



Olympic Data Feed



Equestrian ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Equestrian Jumping 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 Jumping 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 Jumping Overview

JUMPING

* Only the DT_RESULT message is used for jumping for each unit which is stand-alone and no scores are carried forward. In qualification a DT_CUMULATIVE_RESULT is used to create an overall qualification result of the 2 rounds.

SCHEDULE

* JUMPING: As all units are stand-alone the schedule is distributed at unit level (schedule=Y) which matches DT_RESULT

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE /	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_ENTRIES	List of Entries by Event	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	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	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 "T" - Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			



	Current
	OlympicSolidarity
	ModificationIndicator
	Discipline (1,1)
	Code
	IFld
	RegisteredEvent (0,N)
	Event
	Bib
	Class
	EventEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.1.5 Message Values

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

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 zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>



Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).



OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	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.

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of Entries by Event

2.3.2.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated at the venue and the bulk message is triggered by the 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	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						



	Organisation
	SortOrder
	EntryStatus
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation



SortOrder	M	Positive Integer	Order used to sort the competitors within an event (following the entry list requirements for the event referenced in the message header.
-----------	---	------------------	---

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)				
Type	Code	Pos	Description	
ENTRY	ENTRY_TOT	N/A	Element Expected: Expected for all athletes. This data is expected to be available in both bulk and update messages. (not applicable in Powerlifting)	
	Attribute	M/O	Value	Description
	Value	M	##0	Send Entry Total
ENTRY	QUAL_BEST	1, 2, 3	Pos Description: 1 = Snatch 2 = Clean and Jerk 3 = Total Element Expected: Expected for all athletes. This data is expected to be available in both bulk and update messages. (not applicable in Powerlifting)	
	Attribute	M/O	Value	Description
	Value	M	##0	Qualification Best depending on @Pos
ENTRY	LOT	N/A	Element Expected: If applies, as soon as this information is known. For all athletes. As this data is only available close to competition time it will only be available in update messages.	



Attribute	M/O	Value	Description
Value	M	##0	Lot number

Sample:

```
<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
  <Description TeamName="Belgium"/>
  <Coaches>
    <Coach Code="8549000" Order="1" Function="COACH">
      <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549100" Order="2" Function="AST_COA">
      <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549130" Order="3" Function="COACH_NA">
      <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
    </Coach>
  </Coaches>
  <Composition>
    <Athlete Code="8548555" Order="1" >
      <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22"
      IFId="WCFBELM500666"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
    </Athlete>
    <Athlete Code="8548554" Order="2">
      <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01"
      IFId="WCFBELM215160"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
    </Athlete>
    <Athlete Code="8548553" Order="3">
      <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10"
      IFId="WCFBELM524058"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
    </Athlete>
    <Athlete Code="8548552" Order="4">
      <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23"
      IFId="WCFBELM331402"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
    </Athlete>
    <Athlete Code="8548556" Order="5">
      <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
      IFId="WCFBELM459993"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="A"/>
    </Athlete>
  </Composition>
</Entry>
```

2.3.2.6 Message Sort

Sort by Entry @SortOrder



2.3.3 List of horses / List of horses update

2.3.3.1 Description

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentType	DT_PARTIC_HORSES_UPDATE DT_PARTIC_HORSES	List of horses' message.
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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
Competition (0,1)			
	Gen		
	Sport		
	Codes		
	Horse (1,N)		
		Code	
		Status	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	
		Groom	
		Entry (0,N)	
			Type
			Code
			Pos
			Value

2.3.3.5 Message Values

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

Element: Competition /Horse (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID
Status	M	CC@PARTICIPANT_STATUS Id	Horse's entry status. To delete a horse, a specific value of the Status attribute is used
Name	M	S(25)	Horse's name in upper case.
Organisation	M	CC@ORGANISATION Id	Horse's organisation.



Sex	O	CC@HORSE_GENDER Id	Horse's sex. Send when information is available
YearBirth	O	YYYY	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's federation ID
ColourCode	O	CC@HORSE_COLOUR Id	Horse's colour code. Send when information is available
BreedCode	O	CC@HORSE_BREED Id	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.

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	
	Attribute	M/O	Value	Description
	Value	M	CC @Country Id	Send the Birth Country
ENTRY	HORSE_NUM	N/A	Element Expected: As soon as known	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the Horse No. as used in ORIS
ENTRY	DISCIPLINE	N/A	Element Expected: If known	
	Attribute	M/O	Value	Description
	Value	M	SC @HorseDiscipline Code	Horse discipline code (JUMPING)
ENTRY	RESERVE	N/A	Element Expected: For reserve horses	
	Attribute	M/O	Value	Description
	Value	M	Y	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	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	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 PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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.

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
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	UnitDateTime (0,1)							
	StartDate							
	ExtendedInfo (0,N)							
	Type							
	Code							
	Pos							
	Value							
	Extension (0,N)							
	SportDescription (0,1)							
	DisciplineName							
	EventName							
	Gender							
	SubEventName							
	VenueDescription (0,1)							
	Venue							
	VenueName							
	Location							
	LocationName							
	Officials (0,1)							
	Official (1,N)							
	Code							
	Function							
	Order							
	Description (1,1)							
	GivenName							
	FamilyName							
	Gender							
	Organisation							
	IFId							
	ExtOfficial (0,N)							
	Type							
	Code							
	Pos							
	Value							
	Result (1,N)							



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



	IFId
	Class
	Horse
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Rank
	RankEqual
	Extension (0,N)

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
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		Sent the number of competitors on the start list
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after status START_LIST			
	Attribute	Value	Description
	Code	COMPLETE	



	Pos	N/A		
	Value	Numeric #0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY		CURRENT	Numeric 0	Pos Description: For Jumping @Pos is always 1. Element Expected: When available and only when the unit is LIVE.
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send 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.
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send 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.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Send 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.
	Attribute	M/O	Value	Description
	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)
	Attribute	M/O	Value	Description
	Value	M	Numeric ###0	Send the Distance in metres
UI		JUMPOFF	N/A	Element Expected: Only for Jump-Off units
	Attribute	M/O	Value	Description
	Value	M	Text	Send the jump-off information indicating for which medal.
UI		SPEED	N/A	Element Expected: Jumping units (including eventing)



	Attribute	M/O	Value	Description
	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)
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	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)
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Height for the competition in cm
UI		TYPE	N/A	Element Expected: Only for Eventing Jumping & Jumping units
	Attribute	M/O	Value	Description
	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	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Description (not code) from Common Codes



Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function for the event unit
Order	M	Positive Integer	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	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation
IFId	O	S(16)	International Federation ID

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	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	Y	Send "Y" in the case of equalled rank else do not send
Result	O	##0	Result in the event unit. Format data for the particular event. ##0 for Jumping
Unchecked	O	Y	Send "Y" in the case that the scores have not been validated against the paper scorecards. In eventing send Y if Under Review Do not send if not ="Y"
IRM	O	SC@IRM Code	IRM for the particular event unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	Qualification Mark if applicable



SortOrder	M	Positive Integer	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	Positive Integer	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	Positive Integer	Same @StartOrder, except for riders not competing in this event unit who should have same value as @SortOrder.
ResultType	O	SC@ResultType Code	Result type

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N) Used for individual events and for overall scores in teams.			
Type	Code	Pos	Description
ER	J_J_PEN	N/A	Element Expected: Used for Ind. Ind. Jumping
	Attribute	M/O	Value
	Value	M	Numeric #0
ER	J_T_PEN	N/A	Element Expected: Used for Ind. Ind. Jumping
	Attribute	M/O	Value
	Value	M	Numeric #0 or Numeric #0.00 for Eventing
ER	J_TIME	N/A	Element Expected: Used for Ind. & Team Jumping & Ind. Eventing Jumping
	Attribute	M/O	Value
	Value	M	ss.ff
ER	J_TOTAL_PEN	N/A	Element Expected: Used for Ind. & Team Jumping & Ind. Eventing Jumping
	Attribute	M/O	Value
	Value	M	Numeric ##0.##

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	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	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. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DisciplineClass Class	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
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
	Description		Send the ID of the Horse (Horse /Code from DT_PARTIC_HORSE)
EUE	HORSE_NUM	N/A	Element Expected: For all jumping units
	Attribute	M/O	Value
	Value	M	Numeric ##0
	Description		Send the Horse No.
EUE	JUMPOFF	N/A	Element Expected: For individual jump-off
	Attribute	M/O	Value
			Description



Value	M	SC @JumpOff	Send the proposed code
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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" />
```

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 Jumping.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@PHASE Code	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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:

- * 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.

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



	Rank
	RankEqual
	Result
	IRM
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Rank
	RankEqual
	Extension (0,N)
	Competitor (1,N)
	Code
	Type
	Organisation
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	Bib
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.5.5 Message Values

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

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



Attribute	M/O	Value	Description
Rank	O	Positive Integer	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	Y	Identifies if a rank has been equaled. Only send Y if applicable else not sent.
Result	O	##0	Result in the event unit. Format data for the particular event. ##0 for Jumping
IRM	O	SC@IRM Code	IRM for phase in jumping. Send just in the case @ResultType is IRM
SortOrder	M	Positive Integer	Order by start order for the competitors in the file.
StartOrder	M	Positive Integer	Start order of the competitor in the start list
StartSortOrder	M	Positive Integer	Same @StartOrder
ResultType	O	SC@ResultType Code	Result type, only sent is there is a result

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		J_J_PEN	N/A	Element Expected: Used for Jumping
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the Jump Penalty
ER		J_T_PEN	N/A	Element Expected: Used for 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 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
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the Total Jumping penalties in current unit

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	A	A for athlete	
Organisation	M	CC@ORGANISATION Id	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	Positive Integer	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
	Attribute	M/O	Value
	Value	M	S(20) with no leading zeroes
	Description		Send the ID of the Horse (Horse /Code from DT_PARTIC_HORSE)
EUE	SCORE_BEFORE	N/A	Element Expected: Always in jumping if a score is carried forward.
	Attribute	M/O	Value
	Value	M	Numeric #0.00
	Description		Send the score after the previous unit if the score is carried forward.

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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@PHASE Code	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results LIVE INTERMEDIATE UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							



ExtendedInfo (0,N)	
Type	
Code	
Pos	
Value	
Progress (0,1)	
LastUnit	
SportDescription (0,1)	
DisciplineName	
EventName	
Gender	
Result (1,N)	
Rank	
RankEqual	
Result	
ResultType	
IRM	
QualificationMark	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
ResultItems (0,1)	
ResultItem (1,N)	
Unit	
Order	
Result (1,1)	
ResultType	
Result	
IRM	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	



		IRM
		Rank
		RankEqual
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	
	Class	
	Horse	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	IRM	
	Extension (0,N)	

2.3.6.5 Message Values

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

Element: Competition /ExtendedInfos /Progress (0,1)			
---	--	--	--



Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@SPORT_GENDER Id	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	Positive Integer	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	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	SC@ResultType Code	Result type, either points or IRM for the cumulative result.
IRM	O	SC@IRM Code	IRM for the cumulative result Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition. Used after individual jumping round 1.
SortOrder	M	Positive Integer	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	E_JUMP	S(1)	Pos Description: Send 1 or 2 for the appropriate jumping round Element Expected: When applicable
	Attribute	M/O	Value
	Value	M	Numeric ##0.00
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable			



	Attribute	Value	Description	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0 or "-"	Jump penalties	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	Attribute	Value	Description	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Time penalties	
ER	E_XC	N/A	Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Send penalties after Cross Country.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	Attribute	Value	Description	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Jump penalties	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	Attribute	Value	Description	
	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)	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Value of the replacement penalty

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

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



Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Full unit RSC of each unit included in the cumulative result.
Order	M	Positive Integer	Logical order of the units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
ResultType	O	SC@ResultType Code	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	SC@IRM Code	IRM for the cumulative result Only send in the case @ResultType is IRM Only include in teams events.
SortOrder	M	Positive Integer	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	
	Attribute	M/O	Value	
	Value	O	Numeric ###0.00	Send the score for the competitor after participating in the unit.
	IRM	O	SC @IRM	Send IRM if applicable
ER	Rank	O	Numeric #0	Send the Rank after the unit
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
ER	JUMP_PEN	N/A	Element Expected: Only in individual eventing for XC and jumping phases	
	Attribute	M/O	Value	
ER	Value	M	Numeric #0 or #0.00	Send jumping penalties
	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

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>
</ResultItems>
```

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	A, T	T for team and A for athlete
Organisation	M	CC@ORGANISATION Id	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	Positive Integer	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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DisciplineClass Class	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
	Attribute	M/O	Value
	Value	M	SC @IRM
ER	CONTRIB_RES	N/A	Element Expected: When applicable in Eventing team events
	Attribute	M/O	Value
	Value	M	Numeric ###0.00
ER	E_JUMP	S(1)	Pos Description: Send 1 or 2 for the appropriate jumping round Element Expected: When applicable
	Attribute	M/O	Value
	Value	M	Numeric ##0.00
	IRM	O	SC @IRM
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable			



	Attribute	Value	Description	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0	Jump penalties	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	Attribute	Value	Description	
	Code	TIME_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Time penalties	
ER		E_XC	N/A	
			Element Expected: When applicable	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Send penalties after Cross Country.
	IRM	O	SC @IRM	Send IRM if applicable
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	Attribute	Value	Description	
	Code	JUMP_PEN		
	Pos	N/A	N/A	
	Value	Numeric ##0.00 or "-"	Jump penalties	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected When applicable				
	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	Description
	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	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				



		DisciplineName
		EventName
		Gender
	VenueDescription (0,1)	
		Venue
		VenueName
	Result (1,N)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	IRM	
	SortOrder	
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
	Composition (1,1)	
		Athlete (0,N)
		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Class
		Horse

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	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@SPORT_GENDER Id	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@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	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	##0 for Jumping	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 Code	Send only if applicable and if received in the final event unit as for @Result.
SortOrder	M	Positive Integer	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 zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	A	A for athlete or T for Team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known

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	1	Order attribute. Used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
-------	---	---	---

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DisciplineClass Class	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	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of each unit
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	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	SCGEN@Source Code	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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
				ExtendedConfig (1,N)	



	Type
	Code
	Pos
	Value
	ExtendedConfigItem (0,N)

2.3.8.5 Message Values

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

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of the Unit. 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
JUMPING	EFFORTS	N/A	Element Expected: Only for Jumping and Cross Country
	Attribute	M/O	Value
	Value	M	Numeric #0
JUMPING	OBSTACLES	N/A	Element Expected: Only for Jumping and Cross Country
	Attribute	M/O	Value
	Value	M	Numeric #0
JUMPING	OBSTACLE	N/A	Pos Description: Send the obstacle number (order)
		Numeric #0	Element Expected: Only for Jumping and Cross Country
	Attribute	M/O	Value
	Value	M	Text
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Only for Jumping and Cross Country			
	Attribute	Value	Description
	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...)



QUALIFICATION		RULE	N/A	Element Expected: When applicable
	Attribute	M/O	Value	Description
	Value	M	SC @QualRule Code	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		BEST	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>
...

```

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 or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@DISCIPLINE CODE	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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	
	Wind_Direction	
	Condition (0,3)	
		Code
		Value
	Precipitation (0,N)	
		Unit
		Value
	Pressure (0,N)	
		Unit
		Value
	Temperature (0,N)	
		Code
		Unit
		Value
	Wind (0,N)	
		Code
		Unit
		Value

2.3.9.5 Message Values

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

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

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

Element: Competition /Weather /Conditions /Condition (0,3)			
--	--	--	--



Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC@WEATHER_COND Id	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PrecipitationUnit Code	Precipitation unit
Value	M	Numeric ###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	hPa	Send "hPa" as unit for pressure
Value	M	Numeric ###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air and WBGT temperature
Unit	M	SCGEN@TemperatureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.9.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF 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 - 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-Of	DT_PDF C03A Course Plan						x



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						

3.3 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

3.4 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 Final finished. For Jumping Team	DT_PDF C92B Medallists	OFFICIAL		x			



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					

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	4 Sep 2025	First version

File Reference: SYOG-2026-EQU-EJP-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version. Adapted to the new MiCo Schema.