Used for Ind. Eventing Cross-Country, only send if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the additional penalty
ER		EFFORTS	N/A	Element Expected: Only for Ind. Eventing Cross-Country & Jumping and Individual Jumping
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Ind. Eventing Cross-Country &amp; Jumping and Individual Jumping</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Effort Penalty	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Ind. Eventing Cross-Country &amp; Jumping and Individual Jumping, only send if needed</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME2		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Second Effort Penalty	
ER		XC_IRM	N/A	Element Expected: Used for Ind. Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send the IRM for Cross-Country
ER		XC_J_PEN	N/A	Element Expected: Always for Ind. Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Send the XC Jump Penalty
ER		XC_T_PEN	N/A	Element Expected:



				Used for Ind. Eventing Cross-Country
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.00	Send the XC Time Penalty
ER		XC_TIME	N/A	Element Expected: Used for Ind. Eventing Cross-Country
	Attribute	M/O	Value	Description
	Value	M	m:ss	Send the time for Cross-Country
ER		XC_TOTAL_PEN	N/A	Element Expected: Used for Ind. Eventing Cross-Country
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Send total penalties for Cross-Country

### Sample (Ind. Dressage)

```
<Result Rank="1" ResultType="POINTS" QualificationMark="Q" Result="83.663" SortOrder="1" StartOrder="12"
StartSortOrder="12">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="D_JUDGE" Pos="1" Rank="1" Value="81.915" >
      <Extension Code="MOV_MARK" Pos="1" Value="8.0" />
      <Extension Code="MOV_MARK" Pos="2" Value="8.0" />
      <Extension Code="MOV_MARK" Pos="3" Value="8.0" />
      <Extension Code="MOV_MARK" Pos="4" Value="9.0" />
      <Extension Code="MOV_MARK" Pos="5" Value="7.0" />
      ...
      <Extension Code="COLL_MARK" Pos="37" Value="9.0" />
    </ExtendedResult>
    <ExtendedResult Type="ER" Code="D_JUDGE" Pos="2" Rank="1" Value="85.213" >
      ...
    </ExtendedResult>
  </ExtendedResults>
```

### Sample (Ind. Eventing)

```
<Result ...>
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="XC_TIME" Value="9:55" />
    <ExtendedResult Type="ER" Code="XC_T_PEN" Value="60.00" />
    <ExtendedResult Type="ER" Code="XC_J_PEN" Value="8.00" />
    <ExtendedResult Type="ER" Code="XC_TOTAL_PEN" Value="68.00" />
    <ExtendedResult Type="ER" Code="XC_EFFORTS" >
      <Extension Code="OUTCOME" Pos="1" Value="CL" />
      <Extension Code="OUTCOME" Pos="2" Value="CL" />
      <Extension Code="OUTCOME" Pos="3" Value="CL" />
      <Extension Code="OUTCOME" Pos="4" Value="CL" />
      <Extension Code="OUTCOME" Pos="5" Value="R" />
      <Extension Code="OUTCOME" Pos="6" Value="CL" />
      ...
    </ExtendedResult>
```

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



Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	O	<a href="#">CC @Organisation</a>	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 /EventUnitEntry (0,N) For team event information			
Type	Code	Pos	Description
EUE	JUMPOFF	N/A	Element Expected: For team jump-off
Attribute	M/O	Value	Description
Value	M	<a href="#">SC @JumpOff</a>	Send the proposed code if applicable

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(4)	Rider No.

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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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



Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	HORSE_ID	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the ID of the Horse (Horse /Code from DT_PARTIC_HORSE)
EUE	HORSE_NUM	N/A	Element Expected: For all dressage and jumping units (not including eventing)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the Horse No.
EUE	JUMPOFF	N/A	Element Expected: For individual jump-off	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @JumpOff</a>	Send the proposed code
EUE	START_TIME	Numeric 0	Pos Description: Send the day number within the competition phase. For competitions held in one day do not send. For competitions held over multiple days send "1" or "2" ... as appropriate. Element Expected: Only for dressage and cross country	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm:ss	Send the Start time
EUE	START_SESS	N/A	Element Expected: Only for dressage and cross country if there are multiple sessions.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the session number within the phase.
EUE	START_ORDER	N/A	Element Expected: Each unit of team dressage only. (including Paralympic)	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the start order of the athlete
EUE	TEAM_MEMBER	N/A	Element Expected: Always for units with a team competition. Send only in Individual units, not in Team units.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" If the rider belongs to a team else do not send.
EUE	TEAM_ONLY	N/A	Element Expected: Always for units with a team competition if this athlete is only in the team competition	



			(and not in individual)
Attribute	M/O	Value	Description
Value	M	S(1)	Send "Y" if the rider is team only.

### Sample (General)

```
<EventUnitEntry Type="EUE" Code="START_TIME" Pos="2" Value="10:24:00" />
<EventUnitEntry Type="EUE" Code="TEAM_MEMBER" Value="Y" />
<EventUnitEntry Type="EUE" Code="HORSE_ID" Value="H234123" />
<EventUnitEntry Type="EUE" Code="HORSE_NUM" Value="123" />
```

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
This element is only applicable in team events, must not be sent in individual events.			
Type	Code	Pos	Description
ER	D_IRM	N/A	Element Expected: Used for Dressage
Attribute	M/O	Value	Description
Value	M	<a href="#">SC @IRM</a>	Send the IRM for Dressage
ER	D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials  Element Expected: Always in Dressage including eventing
Attribute	M/O	Value	Description
Value	M	Dressage Numeric ###0.0  Eventing Dressage Numeric #0.00	Send the score from the judge
Rank	O	Numeric	Send the rank of the rider by this judge
RankEqual	O	S(1)	Send "Y" if rank is equaled, otherwise do not send.
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable			
Attribute	Value	Description	
Code	DEDUCTION		
Pos	N/A	N/A	
Value	Numeric #0.0	Send deductions by this judge, only send if not zero.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable			
Attribute	Value	Description	
Code	DEDUCTION_PERCENT		



	Pos	N/A		
	Value	Numeric #0.0	Send deduction % by this judge, only send if exists.	
ER		D_TOTAL	N/A	Element Expected: Team dressage and team eventing.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0.0##	Total for the athlete in dressage
ER		J_IRM	N/A	Element Expected: Used for Team Eventing and Team Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send the IRM for Jumping
ER		J_TIME	N/A	Element Expected: Used for Team Eventing Jumping and Team Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	ss.ff	Send the time for Jumping
ER		J_T_PEN	N/A	Element Expected: Used for Team Eventing Jumping and Team Jumping, but not expected if an IRM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or Numeric #0.00 for Eventing	Send the Time Penalty
ER		J_J_PEN	N/A	Element Expected: Used for Team Eventing Jumping and Team Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the Jump Penalty
ER		J_TOTAL_PEN	N/A	Element Expected: Used for Team Jumping & Team Eventing Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.##	Send total penalties for Team Jumping & Eventing Jumping
ER		XC_IRM	N/A	Element Expected: Used for Team Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send the IRM for Cross-Country
ER		XC_J_PEN	N/A	Element Expected: Used for Team Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Send the XC Jump Penalty
ER		XC_T_PEN	N/A	Element Expected:



				Used for Team Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Send the XC Time Penalty
ER		XC_TIME	N/A	Element Expected: Used for Team Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Send the time for Cross-Country
ER		XC_TOTAL_PEN	N/A	Element Expected: Used for Team Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send total penalties for Cross-Country
ER		XC_TOTAL_AFTER	N/A	Element Expected: Used for Team Eventing Cross Country and Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send the athlete score after current unit
ER		XC_ADD_PEN	N/A	Element Expected: Only for Team Eventing Cross-Country, only send if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the additional penalty
ER		EFFORTS	N/A	Element Expected: Only for Team Eventing Cross-Country & Jumping
	<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team Eventing Cross-Country &amp; Jumping</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Effort Penalty	
	<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only for Team Eventing Cross-Country &amp; Jumping</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME2		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Second Effort Penalty	

### 2.3.4.6 Message Sort

Sort by Result @SortOrder





## 2.3.5 Current Information

### 2.3.5.1 Description

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

It is sent during every unit in Dressage (including Eventing Dressage but not Grand Prix Freestyle), in Jumping (including Eventing Jumping) and in Eventing Cross Country.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 Trigger and Frequency

Trigger as follows:

- \* With the next to start when the unit ScheduleStatus becomes GETTING\_READY
- \* At any time a new athlete starts on the field of play
- \* Immediately after every addition/change in data during the ride of those on the field of play (every fence, score, etc.)
- \* Immediately after the rider completes the course and the data is available.

Included in the message in each case is:

- \* Dressage and Jumping: Always two riders (except at start or end of event unit or day), the one on the course or just finished and the next to start. The competitors change when next to start actually starts.
- \* Cross Country: The last rider to finish, all riders on the course and the next to start.

### 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
<a href="#">Competition (0.1)</a>	Gen Sport Codes					
	<a href="#">Result (0.N)</a>					
		Rank RankEqual Result IRM SortOrder StartOrder StartSortOrder ResultType				
		<a href="#">ExtendedResults (0.1)</a>				
			<a href="#">ExtendedResult (1.N)</a>			
				Type Code Pos Value Rank RankEqual		
				<a href="#">Extension (0.N)</a>		
		<a href="#">Competitor (1.N)</a>				
			Code Type Organisation			
			<a href="#">Composition (0.1)</a>			
				<a href="#">Athlete (0.N)</a>		
					Code Order Bib	
					<a href="#">EventUnitEntry (0.N)</a>	
						Type Code Pos Value



### 2.3.5.5 Message Values

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

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Numeric	Rank of the competitor in the overall competition in eventing and phase in jumping (qual or final). This attribute is optional but must be sent when available.
RankEqual	O	S(1)	Identifies if a rank has been equaled. Only send Y if applicable else not sent.
Result	O	Numeric ##0.000 or ##0 or ##0.00	Result in the event unit. Format data for the particular event. ##0.000 for Individual Dressage ###0.000 for Team Dressage ##0 for Jumping ##0.00 for Eventing
IRM	O	SC @IRM	IRM for the event unit in dressage, unit event in eventing or phase in jumping. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the file.
StartOrder	M	Numeric	Start order of the competitor in the start list
StartSortOrder	M	Numeric	Same @StartOrder
ResultType	O	SC @ResultType	Result type, only sent is there is a result

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	D_JUDGE	Numeric 0	Pos Description: Send numeric to align with the Pos from Officials Element Expected: Always in dressage including eventing
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Dressage Numeric #0.000  Eventing Dressage Numeric #0.00
	Rank	O	Numeric
	RankEqual	O	S(1)
			Send "Y" if rank is equalled otherwise do not send.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension</b>			



Expected Used for Dressage (GPF Artistic Mark)				
Attribute		Value	Description	
Code		ART_MARK		
Pos		Numeric #0	General impression mark number Same number as in @Pos attribute of ARTISTIC in DT_CONFIG message	
Value		Numeric #0.0	Send the general impression mark (Artistic)	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Dressage (GP and GPS, Collective Mark) and Eventing Dressage				
Attribute		Value	Description	
Code		COLL_MARK		
Pos		Numeric #0	General impression mark number. Same number as in @Pos attribute of COLLECTIVE in DT_CONFIG message	
Value		Numeric #0.0	Send the general impression mark (Collective)	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Used for Dressage/ Eventing Dressage				
Attribute		Value	Description	
Code		MOV_MARK		
Pos		Numeric #0	Movement number	
Value		Numeric #0.0	Send the judge movement score	
ER		D_PERCENT	N/A	Element Expected: Used for Eventing Dressage individual messages
Attribute		M/O	Value	Description
Value		M	Numeric ##0.00	Overall percentage for dressage (i.e. the combined score from all judges before it's converted to penalties) Send only when rider finishes
ER		J_J_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
Attribute		M/O	Value	Description
Value		M	Numeric #0	Send the Jump Penalty
ER		J_T_PEN	N/A	Element Expected: Used for Eventing Jumping and Jumping
Attribute		M/O	Value	Description
Value		M	Numeric #0 or Numeric #0.00 for Eventing	Send the Time Penalty
ER		J_TIME	N/A	Element Expected: Used for Eventing Jumping and Jumping
Attribute		M/O	Value	Description



	Value	M	ss.ff	Send the time for Jumping
ER		J_TOTAL_PEN	N/A	Element Expected: Used for Jumping
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the Total Jumping penalties in current unit
ER		XC_ADD_PEN	N/A	Element Expected: Used for Eventing Cross-Country, only send if applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the additional penalty
ER		XC_COURSE_NEUTRALIZATION	N/A	Element Expected: Eventing Cross Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send Y in case of course neutralization, neutralization happens when there is a race incident that not allows next competitor to start. Do not send if not applicable
ER		XC_EFFORTS	N/A	Element Expected: Only for Eventing-Cross Country
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Eventing-Cross Country</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Effort Penalty	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only for Eventing-Cross Country, only send if needed</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	OUTCOME2		
	Pos	Numeric #0	Effort number	
	Value	SC @XCObstacleOutcome	Second Effort Penalty	
ER		XC_J_PEN	N/A	Element Expected: Always for Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Send the XC Jump Penalty
ER		XC_LAST_EFFORT	N/A	Element Expected: Eventing Cross Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the number of the last effort with an outcome



ER		XC_T_PEN	N/A	Element Expected: Used for Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Send the XCTime Penalty
ER		XC_TIME	N/A	Element Expected: Used for Eventing Cross-Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Send the time for Cross Country

**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
Organisation	M	<a href="#">CC @Organisation</a>	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 #0	Send order according to Start number
Bib	O	S(4)	Rider No.

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

Individual athlete's entry information.

Type	Code	Pos	Description
EUE	HORSE_ID	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) with no leading zeroes
EUE	SCORE_BEFORE	N/A	Element Expected: Always in Eventing Cross Country and jumping if a score is carried forward.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.00
EUE	TEAM_MEMBER	N/A	Element Expected: If applicable for units with a team competition
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" if the rider belongs to a team else do not send.



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### **2.3.5.6 Message Sort**

Order by StartSortOrder



## 2.3.6 Cumulative Results

### 2.3.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In equestrian the cumulative message is only used in eventing.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the event
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	<a href="#">CC @ResultStatus</a>	It indicates the status of the results LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED
FeedFlag	"P" - Production "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

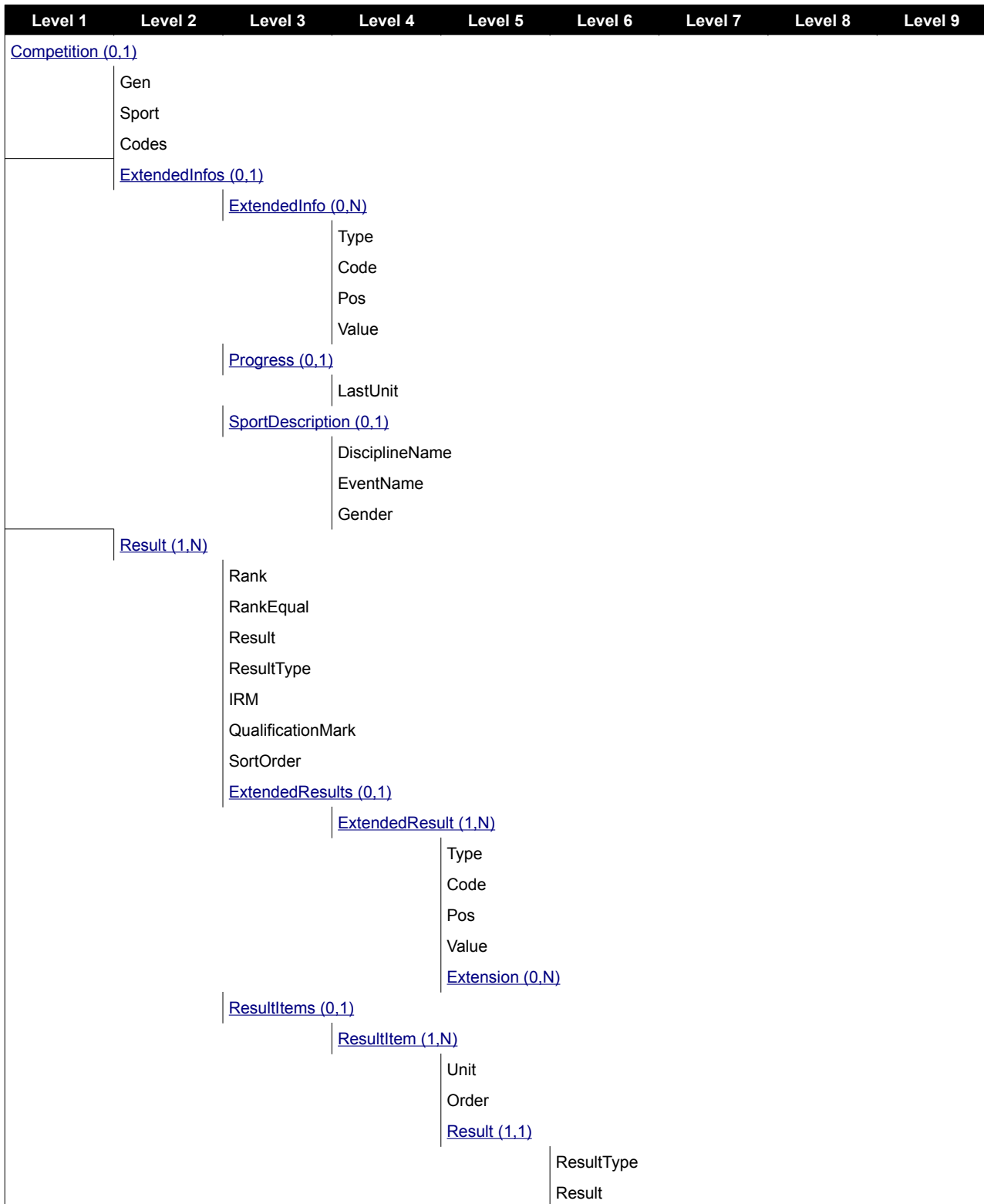
### 2.3.6.3 Trigger and Frequency

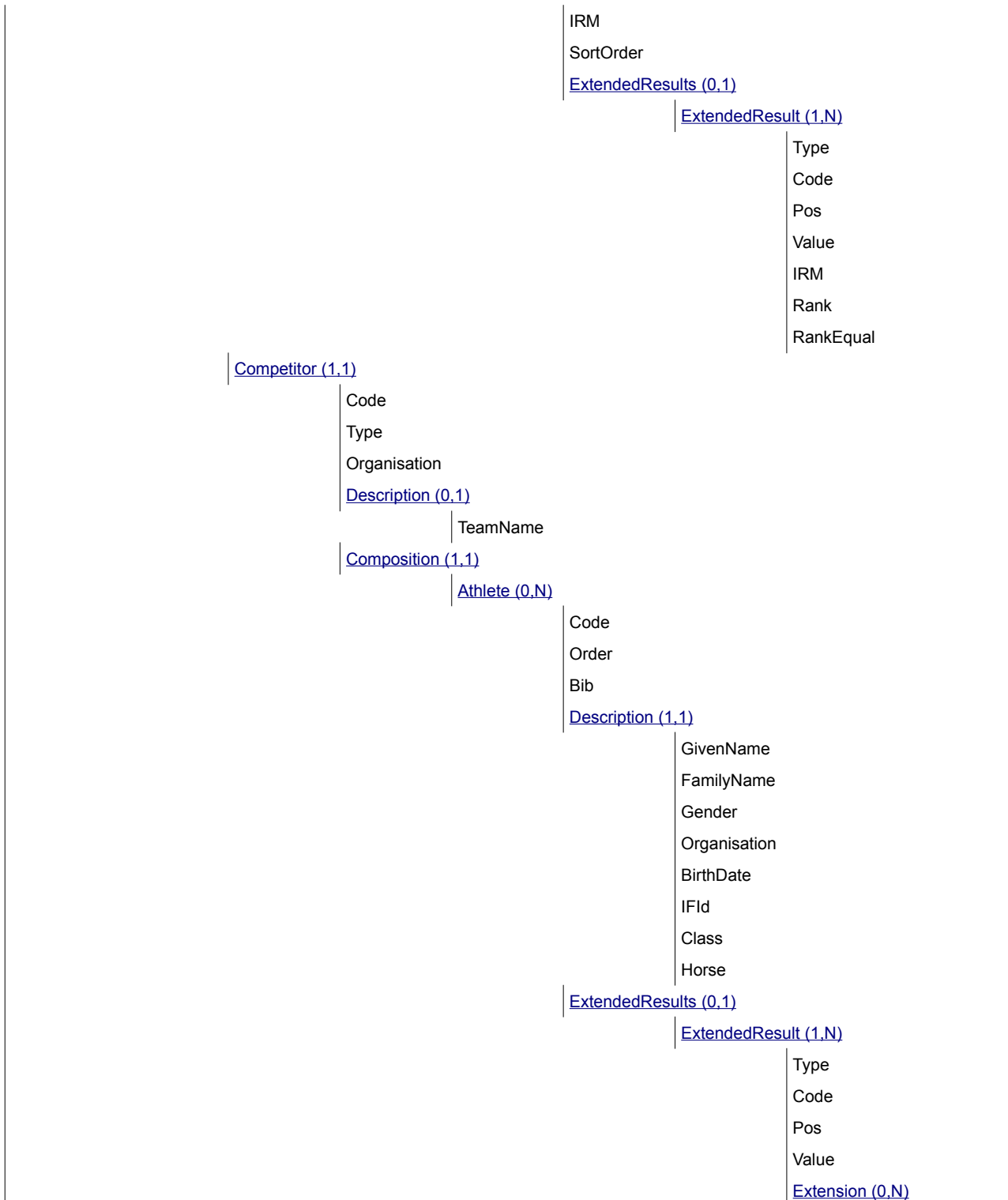
- \* After the start list for the first included unit is sent (INTERMEDIATE)
- \* After each competitor completes the ride during each unit- (LIVE)
- \* After each included unit (except last) is over (INTERMEDIATE)
- \* At the end of every session (except the last) in each unit (INTERMEDIATE)
- \* Update after last unit (UNOFFICIAL / OFFICIAL)
- \* Update data after each change (including if impacted by start list).

### 2.3.6.4 Message Structure

The following table defines the structure of the message.









### 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 /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	TEAM_AFTER	N/A	Element Expected: Only when ResultStatus = INTERMEDIATE and LIVE.
Attribute	M/O	Value	Description
Value	M	Numeric 0	Send the number of riders from a team that are counted for current team ranks.

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

Element: Competition /Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
Result	O	Numeric ###0.00	Result of the competitor up to this point in the phase/event. Format data for the particular event.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM for the cumulative result.
IRM	O	<a href="#">SC @IRM</a>	IRM for the cumulative result Send just in the case @ResultType is IRM



QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication on the qualification of the competitor for the next round of the competition. Used after individual eventing jumping round 1.
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. At the start the order will be by start list order for the first unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	2HI_IRM	N/A	Element Expected: Only for Eventing 2nd Horse Inspection	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @IRM</a>	Send the IRM from the second horse inspection
ER	E_DRESSAGE	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send Dressage penalties.
ER	E_JUMP	S(1)	Pos Description: Send 1 or 2 for the appropriate jumping round Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send penalties after Eventing Jumping rounds
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Jump penalties	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Time penalties	



ER	E_XC	N/A	Element Expected: When applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send penalties after Cross Country.
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Jump penalties	
<b>Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Time penalties	
ER	REPLACE_PEN	SC @Replace	Pos Description: When replacement occurred	Element Expected: In the case a replacement penalty is applied (Teams only)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Value of the replacement penalty

### Sample (Ind. Eventing)

```
<Result Rank="1" ResultType="POINTS" Result="133.70" SortOrder="1">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="E_DRESSAGE" Value="30.60" />
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="E_XC" Value="0.00" >
    <Extension Code="JUMP_PEN" Value="0.00" />
    <Extension Code="TIME_PEN" Value="0.00" />
  </ExtendedResult>
  <ExtendedResult Type="ER" Code="E_JUMP" Pos="1" Value="0.00" >
    <Extension Code="JUMP_PEN" Value="0" />
    <Extension Code="TIME_PEN" Value="0.00" />
  </ExtendedResult>
</ExtendedResults>
```

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

**Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.**



Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full unit RSC of each unit included in the cumulative result.
Order	M	Numeric #0	Logical order of the units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
ResultType	O	<a href="#">SC @ResultType</a>	Result type, either points or IRM for the cumulative result. Only used for the total result of the event. Only include in teams events
Result	O	Numeric ###0.00	Result in the event unit. Format data for the particular event. Only include in teams events.
IRM	O	<a href="#">SC @IRM</a>	IRM for the cumulative result Only send in the case @ResultType is IRM Only include in teams events.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for competitor after the referenced Phase/Unit as used in ORIS, 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. This value is order up to and including this unit, required for all competitors at the start of the unit and it updated as the unit progresses. The leader is always the competitor with the lowest score.

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Only send after the competitor has completed the round			
Type	Code	Pos	Description
ER	AFTER	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ###0.00
	IRM	O	<a href="#">SC @IRM</a>
	Rank	O	Numeric #0
	RankEqual	O	S(1)
ER	JUMP_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0 or #0.00
ER	JUMP_TIME	N/A	Element Expected: Only in individual eventing for XC and



				jumping phases
Attribute	M/O	Value	Description	
Value	M	Jumping s.ff  Cross-country mm:ss	Send jumping time	
ER	TIME_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases	
Attribute	M/O	Value	Description	
Value	M	Numeric #0 or #0.00	Send time penalties	
ER	TOTAL_PEN	N/A	Element Expected: Only for individual eventing	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0.00	Total penalties for the unit	
ER	SUB_PEN	N/A	Element Expected: Only for team eventing	
Attribute	M/O	Value	Description	
Value	M	Numeric ##0.00	Substitution Penalties	

### Sample (Ind. Eventing)

```
<ResultItems>
<ResultItem Unit="EQUOEVENINDV-----DRSS-----" Order="1" >
  <Result SortOrder="2">
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="AFTER" Rank="2" Value="37.60" />
    </ExtendedResults>
  </Result>
</ResultItem>
<ResultItem Unit="EQUOEVENINDV-----XC--000100--" Order="2" >
  <Result SortOrder="1">
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="AFTER" Rank="1" Value="37.60" />
      <ExtendedResult Type="ER" Code="JUMP_PEN" Value="0" />
      <ExtendedResult Type="ER" Code="JUMP_TIME" Value="10:15" />
      <ExtendedResult Type="ER" Code="TIME_PEN" Value="0.00" />
      <ExtendedResult Type="ER" Code="TOTAL_PEN" Value="0.00" />
    </ExtendedResults>
  </Result>
</ResultItem>
```

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 and A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	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's ID
Order	M	Numeric	If team then send the order attribute used to sort team members in a team else send 1 for individuals.
Bib	O	S(4)	Bib number

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

**Athletes extended information.**

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

**Team member's extended result. Only used in team events.**

Type	Code	Pos	Description
ER	2HI_IRM	N/A	Element Expected: Only for Eventing 2nd Horse Inspection
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @IRM</a>
	<b>Description</b>		Send the IRM from the second horse inspection
ER	CONTRIB_RES	N/A	Element Expected: When applicable in Eventing team events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	<b>Description</b>		





	Value	M	Numeric ###0.00	Send the rider's score that contributes to the team. This will be the individual total score.
ER		E_DRESSAGE	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send Dressage penalties.
ER		E_JUMP	S(1)	Pos Description: Send 1 or 2 for the appropriate jumping round  Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send penalties after Eventing Jumping rounds
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0	Jump penalties	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Time penalties	
ER		E_XC	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0.00	Send penalties after Cross Country.
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Jump penalties	
<b>Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable</b>				



	Attribute	Value	Description
	Code	TIME_PEN	
	Pos	N/A	N/A
	Value	Numeric ##0.00 or "-"	Time penalties
ER		HORSE_ID	N/A
			Element Expected: Always
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
			Send the ID of the Horse)

### 2.3.6.6 Message Sort

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



## 2.3.7 Event Final Ranking

### 2.3.7.1 Description

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

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

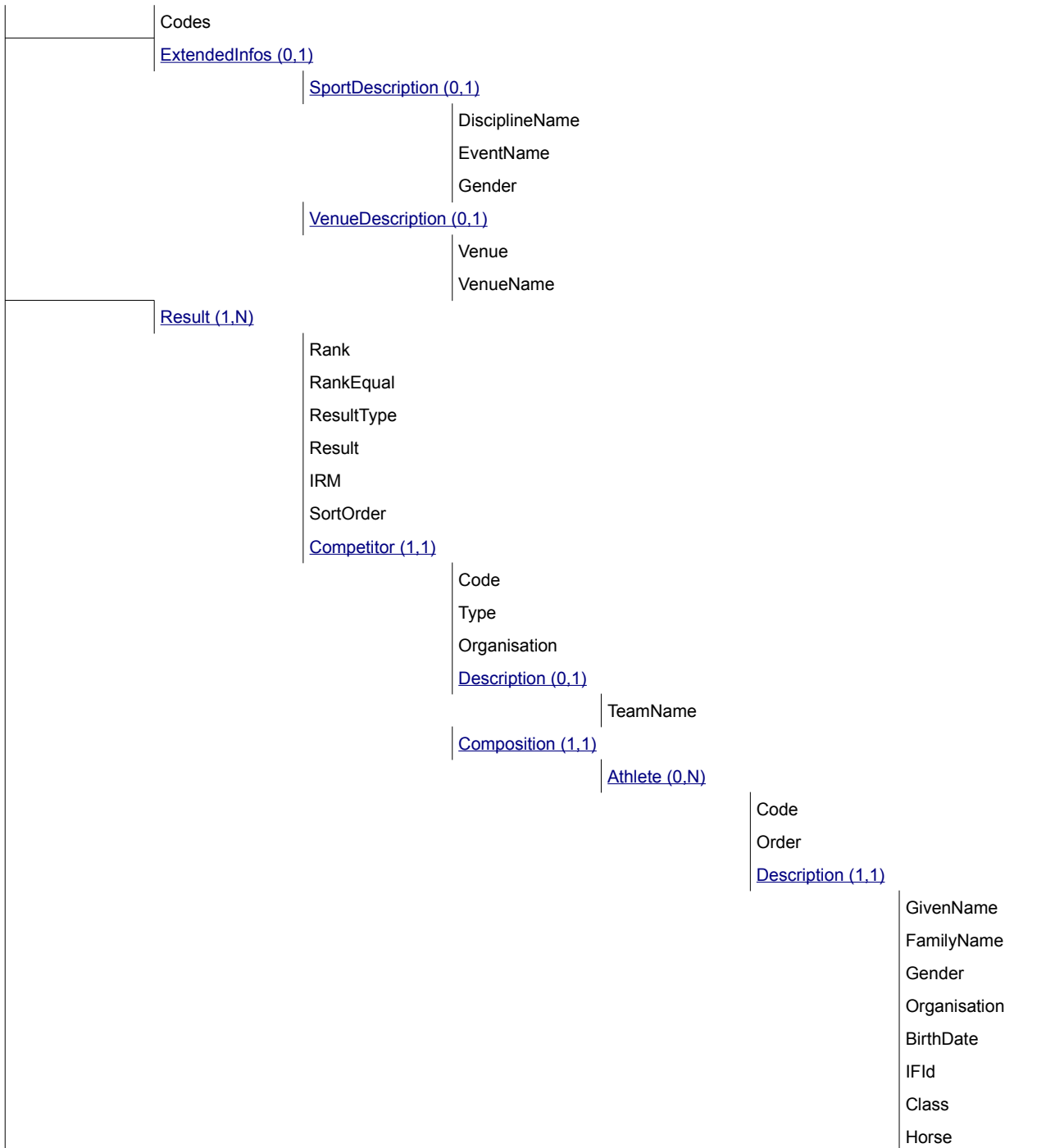
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					



### 2.3.7.5 Message Values

Element: Competition (0,1)



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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /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

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent
ResultType	O	SC @ResultType	Result type, for the corresponding event
Result	O	Numeric ##0.000 for Dressage or ##0 for Jumping or ##0.00 for Eventing	Send the result in the final and only if the competitor participated in the final event unit, else do not include the score. (as it is not comparable to the others)
IRM	O	SC @IRM	Send only if applicable and if received in the final event unit as for @Result.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Competitor's ID or another indicator (SC @CompetitorPlace) in



		zeroes or SC @CompetitorPlace	the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete or T for Team
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' 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 / groups.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric #0	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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	<a href="#">CC @DisciplineClass</a>	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

### 2.3.7.6 Message Sort

Sort by Result @SortOrder



## 2.3.8 Configuration

### 2.3.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit in separate messages.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of each 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 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 one particular unit must be provided before the start list. If this message is re-sent then the DT\_RESULT must also be resent.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0..1)</a>	Gen				
	Sport				
	Codes				
	<a href="#">Configs (1..1)</a>				
		<a href="#">Config (1..N)</a>			



Unit	<a href="#">ExtendedConfig (1,N)</a>	Type
		Code
		Pos
		Value
		<a href="#">ExtendedConfigItem (0,N)</a>

### 2.3.8.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the Unit. In the case of the team event in Paralympics send one unit for each grade.

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	ARTISTIC	Numeric #0	Pos Description: Send the artistic mark number (it should be a consecutive number after the last movement number) in mixed case  Element Expected: Only for Dressage Freestyle
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Text
			<b>Description</b>
			Send the artistic mark name for Dressage units in mixed case
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only for Dressage Freestyle			
Attribute	Value	Description	
Code	COEFFICIENT		
Pos	N/A	N/A	
Value	Numeric 0	Send the Coefficient if it is different to 1	
EC	COLLECTIVE	Numeric #0	Pos Description: Send the collective mark number (it should be a consecutive number after the last movement number)





				Element Expected: Only for Dressage /Eventing Dressage
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Send the collective mark name for Dressage units in mixed case
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only for Dressage/Eventing Dressage</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COEFFICIENT		
	Pos	N/A	N/A	
	Value	Numeric 0		Send the Coefficient if it is different to 1
EC		EFFORTS_TOTAL	N/A	Element Expected: Only for Jumping and Cross Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Number of efforts making up the cross-country/jumping course - maximum 45
EC		MOVEMENT	Numeric #0	Pos Description: Send the movement number  Element Expected: Only for Dressage /Eventing Dressage
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Movement	Send the movement code
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only for Dressage/ Eventing Dressage</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COEFFICIENT		
	Pos	N/A	N/A	
	Value	Numeric 0		Send the Coefficient if it is different to 1
EC		OBSTACLE	Numeric #0	Pos Description: Send the obstacle number (order)  Element Expected: Only for Jumping and Cross Country
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Text	Send the obstacle name
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only for Jumping and Cross Country</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	EFFORT		
	Pos	Numeric #0		Send the effort number (order) from the start
	Value	S(3)		Send the effort code of the efforts (eg. 1, 2, 3A, 3B, 3C, 4...)
EC		OBSTACLES_TOTAL	N/A	Element Expected:



				Only for Jumping and Cross Country
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the number of obstacles	
QUALIFICATION	QUAL_RULE	N/A	Element Expected: When applicable	
Attribute	M/O	Value	Description	
Value	M	SC @QualRule	Qualification Rule code	
QUALIFICATION	FROM_RANK	N/A	Element Expected: In non-final units where progression applies	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify. Usually 1.	
QUALIFICATION	TO_RANK	N/A	Element Expected: In non-final units where progression applies	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.	
QUALIFICATION	BS	N/A	Element Expected: In non-final units where progression applies for next best scores.	
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Send the number of next best scores who will qualify.	

### Sample (Eventing Team CC)

```

<Config Unit="EQUOEVENTEAM-----XC--000100--">
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="1" Value="Diamond Jubilee Hedge" >
    <ExtendedConfigItem Code="EFFORT" Pos="1" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="2" Value="Royal Park Seat" >
    <ExtendedConfigItem Code="EFFORT" Pos="2" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="3" Value="Bandstand Rails" >
    <ExtendedConfigItem Code="EFFORT" Pos="3" Value="3A" />
    <ExtendedConfigItem Code="EFFORT" Pos="4" Value="3B" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="4" Value="The Royal Herb Garden" >
    <ExtendedConfigItem Code="EFFORT" Pos="5" Value="4" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="5" Value="The Chestnut Logs" >
    <ExtendedConfigItem Code="EFFORT" Pos="6" Value="5A" />
    <ExtendedConfigItem Code="EFFORT" Pos="7" Value="5B" />
    <ExtendedConfigItem Code="EFFORT" Pos="8" Value="5C" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="OBSTACLE" Pos="6" Value="The Planet" >
    <ExtendedConfigItem Code="EFFORT" Pos="9" Value="6" />
  </ExtendedConfig>
  ...

```



### Sample (Dressage Individual)

```
<Config Unit="EQUODRESINDV-----GPSP000100--">
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="1" Value="ABC1" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="2" Value="ABC2" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="3" Value="ABC3" >
    <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="4" Value="ABC4" >
    <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="5" Value="ABC5." />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="6" Value="ABC6" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="7" Value="ABC7" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="8" Value="ABC8" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="9" Value="ABC9" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="10" Value="XYZ1" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="11" Value="XYZ2" >
    <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="12" Value="XYZ3" >
    <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="13" Value="XYZ4" />
  <ExtendedConfig Type="EC" Code="MOVEMENT" Pos="14" Value="XYZ5" />
  ...
  <ExtendedConfig Type="EC" Code="COLLECTIVE" Pos="37" Value="RIDER" >
    <ExtendedConfigItem Code="COEFFICIENT" Value="2" />
  </ExtendedConfig>
</Config>
```

#### 2.3.8.6 Message Sort

Sort by obstacle number/effort or movement number as appropriate.



## 2.3.9 Weather conditions

### 2.3.9.1 Description

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

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

### 2.3.9.3 Trigger and Frequency

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

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0..1)	Gen Sport Codes			
	Weather (1..1)	Date Conditions (1..N)		Code



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

### 2.3.9.5 Message Values

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

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint	Weather Point
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherCondition	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Temperature (0,N)			
--	--	--	--



Send with different @Code in the case of winter conditions as needed.

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

Element: Competition /Weather /Conditions /Wind (0,N)

Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC_@WindUnit	Use KPH
Value	M	Numeric ##0	Wind speed in @Unit

### 2.3.9.6 Message Sort

There is no special sort order requirement for this message.



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### 3 Message Timeline

#### 3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC_HORSES		x				
	DT_PARTIC		x				
	DT_PARTIC_TEAMS		x				
	DT_SCHEDULE		x				
After Initial Download, once OVR becomes owner of the data, if any change	DT_PDF C08 Competition Schedule		x				
	DT_SCHEDULE_UPDATE		x				o
Four (4) days before INFO goes live, Venue Results Manager produce the output	DT_PDF C35 Competition Officials		x				
As soon as Entry Data verification process finish (ORIS C39B)	DT_PARTIC_HORSES_UPDATE		x				
As soon as Entry Data verification process finish (ORIS C38A, C38D, C39A)	DT_PARTIC_UPDATE		x				
As soon as Entry Data verification process finish (ORIS C38C)	DT_PARTIC_TEAMS_UPDATE		x				
	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A Entry List by NOC		x				

#### 3.2 Before Competition - Eventing

Trigger	Message	Status	D	E	P	S	U
One (1) hour before the Chefs d'équipe's meeting	DT_PDF C03C Course Plan			x			
One (1) hour before the Chefs d'équipe's meeting	DT_PDF C03D Description of Obstacles			x			
At the first Chefs d'équipe's meeting (day before the first horse inspection)	DT_PDF C56(C) Order To Go for Horse Inspection						x





After the horse inspection	DT_PDF C57(C) Results of Horse Inspection								x
Before the competition of after previous phase results are approved. For Eventing Individual	DT_CONFIG								x
Before the competition of after previous phase results are approved. For Eventing Individual	DT_RESULT	START_LIST							x
Before the competition of after previous phase results are approved. For Eventing Individual	DT_CUMULATIVE_RESULT	INTERMEDIATE		x					
Before the competition of after previous phase results are approved. Do not send for Eventing Jumping Ind. Final. For Eventing Team	DT_CONFIG								x
Before the competition of after previous phase results are approved. Do not send for Eventing Jumping Ind. Final. For Eventing Team	DT_RESULT	START_LIST							x
Before the competition of after previous phase results are approved. Do not send for Eventing Jumping Ind. Final. For Eventing Team	DT_CUMULATIVE_RESULT	INTERMEDIATE		x					
Before Eventing Dressage. For Eventing Individual	DT_PDF C51(C)B Order To Go								x
Before Eventing Dressage. For Eventing Team	DT_PDF C51(C)A Start List								x
Before Eventing Cross Country. For Eventing Individual	DT_PDF C51(C)D Order To Go - Timetable								x
Before Eventing Cross Country. For Eventing Team	DT_PDF C51(C)C Start List								x
After 2nd horse inspection. Before Eventing Jumping Team Final and Ind. Qualifier. For Eventing Individual	DT_PDF C51(C)F Order To Go								x
After 2nd horse inspection. Before Eventing Jumping Team Final and Ind. Qualifier. For Eventing Team	DT_PDF C51(C)E Start List								x
Before Eventing Jumping Ind. Final. For Eventing Individual	DT_PDF C51(C)G Order To Go								x
Before the Eventing Dressage only.	DT_PDF C32C Entry List by Event			x					



For Eventing Team/Individual								
------------------------------	--	--	--	--	--	--	--	--

### 3.3 During Competition - Eventing

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_SCHEDULE_UPDATE	RUNNING	x				o
For Eventing Individual	DT_CURRENT						x
For Eventing Individual / Eventing Team	DT_RESULT	LIVE					x
For Eventing Individual / Eventing Team	DT_CUMULATIVE_RESULT	LIVE		x			

### 3.4 After Competition - Dressage

Trigger	Message	Status	D	E	P	S	U
After Eventing Jumping Individual Final finished, additionally	DT_MEDALS		x				

### 3.5 After Competition - Eventing

Trigger	Message	Status	D	E	P	S	U
After each phase Finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
For Eventing Individual / Eventing Team	DT_RESULT	UNOFFICIAL					x
For Eventing Individual / Eventing Team	DT_CUMULATIVE_RESULT	INTERMEDIATE		x			
After Results approved. For Eventing Individual / Eventing Team	DT_RESULT	OFFICIAL					x
After Eventing Dressage finished and Results approved. For Eventing Individual	DT_PDF C73(C)B Results	OFFICIAL					x
After Eventing Dressage finished and Results approved. For Eventing Team	DT_PDF C73(C)A Results	OFFICIAL					x
After Eventing Dressage finished and Results approved. For Eventing Individual	DT_PDF C77(C)A Judges' Individual Marks	OFFICIAL					x
After Eventing Cross Country finished and Results approved. For	DT_PDF C73(C)D Results	OFFICIAL					x



Eventing Individual								
After Eventing Cross Country finished and Results approved. For Eventing Team	DT_PDF C73(C)C Results	OFFICIAL						x
After Eventing Dressage finished and Results approved. For Eventing Individual	DT_PDF C77(C)B Cross Country Fence Penalty Analysis	OFFICIAL						x
After Eventing Cross Country finished and Results approved. For Eventing Jumping Team Final and Individual Qualifier / For Eventing Jumping Individual Final	DT_PDF C03A Course Plan							x
After Eventing Cross Country finished and Results approved. For Eventing Jumping Team Final and Individual Qualifier / For Eventing Jumping Individual Final	DT_PDF C03B Description of Fences							x
After Eventing Jumping Team Final and Ind. Qualifier finished and Results approved. For Eventing Individual	DT_PDF C73(C)F Results	OFFICIAL						x
After Eventing Jumping Team Final and Ind. Qualifier finished and Results approved. For Eventing Team	DT_PDF C73(C)E Final Results	OFFICIAL						x
After Eventing Jumping Team Final and Ind. Qualifier finished and Results approved. For Eventing Individual	DT_PDF C77(C)C Fence Penalty Analysis	OFFICIAL						x
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally for Eventing Team	DT_RANKING	OFFICIAL		x				
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally	DT_MEDALLISTS_DISCIPLINE		x					
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally	DT_MEDALS		x					
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally for Eventing Team	DT_PDF C92B Medallists	OFFICIAL		x				
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally	DT_PDF C93 Medallists by Event		x					



After Eventing Jumping Team Final and Ind. Qualifier finished, additionally	DT_PDF C95 Medal Standings		x					
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally	DT_PDF C97 Equestrian Medal Standings		x					
After Eventing Jumping Individual Final finished and Results approved. For Eventing Individual	DT_PDF C73(C)G Final Results	OFFICIAL						x
After Eventing Jumping Individual Final finished and Results approved. For Eventing Individual	DT_PDF C77(C)C Fence Penalty Analysis	OFFICIAL						x
After Eventing Jumping Individual Final finished, additionally for Eventing Individual	DT_MEDALLISTS	OFFICIAL		x				
After Eventing Jumping Individual Final finished, additionally for Eventing Individual	DT_RANKING	OFFICIAL		x				
After Eventing Jumping Individual Final finished, additionally	DT_MEDALLISTS_DISCIPLINE		x					
After Eventing Jumping Individual Final finished, additionally for Eventing Individual	DT_PDF C92A Medallists	OFFICIAL		x				
After Eventing Jumping Individual Final finished, additionally	DT_PDF C93 Medallists by Event		x					
After Eventing Jumping Individual Final finished, additionally	DT_PDF C97 Equestrian Medal Standings		x					

### 3.6 During Competition - Eventing

Trigger	Message	Status	D	E	P	S	U
After Eventing Jumping Team Final and Ind. Qualifier finished, additionally for Eventing Team	DT_MEDALLISTS	OFFICIAL		x			

### 3.7 Before Competition - Dressage

Trigger	Message	Status	D	E	P	S	U
At the first Chefs d'équipe's meeting for Dressage	DT_PDF C56(D) Order To Go for Horse Inspection						x
After the horse inspection	DT_PDF C57(D) Results of Horse						x



	Inspection							
For Dressage Individual. x6 for each group in GP or GPF	DT_CONFIG							x
For Dressage Team in GP	DT_CONFIG				x			
For Dressage Team in GPS	DT_CONFIG							x
For Dressage Individual. x6 for each group in GP or GPF	DT_RESULT	START_LIST						x
For Dressage Team in GP	DT_RESULT	START_LIST			x			
For Dressage Team in GPS	DT_RESULT	START_LIST						x
For Dressage Individual in GP	DT_PDF C51(D)B Order To Go				x			
For Dressage Individual in GPS or GPF	DT_PDF C51(D)B Order To Go							x
For Dressage Team in GP	DT_PDF C51(D)A Start List				x			
	For Dressage Team in GPS							x
For Dressage Individual/Team	DT_PDF C32C Entry List by Event		x					

### 3.8 During Competition - Dressage

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_SCHEDULE_UPDATE	RUNNING	x				o
For Dressage Individual	DT_CURRENT						x
For Dressage Individual	DT_RESULT	LIVE					x
For Dressage Team in GP	DT_RESULT	LIVE			x		
For Dressage Team in GPS	DT_RESULT	LIVE					x

### 3.9 After Competition - Dressage

Trigger	Message	Status	D	E	P	S	U
After group A, B, D and E of Dressage GP finished	DT_SCHEDULE_UPDATE	SCHEDULED_BREAK	x				o
After group A, B, D and E of Dressage GP finished . For Dressage Individual	DT_RESULT	UNOFFICIAL					x



After group A, B, D and E of Dressage GP finished . For Dressage Team	DT_RESULT	INTERMEDIATE			x		
Additionally after Dressage GP Day 1 finished. For group A, B and C. For Dressage Individual	DT_RESULT	OFFICIAL					x
Additionally after Dressage GP Day 1 finished. For Dressage Team	DT_RESULT	OFFICIAL			x		
Additionally after Dressage GP Day 1 finished. For Dressage Individual	DT_PDF C73(D)B Results	INTERMEDIATE			x		
Additionally after Dressage GP Day 1 finished. For Dressage Team	DT_PDF C73(D)A Results	INTERMEDIATE			x		
After phase finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
For Dressage Individual	DT_RESULT	UNOFFICIAL					x
For Dressage Team in GP	DT_RESULT	UNOFFICIAL			x		
For Dressage Team in GPS	DT_RESULT	UNOFFICIAL					x
Additionally after Dressage GP Day 2 finished.For all 6 groups. For Dressage Individual	DT_RESULT	OFFICIAL					x
Additionally after Dressage GP Day 2 finished. For Dressage Team	DT_RESULT	OFFICIAL					x
Additionally after Dressage GP Day 2 or GPF finished. For Dressage Individual	DT_PDF C73(D)B Results	OFFICIAL			x		
Additionally after Dressage GP Day 2 or GPS finished. For Dressage Team	DT_PDF C73(D)A Results	OFFICIAL			x		
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_PDF C74(D)T Results Summary	OFFICIAL		x			
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_MEDALLISTS	OFFICIAL		x			
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_RANKING	OFFICIAL		x			
Additionally after Dressage GPS/GPF finished. For Dressage	DT_MEDALLISTS_DISCIPLINE		x				



Team/Individual								
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_MEDALS		x					
Additionally after Dressage GPS finished. For Dressage Team	DT_PDF C92B Medallists	OFFICIAL		x				
Additionally after Dressage GPF finished. For Dressage Individual	DT_PDF C92A Medallists	OFFICIAL		x				
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_PDF C93 Medallists by Event		x					
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_PDF C95 Medal Standings		x					
Additionally after Dressage GPS/GPF finished. For Dressage Team/Individual	DT_PDF C97 Equestrian Medal Standings		x					

### 3.10 Before Competition - Dressage

Trigger	Message	Status	D	E	P	S	U
For Jumping Individual/Team Qualifier/Team Final/Team Final Jump-Off	DT_PDF C03A Course Plan						x

### 3.11 Before Competition - Jumping

Trigger	Message	Status	D	E	P	S	U
At the first Chefs d'équipe's meeting for Jumping	DT_PDF C56(S) Order To Go for Horse Inspection						x
After the horse inspection	DT_PDF C57(S) Results of Horse Inspection						x
For Jumping training	DT_PDF C51(S)A Order To Go				x		
After Jumping training	DT_SCHEDULE_UPDATE	FINISHED	x				o
For Jumping Individual/Team Qualifier/Team Final/Team Final Jump-Off	DT_PDF C03B Description of Fences						x
For Jumping Individual/Team Qualifier/Final	DT_CONFIG						x



For Jumping Individual/Team Qualifier/Final	DT_RESULT	START_LIST							x
For Jumping Team Qualifier/Final	DT_PDF C51(S)C Start List								x
For Jumping Individual/Team Qualifier/Final	DT_PDF C51(S)D Order To Go								x
For Jumping Team Qualifier/Final	DT_PDF C32C Entry List by Event			x					

### 3.12 During Competition - Jumping

Trigger	Message	Status	D	E	P	S	U
	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
	DT_SCHEDULE_UPDATE	RUNNING	x				o
For Jumping Individual/Team Qualifier/Final	DT_CURRENT						x
For Jumping Individual/Team Qualifier/Final	DT_RESULT	LIVE					x

### 3.13 After Competition - Jumping

Trigger	Message	Status	D	E	P	S	U
After Jumping Individual/Team Qualifier/Final finished	DT_SCHEDULE_UPDATE	FINISHED	x				o
After Jumping Individual/Team Qualifier/Final finished	DT_RESULT	UNOFFICIAL					x
After Jumping Individual/Team Qualifier/Final finished	DT_PDF C73(S)A Results	OFFICIAL					x
After Jumping Individual/Team Qualifier/Final finished	DT_PDF C77(S) Fence Penalty Analysis	OFFICIAL					x
Additionally after Jumping Individual/Team Final finished	DT_MEDALLISTS	OFFICIAL		x			
Additionally after Jumping Individual/Team Final finished	DT_RANKING	OFFICIAL		x			
Additionally after Jumping Individual/Team Final finished	DT_MEDALLISTS_DISCIPLINE		x				
Additionally after Jumping Individual/Team Final finished	DT_MEDALS		x				
Additionally after Jumping Team	DT_PDF C92B Medallists	OFFICIAL		x			





Final finished. For Jumping Team								
Additionally after Jumping Individual Final finished. For Jumping Individual	DT_PDF C92A Medallists	OFFICIAL		x				
Additionally after Jumping Individual/Team Final finished	DT_PDF C93 Medallists by Event		x					
Additionally after Jumping Individual/Team Final finished	DT_PDF C95 Medal Standings		x					
Additionally after Jumping Individual/Team Final finished	DT_PDF C97 Equestrian Medal Standings		x					

### 3.14 After Competition - Eventing

Trigger	Message	Status	D	E	P	S	U
After Eventing Jumping Individual Final finished, additionally	DT_PDF C95 Medal Standings		x				

Legend:

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



## 4 Document Control

Version history		
Version	Date	Comments
V1.0	1 Aug 2017	First version
V1.1	19 Jun 2018	Updated
V1.2	23 Jul 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	25 Feb 2019	Updated
V2.4	18 Apr 2019	Updated
V2.5	30 May 2019	Updated
V2.6	14 Aug 2019	Updated
V2.7	21 Feb 2020	Updated
V2.8	27 Mar 2020	Updated
V2.9	8 Jan 2021	Typographical correction
V3.0	8 Jul 2022	First version for Paris 2024
V3.01	28 Apr 2023	Updated

### File Reference: SOG-2024-EQU-3.01 SFA

Change Log		
Version	Status	Changes on version
V1.0	SFA	First version.
V1.1	SFA	DT_RESULT: Add DISCARDED to manage discarded scores in YOG. Other corrections (removal) or inappropriate extensions. DT_CUMULATIVE_RESULT: Correct E_JUMP1 to use @Pos
V1.2	SFA	DT_CUMULATIVE_RESULT: Updated typographical error to replace Extension with ExtendedResults in ResultItems
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	SFA	Added explanatory section. DT_RESULT: Added more extensions at Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult
V2.2	SFA	DT_CUMULATIVE_RESULT: Add Result/QualificationMark DT_RESULT: Add EFFORTS for individuals in team events.
V2.3	SFA	DT_RESULT: Add EUE/START_SESS and update EUE/START_TIME DT_RESULT: Remove ER/D_JUDGE/SortOrder @ Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/J_TOTAL @ Result /ExtendedResults /ExtendedResult DT_RESULT: Update ER/TEAM_D_GP/Value format @ Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/ TEAM_E_DRESSAGE & ER/ TEAM_E_AFTER_XC @ Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/DISCARDED @ Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/J_TOTAL @ Result /Competitor/ Composition /Athlete /ExtendedResults



		<p>/ExtendedResult  DT_RESULT: Remove TEAM_J_RND1  DT_RESULT: Remove TEAM_D_GP  DT_RESULT/DT_CURRENT: Add format ###0.0 for team dressage  DT_CURRENT: Remove J_T_DEMOLITION @ Result /ExtendedResults /ExtendedResult  DT_CONFIG: Update to use Type QUALIFICATION for consistency  DT_CUMULATIVE_RESULT: Add ER/REPLACE_PEN  DT_CUMULATIVE_RESULT: Remove "only applicable in individual events" comment @ Result /ExtendedResults /ExtendedResult  DT_CUMULATIVE_RESULT: Remove ER/CONTRIB_RES @: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult  DT_CONFIG: Add more qualification information for translation including BS.  ValueType removed throughout the document.  Other clarifications without changing the message definition.</p>
V2.4	APP	<p>DT_RESULT: Clarify when Result/ExtendedResults/ExtendedResult J_TOTAL_PEN, J_TIME are expected.  DT_RESULT: Add UI/TEAM_AFTER @ ExtendedInfos /ExtendedInfo  DT_RANKING: Correct format @ Result/Result  DT_CONFIG: Add obstacle information for jumping also.</p>
V2.5	APP	<p>CR16640: Add ODF Version @Competition  DT_CONFIG: Add note at Configs/Config/Unit to explain management of Paralympic Team event  DT_RESULT: Add EUE/START_ORDER @ Result /Competitor /Composition /Athlete /EventUnitEntry  Editorial improvements/corrections without changing the intent</p>
V2.6	APP	<p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS  CR17809: Change Participant/OlympicSolidarity to disallow N  DT_CONFIG: DT_CONFIG: Configs/Config clarified for Paralympic Team event  Editorial improvements without changing the intent.</p>
V2.7	APP	<p>CR18565 DT_PARTIC: Update the description of Participant/Weight  DT_CUMULATIVE_RESULT: All time and jump penalties updated to support the value "-" as required in ORIS.  DT_RESULT: Add ER/TEAM_AFTER at Result /ExtendedResults /ExtendedResult (185372)  DT_CUMULATIVE_RESULT: Clarify triggering  DT_CUMULATIVE_RESULT: Add ER/CONTRIB_RES @: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult  DT_RESULTS: Update expected at ER/J_IRM to include Team Jumping at Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult  DT_RESULTS: Update Format at EUE/START_TIME at Result /Competitor /Composition /Athlete /EventUnitEntry  DT_RESULTS: Add ER/JUDGE/DEDUCTION_PERCENT at Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult /Extension and Result /ExtendedResults /ExtendedResult /Extension  DT_RESULTS &amp; DT_CURRENT: ER/J_T_PEN is not expected if IRM in team  DT_RESULTS: Update triggering in jumping  DT_RESULT: Add EUE/TEAM_ONLY at Result /Competitor /Composition /Athlete /EventUnitEntry</p>
V2.8	APP	<p>DT_RESULT: Clarify ER/XC_TOTAL_AFTER @Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult</p>
V2.9	APP	<p>DT_RESULT: Update ER/XC_ADD_PEN expected (remove jumping) at Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult [Typographical error, align with other instances of this extension].</p>
V3.0	SFA	<p>DT_PARTIC: Update ENTRY/RANK_PTS at Participant /Discipline /RegisteredEvent /EventEntry for Paralympics  DT_PARTIC_TEAM: Add Team/TeamType &amp; Team/ShortName [CR019497]  DT_RESULT: Update Value of EUE/START_TIME at Result /Competitor /Composition /Athlete /EventUnitEntry  DT_CURRENT: Update Result/Result  DT_CUMULATIVE_RESULT: Add ER/AFTER at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult to simplify and replace individual extensions  DT_CUMULATIVE_RESULT: Update ResultStatus  DT_CUMULATIVE_RESULT: Update triggering  DT_RANKING: Update Result/Result  DT_CONFIG: Update QUALIFICATION/QUAL_RULE at Configs /Config /ExtendedConfig to use SC @QualRule</p>



		DT_CONFIG: Update EC/MOVEMENT at Configs /Config /ExtendedConfig
V3.01	SFA	DT_RESULT: Remove ER/J_JUMPOFF_PEN at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/J_J_JUMPOFF_TIME at Result /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/J_JUMPOFF_PEN at /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Remove ER/J_J_JUMPOFF_TIME at /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add ER/HORSE_ID at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Update ER/REPLACE_PEN at Result /ExtendedResults /ExtendedResult DT_WEATHER: Add message