



Olympic Data Feed



Biathlon

ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

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



2 Messages

2.1 Biathlon Overview

MESSAGES IN EACH EVENT

All events in biathlon count a single unit. A DT_RESULT for each event as well as a DT_RESULT_ANALYSIS containing more detailed and analytical information are expected. DT_CURRENT message is also sent for each event to include information relating the shooting range actions.

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include all competition units/races at unit level (Y) and are the same units used for DT_RESULT.

SPECIAL CASES

There is the possibility that the distance of one the event can be changed (for longer races) as per Jury decision. A new DT_CONFIG should be sent. Please take note that:

- The event code can remain the same and the name of the event is updated (new version of common codes)
- A different event code is used setting it as scheduled and the former to unscheduled.

PARALYMPIC GAMES

The same messages are applicable except for

- DT_PARTIC_TEAM / DT_PARTIC_TEAM_UPDATE
- **DT_IMAGE**
- Elements and attributes referring to Teams.

All times and ranks in the messages are the factored ones except when differently mentioned. Guide attributes are used if the case.

2.2 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_RESULT_ANALYSIS	Results Analysis	X



DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	



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 any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document “Language Guidelines & Participant Names”.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

2.3.1.2 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
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline 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.



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.

2.3.1.3 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 for any modification in the data. DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems 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			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			



	BirthDate
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId

2.3.1.5 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

Sample (Competiton)

<Competition Gen="OWG2026-1.10" Sport=" OWG2026-BTH-1.10" Codes=" OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) without leading zeros	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 in the case of Historical participants (status)



Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, use the specific value of the Participant Status.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's Gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of Birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	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@DISCIPLINE_FUNCTION Id	Main Function
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program.

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 Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id



2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participants teams' 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.
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

Teams are managed directly by OVR and sent as DT_PARTIC_TEAMS_UPDATE to create or modify them. DT_PARTIC_TEAMS is never expected unless with DocumentSubtype SYNC to be distributed as a bulk message generated by the central systems.



2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Team (1,N)			
		Code		
		Status		
		Organisation		
		Name		
		ShortName		
		TVTeamName		
		PSCBName		
		PSCBShortName		
		PSCBLongName		
		Gender		
		TeamType		
		Discipline (0,1)		
			Code	
			IFid	

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 /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	Team sport entry status. To delete a team, use the specific value of the Participant Status.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.



PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Team type. ORG is expected. This is how the name is constructed to allow clients to build in other languages.

Element: Competition /Team /Discipline (0,1)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFld	O	S(16)	Federation number for the corresponding discipline

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 List of Entries by Event

2.3.3.1 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.

2.3.3.2 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.

2.3.3.3 Trigger and Frequency

At the Olympic Games athletes are initially assigned at discipline level (DT_PARTIC).

DT_ENTRIES message will be distributed once OVR becomes the owner of the data and based on the outcomes of the Team Captains' Meetings and will be additionally triggered upon any entry information change.

At the Paralympic Games 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 in the venue and the bulk message is triggered by the OVR.

2.3.3.4 Message Structure

The following table defines the structure of the message.

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



	Code
	Type
	Organisation
	SortOrder
	Description (0,1)
	TeamName
	IFld
	Composition(0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class
	Guide (0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.3.5 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 ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).

Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

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, if applicable

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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Entry /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	O	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	M	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)			
Individual athlete's entry information.			



Type	Code	Pos	Description
ENTRY	PERCENTAGE	N/A	Element Expected: Paralympic Games only
Attribute	M/O	Value	Description
Value	M	##0	Athlete percentage
IFPOINTS	SC@IFPoints Code	N/A	Element Expected: when available.
Attribute	M/O	Value	Description
Value	M	###0	Points of the athlete for the specific event
IFRANK	SC@IFRank Code	N/A	Element Expected: when available.
Attribute	M/O	Value	Description
Value	M	Positive Integer	Rank of the athlete for the specific event

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 Description

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

The Event Unit Start List and Results is a mandatory message for all sports.

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	Expected statuses are: START_LIST LIVE UNCONFIRMED 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.

2.3.4.3 Trigger and Frequency

This message is sent:

- As soon as the start list is available and after any changes [inc. IRMs] (START_LIST)
- For Individual Events with individual start time send with status LIVE shortly before the first athlete starts to mark the first athlete as NEXT
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished:
 - UNCONFIRMED: as soon as the last competitor has crossed the finish line and until the unofficial results are distributed.
 - UNOFFICIAL: until the end of the fifteen (15) minutes protesting period or estimated delays in results verification or other open issue;
 - OFFICIAL: if no protest has been logged during the protest period, and after all protests have been



- resolved
- PROTESTED: if a protest has been logged during the protest period, until its resolution
- PROVISIONAL: if there is any pending decision by IOC, CAS, IF
- After any change

The DT_RESULT message in Biathlon should never be sent more frequently than 1 to 3 seconds accumulating all changes within this offset.

Understanding Biathlon Shooting Bouts

There are 3 quite common exceptions situations which can happen during shooting which therefore need to be considered and is the reason some values are not updated during a shooting session:

- a shot does not hit the target at all, thus no 'missed shot' information is available for this shot (in such a case the session would have only 4 shots and not 5)
- a shot from an adjacent target might ricochet and touch the target frame with sufficient force to create a 'missed shot' (in such case the session might have 6 shots and not 5)
- an athlete might crossfire to the wrong target. In such case s/he is credited 5 penalties but has 'no shots' at all

The number of penalties in a bout is available only when the operator at the shooting range confirms that the athlete has left the lane. The number of penalties is then the number of 'still open' targets regardless of the shots recorded in the session.

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

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)						
			Code					
			Pos					
			Value					
	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	
Result (1,N)	
Rank	
RankEqual	
Result	
IRM	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
Diff	
PhotoFinish	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
IRM	
Rank	
RankEqual	
SortOrder	
Diff	
Move	
Pty	
Arrive	
Extension (0,N)	
Code	
Pos	
Value	
Competitor (1,1)	
Code	
Type	
Bib	
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	
IFld	
Class	
Guide(0,N)	
GuideID	
Order	
GuideFamilyName	
GuideGivenName	
EventUnitEntry (0,N)	
Type	
Code	
Pos	
Value	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
IRM	
Rank	
RankEqual	
SortOrder	
Diff	
Move	
Pty	
Arrive	
Extension (0,N)	
Code	
Pos	
Value	

2.3.4.5 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
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Element: Competition /ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: always
	Attribute	M/O	Value
	Value	M	Positive Integer
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected always when the ResultStatus is not START_LIST and at least one competitor has completed the unit with a valid time.			
	Attribute	Value	Description
	Code	COMPLETE	
	Pos	N/A	
	Value	Positive Integer	Number of competitors whose event unit is completed (including IRMs).
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected always after the first competitor passed the @Pos Intermediate point			
	Attribute	Value	Description
	Code	PASSED	
	Pos	S(2)	Intermediate point in the unit (1, 2...F).
	Value	Positive Integer	Number of competitors passed @Pos. Do not include IRMs.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected as soon the first competitor has a valid time @Pos Intermediate point or the first competitor has started			
	Attribute	Value	Description
	Code	IN_RACE	
	Pos	S(2)	Intermediate point in the unit (1, 2...F) including S
	Value	Positive Integer	Number of competitors [excluding IRMs] including the ones that have passed and the ones that are expected at @Pos.
UI	PROVISIONAL	N/A	Element Expected: only if the start list is provisional
	Attribute	M/O	Value
	Value	M	#0
			In Relay @Value is 0 In Mass Start @Value is the number of events completed computed in the start list (as per ORIS).
DISPLAY	INT_x	#0	Code Description: x is the overall intermediate point as defined in DT_CONFIG, not by LEG Pos Description: unique number for each competitor included (1 & 2 if more than one). Element Expected: always when the unit is LIVE. Each competitor's ID is expected only once at each intermediate. Remove in subsequent messages
	Attribute	M/O	Value
	Value	M	S(20) without leading zeros
			Competitor individual ID (even for team/relay) of the last competitor(s) to reach the intermediate point (including F).
DISPLAY	NEXT	N/A	Element Expected: for interval start and pursuit



	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Competitor ID of the next competitor to start.
DISPLAY		STARTED	Positive Integer	Pos Description: 1, N for the competitors started since the last message. Element Expected: In intervals and pursuit starts only. Only once for each competitor.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros	Competitor ID of the competitor most recently started
DISPLAY		CURR_LEG	N/A	Element Expected: Team Sprint and Relay events.
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Leg Number updated as soon as the leader crosses the first intermediate point of each leg
LEADER		CURRENT	S(2)	Pos Description: most recent overall intermediate point, as defined in DT_CONFIG, reached by the first competitor (1, 2,..F). For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected: All events with intermediate points.
	Attribute	M/O	Value	Description
	Value	M	S(20) without leading zeros.	Competitor ID of the first competitor to reach the intermediate point (including F).

Sample (individual event)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
<ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
  <Extension Code="COMPLETE" Value="9" />
</ExtendedInfo> <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
```

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription

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
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description



Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. It can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of officials.

Element: Competition /Officials /Official /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 official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected while PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected. Not expected while PhotoFinish pending
Result	O	h:mm:sS.F SC@ResultMark Code	Time for the competitor or LAP in relay events. In relay events, LAP is an RM and is sent @Result if @ResultType is TIME. In individual events, LAP is an IRM and is sent @IRM if @ResultType is IRM. Not expected while PhotoFinish pending
IRM	O	SC@IRM Code	Invalid result mark (IRM) for the event unit if @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Positive Integer	Start order
StartSortOrder	M	Positive Integer	Unique number for sorting the start list.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	+h:mm:sS:F	Time behind the leader. 0.0 for the leader. Not expected while PhotoFinish pending
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
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Type	Code	Pos	Description
ER	STATUS	N/A	Element Expected: always
	Attribute	M/O	Value
	Value	M	SC@CompetitorStatus Code
			Race status for the competitor
ER	PREDICT	N/A	Element Expected: in interval start units only when ResultStatus is LIVE
	Attribute	M/O	Value
	Value	O	Positive Integer
			Predicted rank for the competitor
	SortOrder	M	Positive Integer
			Index based on the Value to sort the competitors considering equals and those without Value.
ER	CURRENT	N/A	Element Expected: always except if DNS
	Attribute	M/O	Value
	Value	M	S(2)
			Intermediate point where the competitor has most recently passed. If the competitor has an IRM (different from DNS): 1. before crossing the first intermediate point @Value is 0. 2. In other cases, @Value is the Intermediate point that was crossed most recently.
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value
	Value	M	h:mm:ss.F
			Cumulative time at the intermediate point in the current race.
	Value2	O	h:mm:ss.F
			Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer
			Rank of the competitor at the intermediate point.
	RankEqual	O	Y
			'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer
			Index based on the rank to sort the competitor considering equals.
	Diff	O	+h:mm:ss.F
			Time behind the leader in the unit at the point. 0.0 for the leader.
	Move	O	+/-Integer
			Variation in rank gained (+) or lost (-) since the previous intermediate point after the first one. Expected for mass start and pursuit only, included for all intermediate points after the first one in mass start, include for all intermediates in pursuit.
	Arrive	O	Positive Integer
			Arrival order at the intermediate point.
PROGRESS	SHOOT	S(2)	Pos Description: 1, N shooting bout. Element Expected: only in individual events.
	Attribute	M/O	Value
	Value	M	m:ss.F
			Total time in this shooting bout.
	Rank	O	Positive Integer
			Rank of the competitor based on @Value.



	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+m:sS.F	Time behind the leader for this shooting bout. 0.0 for the leader.
	Pty	O	0-5	Total penalties for this shoot.
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected only in individual events.				
	Attribute	Value	Description	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:sS.F	Penalty time at this shooting bout.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected only in individual events.				
	Attribute	Value	Description	
	Code	PENALTY_TOT		
	Pos	N/A		
	Value	#0	Total penalties up to this point.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected only in individual events.				
	Attribute	Value	Description	
	Code	SHOT		
	Pos	Positive Integer	Shot number within the bout	
	Value	S(1)	If the shot is successful then @Value is number of the target hit, if the target is missed for @Pos shot then @Value is M.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected only in individual events.				
	Attribute	Value	Description	
	Code	SHOT_TIME		
	Pos	Positive Integer	The shot number within this time in the shooting range.	
	Value	sS:F	Interval time of the @Pos shot in relation to the previous shot or in relation to the arrival time at the shooting lane for the first shot.	
ER		SHOOT_TOT	N/A	Element Expected: after all shooting bouts for the specific competitor are completed
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F	Total time shooting.
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F	Shooting time behind the leader. 0.0 for the leader.
	Pty	O	#0	Total penalties in shooting for the competitor.



Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable			
Attribute	Value	Description	
Code	PENALTY_TIME		
Pos	N/A		
Value	mm:sS.F	Total shooting penalty time.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
Attribute	Value	Description	
Code	PRONE		
Pos	N/A		
Value	#0	Total prone penalties in shooting for the competitor.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
Attribute	Value	Description	
Code	PRONE_SPARE		
Pos	N/A		
Value	#0	Total used spare rounds in prone.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
Attribute	Value	Description	
Code	SPARE		
Pos	N/A		
Value	#0	Total used spare rounds.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
Attribute	Value	Description	
Code	STAND		
Pos	N/A		
Value	#0	Total standing penalties in shooting for the competitor.	
Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected Only in relay for the team.			
Attribute	Value	Description	
Code	STAND_SPARE		
Pos	N/A		
Value	#0	Total used spare rounds in standing.	
ER	SKI_TOT	N/A	Element Expected: only in individual or short individual events and in Paralympics as calculated time.
Attribute	M/O	Value	Description
Value	O	mm:sS.F	Total ski time.
IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
Rank	O	Positive Integer	Rank of the competitor based on @Value.



	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:ss.F	Time behind the leader. 0.0 for the leader.
ER		RAW	N/A	Element Expected: only in pursuit after the competitor is at finish
	Attribute	M/O	Value	Description
	Value	O	mm:ss.F	Raw total time (without start behind time, i.e. the different between finishing time and start behind time).
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	O	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:ss.F	Time behind the leader. 0.0 for the leader.
ER		TIME_ADJUST	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	+/-mm:ss.F	TOTAL time adjustment (- or +).
ER		JURY_DECISION	Positive Integer	Pos Description: 1, N for each jury decision related to this competitor, order chronologically Element Expected: when there is a description available for a jury decision.
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Code S(25)	Code of Infringement/Offence
	Value2	M	SC@Infringement ENG Description S(255)	Text to describe a jury decision. Some examples are: "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+/-mm:ss.F	Time adjustment (- or +). In relay it is the cumulative time adjustment for the team.
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement
ER		POT_DSQ	N/A	Element Expected: if applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Y if the competitor is under investigation or potentially disqualified or subjected to time adjustment.
ER		REAL_TIME	N/A	Element Expected: when available in the Paralympics
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.F	Real time for single athletes (other times are the adjusted time)
ER		DELTA	N/A	Element Expected: when available in the Paralympics.
	Attribute	M/O	Value	Description
	Value	M	+/-mm:ss.F	Delta for single athlete, not expected for the winner



				Delta is the real time the skier would have to ski faster in order to tie the winner result (in adjusted time).
--	--	--	--	---

Sample (individual)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="24:34.8" Diff="1.3" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="SHOOT_TOT" Value="58.0" Diff="2.9" Pty="0" Rank="8" >
      <Extension Code="PENALTY_TIME" Value="17.8" />
    </ExtendedResult>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Value="4:47.2" Value2="2:57.2" Pos="1" Diff="7.4" Rank="12"
SortOrder="12" Arrive="15" />
    ....
    <ExtendedResult Type="PROGRESS" Code="SHOOT" Value="28.0" Pos="2" SortOrder="53" Rank="52" RankEqual="Y" Diff="+6.3"
Pty="1" >
      <Extension Code="PENALTY_TOT" Value="2" />
      <Extension Code="PENALTY_CUM" Value="2" />
      <Extension Code="PENALTY_TIME" Value="28.8" />
      <Extension Code="SHOT" Pos="1" Value="5" />
      <Extension Code="SHOT" Pos="2" Value="4" />
      <Extension Code="SHOT" Pos="3" Value="M" />
      <Extension Code="SHOT" Pos="4" Value="2" />
      <Extension Code="SHOT" Pos="5" Value="M" />
    </ExtendedResult>
  <Competitor Code="2023687" Type="A">
    <Composition>
      <Athlete Code="2023687" Bib="15" Order="1" Organisation="GER" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /Result /Competitor (1,1)
Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)
For team events only

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

Element: Competition /Result /Competitor /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"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members. *** for athletes out of quota in mass start.

Element: Competition /Result /Competitor /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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	O	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	M	S(25)	Preferred Given Name of the athlete's guide.

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

Individual athletes entry information.

Type	Code	Pos	Description
EUE	START_GROUP	N/A	Element Expected: individual events.
	Attribute	M/O	Value
	Value	M	##0
			Start lane, row or group.
EUE	START_TIME	N/A	Element Expected: interval start events
	Attribute	M/O	Value
	Value	M	HH:MM:SS
			Start time.
EUE	HCP_TIME	N/A	Element Expected: pursuit
	Attribute	M/O	Value
	Value	M	mM:SS
			Handicap time or start behind time.
EUE	WAVE	N/A	Element Expected: if the competitor is in a wave start.
	Attribute	M/O	Value



	Value	M	mM:SS	Handicap time or start behind time.
EUE		LEG_BIB	N/A	Element Expected: all team events
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Leg number of the Team member. For Relay should be 1,2,3,4.
EUE		COLOUR	N/A	Element Expected: all team events.
	Attribute	M/O	Value	Description
	Value	M	SC@Colour Code	Bib colour ('b', 'g', 'r' or 'y').
EUE		QUAL_GROUP	N/A	Element Expected: only for provisional start list for mass start
	Attribute	M/O	Value	Description
	Value	M	SC@MassGroup Code	Mass Group applicable code.
EUE		RANK_WLD	N/A	Element Expected: only for provisional start list for mass start
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	World Cup Rank.
EUE		OG_PTS	N/A	Element Expected: only for provisional start list for mass start
	Attribute	M/O	Value	Description
	Value	M	##0	Olympic Games Points.
EUE		PERCENTAGE	N/A	Element Expected: Paralympic Games
	Attribute	M/O	Value	Description
	Value	M	##0	Athlete percentage

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

Team member extended result.

Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). This is the overall intermediate, not per leg. Element Expected: when data is available except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value
	Value	M	h:mm:sS.F
	Attribute	M/O	Description
	Value2	O	m:sS.F
	Rank	O	Positive Integer
	RankEqual	O	Y
	SortOrder	M	Positive Integer
	Diff	O	+h:mm:sS.F



	Move	O	+/-Integer	Variation in rank gained (+) or lost (-) since the previous intermediate point after the first one.
	Arrive	O	Positive Integer	Arrival order at the intermediate point.
PROGRESS		LEG_SPLIT	S(2)	Pos Description: leg number Element Expected: when data is available
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F	Leg time in the @Pos leg for the team member in the leg (relay). It is not cumulative.
	Rank	O	Positive Integer	Rank @Pos in the leg or round for the team member in the leg (relay)
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the team member in the leg (relay) considering equals
	Diff	O	+mm:sS.F	Time behind the leader in the unit at the split.
PROGRESS		SHOOT	Positive Integer	Pos Description: absolute shoot bout, 1,2 for athlete 1; 3,4 for athlete 2 etc. Element Expected: when data is available
	Attribute	M/O	Value	Description
	Value	M	m:sS.F	Total time in this shooting bout for the athlete.
	Rank	O	Positive Integer	Rank of the athlete based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort considering equals.
	Diff	O	+m:sS.F	Time behind the leader for this shooting bout. 0.0 for the leader.
	Pty	O	0-5	Total penalties in this shoot (0...5).
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.				
	Attribute	Value	Description	
	Code	PENALTY_CUM		
	Pos	N/A		
	Value	##0	Total penalties for the team up to this point.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.				
	Attribute	Value	Description	
	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:sS.F	Penalty time at this shooting bout.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.				
	Attribute	Value	Description	
	Code	PENALTY_TOT		
	Pos	N/A		
	Value	##0	Total penalties up to this point.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected Only in relay.				



	Attribute	Value	Description	
	Code	SHOT		
	Pos	Positive Integer	The shot number within this time in the shooting range.	
	Value	S(1)	If the shot is successful then the number of the target hit, if there is a miss in this shot (@Pos) then 'M'.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected only in relay				
	Attribute	Value	Description	
	Code	SHOT_TIME		
	Pos	Positive Integer	The shot number within this time in the shooting range.	
	Value	sS.F	Shot interval time. The interval time of the shot in relation to the previous shot or in relation to the arrival time at the shooting lane for the 1 st shot. (Defined in the @Pos within this time in the shooting range)	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected only in relay				
	Attribute	Value	Description	
	Code	SPARE		
	Pos	N/A		
	Value	##0	Total spare rounds used in this shoot.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected only in relay				
	Attribute	Value	Description	
	Code	SPARE_CUM		
	Pos	N/A		
	Value	##0	Total spare rounds used by the team up to this point.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected only in relay.				
	Attribute	Value	Description	
	Code	SPARE_TOT		
	Pos	N/A		
	Value	##0	Total spare rounds used up to this point.	
ER		SHOOT_TOT	N/A	Element Expected: if applicable in relay.
	Attribute	M/O	Value	Description
	Value	O	m:sS.F	Total time shooting.
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
	Rank	O	Positive Integer	Rank based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+m:sS.F	Shooting time behind the leader. 0.0 for the leader.
	Pty	O	##0	Total penalties in shooting for the athlete.
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected If applicable				
	Attribute	Value	Description	



	Code	PENALTY_TIME		
	Pos	N/A		
	Value	m:sS.F	Total shooting penalty time.	
Sub Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected only in relay				
	Attribute	Value	Description	
	Code	SPARE		
	Pos	N/A		
	Value	##0	Total used spare rounds.	
ER		TIME_ADJUST	N/A	Element Expected: if applicable in relay.
	Attribute	M/O	Value	Description
	Value	M	+/-m:sS.F	TOTAL time adjustment (- or +).
ER		JURY_DECISION	Positive Integer	Pos Description: 1, N for each jury decision for this competitor. Order chronologically Element Expected: When there is a description available for a jury decision.
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Code or S(25)	Code of Infringement/Offence
	Value2	M	SC@Infringement ENG Description or S(255)	Text to describe a jury decision. Some examples are "Behaviour that may intentionally hinder" "False start " 'Ranked as last - Obstruction'
	Pty	O	+/-m:sS.F	Time adjustment (- or +). In relay it is the cumulative time adjustment for the team.
	IRM	O	SC@IRM Code	Invalid result mark (IRM) because of the offence/infringement

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Results Analysis

2.3.5.1 Description

The Results Analysis is a message containing additional information for the start list and/or results. In biathlon it provides additional analytical information.

2.3.5.2 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 at unit level
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Refer to DT_RESULT
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

This message is sent no more frequently than every 15 seconds:

- LIVE when the unit starts and after every update (intermediates etc.)
- After the race is finished the same ResultStatus of DT_RESULT is applied.

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				



		SubEventName
VenueDescription (0,1)		
		Venue
		VenueName
		Location
		LocationName
Result (1,N)		
		Rank
		RankEqual
		Result
		IRM
		SortOrder
		StartOrder
		StartSortOrder
		ResultType
		Diff
		PhotoFinish
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
Competitor (1,1)		
		Code
		Type
		Bib
		Organisation
		Description (0,1)
		TeamName
Composition (0,1)		
		Athlete (0,N)
		Code
		Order
		Bib
		Description (1,1)



	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	IRM
	Rank
	RankEqual
	SortOrder
	Diff

2.3.5.5 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 /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description .
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Short Description

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description

Element: Competition /Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor Not expected while PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected. Not expected while PhotoFinish pending
Result	O	h:mm:sS.F SC@ResultMark Code	Time for the competitor or LAP in relay events. In relay events, LAP is an RM and is sent @Result if @ResultType is TIME. In individual events, LAP is an IRM and is sent @IRM if @ResultType is IRM. Not expected while PhotoFinish pending
IRM	O	SC@IRM Code	Invalid result mark (IRM) for the event unit if @ResultType is IRM
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Positive Integer	Start order
StartSortOrder	M	Positive Integer	Unique number for sorting the start list.
ResultType	O	SC@ResultType Code	Result type
Diff	O	+h:mm:sS.F	Time behind the leader. 0.0 for the leader. Not expected while PhotoFinish pending
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	SECTION	S(2)	Pos Description: intermediate point where the section time is recorded (1, 2...F). Element Expected: when data is available except for @Pos F while @PhotoFinish is P in Result element
Attribute	M/O	Value	Description



	Value	M	mm:sS.F	Time for the section ending at the intermediate point @Pos.
	Rank	O	Positive Integer	Rank of the competitor in the section
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+mm:sS.F	Time behind the leader in the section. 0.0 for the leader.
PROGRESS		RANGE	Positive Integer	Pos Description: 1, N shooting bout Element Expected: only in individual events.
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F	Range time for this shooting bout.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
PROGRESS		LOOP	Positive Integer	Pos Description: loop (1, 2...n). Element Expected: Only in individual events except for last loop while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F	Time for this loop.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+mm:sS.F	Time behind the leader for this loop.
PROGRESS		COURSE	Positive Integer	Pos Description: loop (1, 2...n). Element Expected: only in individual events, except for the last loop while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F	Course time for this loop.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
PROGRESS		SKI	Positive Integer	Pos Description: loop (1, 2...n). Element Expected: only in individual competition (20km M, 15km W).
	Attribute	M/O	Value	Description
	Value	M	mm:sS.F	Ski time (regardless of penalties) for this loop.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.



	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
ER		COURSE_TOT	N/A	Element Expected: always except while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	h:mm:sS.F	Total course time.
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
ER		RANGE_TOT	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F	Total range time.
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.
	Rank	O	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.

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

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID.
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
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. Only applies for teams.

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athletes ID.
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), and athlete starting order (1..n) for teams (if Competitor @Type="T").
Bib	O	S(5)	Bib number



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

Element: Competition /Result /Competitor /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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	O	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	M	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member extended result.			
Type	Code	Pos	Description
PROGRESS	RANGE	Positive Integer	Pos Description: 1, N shooting bout Element Expected: only in relay.
	Attribute	M/O	Value
	Value	O	mm:sS.F
	IRM	O	SC@IRM Code
	Rank	O	Positive Integer
	RankEqual	O	Y
	SortOrder	M	Positive Integer
	Diff	O	+mm:sS.F
PROGRESS	LOOP	Positive Integer	Pos Description: loop (1, 2, ...n). Element Expected: only in relay except for the last loop while @PhotoFinish is P in Result element
	Attribute	M/O	Value
	Value	O	mm:sS.F
	IRM	O	SC@IRM Code
	Rank	O	Positive Integer



	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the athlete considering equals and IRMs.
PROGRESS	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
		COURSE	Positive Integer	Pos Description: loop (1, 2, ...n). Element Expected: only in relay, except for the last loop while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F	Course time for this loop.
	IRM	O	SC@IRM Code	IRM at the intermediate if applicable.
	Rank	O	Positive Integer	Rank of the athlete based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the athlete considering equals and IRMs.
PROGRESS	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
		SECTION	S(2)	Pos Description: intermediate point where the section time is recorded (1, 2...n). This is the overall intermediate, not per leg. Element Expected: when data is available in relays. except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F	Time for the section ending at the intermediate point @Pos.
	IRM	O	SC@IRM Code	IRM at the intermediate if applicable.
	Rank	O	Positive Integer	Rank of the athlete in the section
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the athletes considering equals and IRMs.
	Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.
ER		COURSE_TOT	N/A	Element Expected: only in relay except while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	O	h:mm:sS.F	Total course time.
	IRM	O	SC@IRM Code	IRM at the intermediate if applicable.
	Rank	O	Positive Integer	Rank based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort considering equals and IRMs.
	Diff	O	+h:mm:sS.F	Time behind the leader. 0.0 for the leader.
ER		RANGE_TOT	N/A	Element Expected: only in relay
	Attribute	M/O	Value	Description
	Value	O	mm:sS.F	Total range time.
	IRM	O	SC@IRM Code	Appropriate IRM code if applicable.



Rank	O	Positive Integer	Rank of the athlete based on @Value.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
SortOrder	M	Positive Integer	Index based on the Rank to sort considering equals and IRMs.
Diff	O	+mm:sS.F	Time behind the leader. 0.0 for the leader.

2.3.5.6 Message Sort

Sort by Result @SortOrder



2.3.6 Current Information

2.3.6.1 Description

The message contains latest applicable information when the competition is live.

2.3.6.2 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_CURRENT	Current 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.

2.3.6.3 Trigger and Frequency

As soon as any competitor enters or leaves the shooting range. In case there are no athletes in the shooting range the message can be sent empty to remove the latest athlete's presence.

2.3.6.4 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		
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos
			Value
			Extension (0,N)
			Code



	Pos
	Value

2.3.6.5 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 /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	CURR_SHOOT	Positive Integer	Pos Description: shooting bout. In the case of relay, it is the overall bout for the team. Element Expected: for each athlete in the range.
	Attribute	M/O	Value
	Value	M	S(20) without leading zeros
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension		
	Attribute	Value	Description
	Code	LANE	
	Pos	N/A	
	Value	Positive Integer	Shooting Range Lane

Sample (Biathlon)

```
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234562" >
    <Extension Code="LANE" Value="12" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234563" >
    <Extension Code="LANE" Value="5" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="CURR_SHOOT" Pos="1" Value="1234564" >
    <Extension Code="LANE" Value="2" />
  </ExtendedInfo>
</ExtendedInfos>
```

2.3.6.6 Message Sort

Not applicable.



2.3.7 Image

2.3.7.1 Description

The message contains an image in jpg or png format encapsulated in an XML message.

The message can contain the Course Map image or any available photofinish image. Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (Event Unit RSC) when more than one photofinish cases/photo occur in the same race depending on the circumstances of the unit/race.

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_UNIT Code CC@EVENT Code	Event Unit RSC in the case of PHOTOFINISH Event RSC in the case of COURSEMAP
DocumentSubcode	Positive Integer N/A	Picture number If there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode. Not applicable for DocumentSubtype COURSEMAP.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH COURSEMAP	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code N/A	Expected status is: OFFICIAL Not applicable for DocumentSubtype COURSEMAP.
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

Trigger when image available and after any change.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.7.5 Message Values

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



Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

Element: Competition /Image /Result (0,N)			
Expected only if DocumentSubtype is PHOTOFINISH, only include the information of those competitors in the image			
Attribute	M/O	Value	Description
Result	O	h:mm:ss.F SC@ResultMark Code	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID (Team or individual)
Type	M	A, T	A for athlete or T for team.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Image /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the Team.

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID.
Order	M	1	Value is 1
Bib	M	S(5)	Bib

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given name
FamilyName	M	S(25)	Preferred Family name

Element: Competition /Image /ImageData (1,1)			
--	--	--	--



Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report.

Sample (Photofinish)

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
  </Image>
```

2.3.7.6 Message Sort

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



2.3.8 Event Final Ranking

2.3.8.1 Description

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

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.3.8.2 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: 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.

2.3.8.3 Trigger and Frequency

The message is expected only at the end of the event with ResultStatus OFFICIAL and in case of any change. ResultStatus PROVISIONAL is expected if there is pending decision by IOC, CAS, IF.

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



SportDescription (0,1)	
DisciplineName	
EventName	
Gender	
Result (1,N)	
Rank	
RankEqual	
ResultType	
Result	
Diff	
IRM	
SortOrder	
Competitor (1,1)	
Code	
Type	
Organisation	
Bib	
Description (0,1)	
TeamName	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
Class	
Guide(0,N)	
GuideID	
Order	
GuideFamilyName	
GuideGivenName	

2.3.8.5 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 /ExtendedInfos /SportDescription (0,1)

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit.

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Y in case of the Rank has been equaled
ResultType	M	SC@ResultType Code	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:sS.F SC@ResultMark Code	Result of the competitor In relay events, LAP is an RM and is sent @Result if @ResultType is TIME. In individual events, LAP is an IRM and is sent @IRM if @ResultType is IRM.
Diff	O	+h:mm:sS:F	Time behind the leader when available in relay and individual events. 0.0 for the leader.
IRM	O	SC@IRM Code	Invalid result mark, if applicable.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros SC@CompetitorPlace Code	Participant's ID. "NO_AWARD" in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known
Bib	O	S(5)	Team bib number

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



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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member.
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(5)	Athlete Bib

Element: Competition /Result /Competitor /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
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	O	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	M	S(25)	Preferred Given Name of the athlete's guide.

Sample (Final Ranking)

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.8" Diff="+0.9">
  <Competitor Code="BTHW4X6KM--RUS01" Type="T" Organisation="RUS" >
    <Description TeamName="Russia" />
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="Joan" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
      <Athlete Code="2000821" Order="2" >
        <Description GivenName="Jenny" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.8.6 Message Sort

Sort by Result @SortOrder



2.3.9 Configuration

2.3.9.1 Description

The configuration is a message containing general parameters.

2.3.9.2 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_CONFIG	Configuration 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.

2.3.9.3 Trigger and Frequency

The message is sent prior to any ODF results message and in case of any change. Generally the configuration must be provided before the start list of the event unit. If a DT_CONFIG message is sent after a DT_RESULT then a new version of DT_RESULT must be sent immediately.

2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<u>Competition (0,1)</u>					
	Gen				
	Sport				
	Codes				
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	



		ExtendedConfigItem (0,N)
		Code
		Pos
		Value

2.3.9.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Event Unit RSC

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	NAME	1, 2, N/A	Pos Description: @Pos is expected only in case of multiple courses. If there is more than one course in the race send 1 for the first course and 2 for the second. Element Expected: if available	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Name of the course in English
COURSE	ALTITUDE	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0	Altitude of the stadium (start/finish) in meters
COURSE	HEIGHT_DIFF	1, 2, N/A	Pos Description: @Pos is expected only in case of multiple courses. If there is more than one course in the race send 1 for the first course and 2 for the second. Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	##0	Total height difference between the lowest and the highest point of the course in meters.
COURSE	LENGTH	1, 2, N/A	Pos Description: @Pos is expected only in case of multiple courses. If there is more than one course in the race send 1 for the first course and 2 for the second. Element Expected: always.	
	Attribute	M/O	Value	Description
	Value	M	###0	Total length of the course in meters.
COURSE	CLIMB	1, 2, N/A	Pos Description: @Pos is expected only in case of multiple courses. If there is more than one course in the race send 1 for the first course and 2 for the second.	



				Element Expected: always
Attribute	M/O	Value	Description	
Value	M	###0	Total Climb of the course in meters.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
Attribute	Value	Description		
Code	MAX			
Pos	N/A			
Value	###0	Maximum Climb of the course in meters.		
EC	SHOOT_LANE	N/A	Element Expected: always	
Attribute	M/O	Value	Description	
Value	M	Positive Integer	Number of shooting lanes in the range	
EC	SHOOT	Positive Integer	Pos Description: shooting bout number Element Expected: always	
Attribute	M/O	Value	Description	
Value	M	SC@ShootType Code	Shoot type (P=Prone, S=Standing).	
EC	INTERMEDIATES_NUM	N/A	Element Expected: always	
Attribute	M/O	Value	Description	
Value	M	Positive Integer	Total number of intermediate points where the time is recorded including F.	
EC	INTERMEDIATE	S(2)	Pos Description: intermediate point ID: S for start, 1, N for intermediates along the course, F for finish point. Element Expected: for each ITP	
Attribute	M/O	Value	Description	
Value	M	#0.0	Distance of the intermediate from the start in km.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected for relays only				
Attribute	Value	Description		
Code	LEG			
Pos	SC@Leg Code	Leg number		
Value	S(2)	Intermediate points within the leg 1, F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2.		
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
Attribute	Value	Description		
Code	LOOP			
Pos	N/A			
Value	Positive Integer	Loop number		
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected always				
Attribute	Value	Description		
Code	SHOOT_COMP			
Pos	N/A			



	Value	#0	0,N number of shooting bouts completed at this intermediate point.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem				
	Attribute	Value	Description	
	Code	SHOOT_START		
	Pos	N/A		
	Value	SC@ShootStart Code	Shooting bout number, only if this intermediate point is immediately before the shooting range.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem				
	Attribute	Value	Description	
	Code	SHOOT_END		
	Pos	N/A		
	Value	SC@ShootEnd Code	Shooting bout number, only if this intermediate point is immediately after the shooting range (after the penalty loop).	
EC		LOOP	Positive Integer	Pos Description: loop number Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	###0	Length of the loop in meters.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected for Olympics only, not applicable to Paralympics				
	Attribute	Value	Description	
	Code	COLOUR		
	Pos	N/A		
	Value	SC@Colour Code	Colour label of the loop.	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If applicable				
	Attribute	Value	Description	
	Code	SHOOT		
	Pos	N/A		
	Value	Positive Integer	Shoot bout for this loop.	
EC		LEG	Positive Integer	Pos Description: leg number. Element Expected: relays only.
	Attribute	M/O	Value	Description
	Value	M	#0.0	Distance from the start in km to the end of the leg.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected relay events				
	Attribute	Value	Description	
	Code	INTERMEDIATE		
	Pos	S(2)	Intermediate point ID in each leg, 1, F.	
	Value	#0.0	Distance from the start of the leg in km for the intermediate.	
EC		LEGS_NUM	N/A	Element Expected: relay events
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Total number legs

Sample (Individual)



```
<Config Unit="BTHM10KMSP-----FNL-0001----">
  <ExtendedConfig Type="COURSE" Code="NAME" Value="blue 3388m + blue 3388m + blue 3388m" />
  <ExtendedConfig Type="COURSE" Code="ALTITUDE" Value="127" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Value="57" />
  <ExtendedConfig Type="COURSE" Code="LENGTH" Value="10164" />
  <ExtendedConfig Type="COURSE" Code="CLIMB" Value="284" >
    <ExtendedConfigItem Code="MAX" Value="56" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="SHOOTING" Pos="1" Value="P" />
  <ExtendedConfig Type="EC" Code="SHOOTING" Pos="2" Value="S" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="8" />
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.8" >
    <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
    <ExtendedConfigItem Code="LOOP" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.3" >
    <ExtendedConfigItem Code="SHOOT_START" Value="1" />
    <ExtendedConfigItem Code="SHOOT_COMP" Value="0" />
    <ExtendedConfigItem Code="LOOP" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="3.4" >
    <ExtendedConfigItem Code="SHOOT_END" Value="1" />
    <ExtendedConfigItem Code="SHOOT_COMP" Value="1" />
    <ExtendedConfigItem Code="LOOP" Value="1" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" >
    <ExtendedConfigItem Code="SHOOT_COMP" Value="2" />
    <ExtendedConfigItem Code="LOOP" Value="3" />
  </ExtendedConfig>
</Config>
```

2.3.9.6 Message Sort

There is no general message sorting rule.



2.3.10 Weather conditions

2.3.10.1 Description

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

2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
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.

2.3.10.3 Trigger and Frequency

The message is sent for each session: **30** 60 minutes before the start of the session and then **hourly** **every 30 minutes** until the end of the session.

2.3.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Prec_Type	



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

2.3.10.5 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 /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, send STADIUM, COLDEST
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN@PrecType Code	Precipitation type (if applicable)

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY, SNOW	Weather condition type
Value	M	CC@Weather_COND_SNOW Id CC@WEATHER_COND Id	Use CC @WEATHER_COND_SNOW for SNOW Use CC @WEATHER_COND for SKY

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



Attribute	M/O	Value	Description
Code	M	AIR, SNOW	Temperature type
Unit	M	SCGEN@TemperatureUnit Code	Unit for temperature Celsius and Fahrenheit
Value	M	[-]##0.0	Temperature of the @Code.

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Unit for Wind. Use MS
Value	M	##0.0	Wind speed in @Unit
Type	O	SCGEN@WindSpeedType Code	Average, Maximum and Min wind speed to calculate the wind speed range

Sample (Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="MS" Value="0.5" Type="AVG" />
  </Conditions>
</Weather>
```

2.3.10.6 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 operations start	DT_CODES		o	o	o		o
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_SCHEDULE		x				o

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C32A Entry List by NOC		x				
	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x				o
After Initial Download - when OVR becomes owner of data	DT_IMAGE (Course Map)			x			
	DT_PARTIC_UPDATE		x				
After the Draw/Team Captain's Meeting	DT_PARTIC_TEAM_UPDATE		x				
	DT_ENTRIES			x			
	DT_PDF C45CX						x
	DT_ENTRIES_TEAMS			x			
	DT_CONFIG						x
	DT_RESULT	START_LIST					x
	DT_PDF C51X Start List						x
	DT_PDF C52X Start List Summary						x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (0')	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x				o
When the unit starts and after every update (lap)	DT_RESULT	LIVE					x
	DT_RESULT_ANALYSIS	LIVE					x
	DT_CURRENT						x



3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x				o
(Optional - Only if Jury has issues)	DT_RESULT	UNCONFIRMED					x
(Optional - Only if Jury has issues)	DT_RESULT_ANALYSIS	UNCONFIRMED					x
	DT_RESULT	UNOFFICIAL					x
	DT_RESULT_ANALYSIS	UNOFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
When Results are approved	DT_RESULT	OFFICIAL					x
	DT_RESULT_ANALYSIS	OFFICIAL					x
	DT_PDF C73X Results	OFFICIAL					x
	DT_PDF C76 Participation Summary by NOC		x				
	DT_PDF C77X Competition Analysis	OFFICIAL					x
	DT_PDF C82 Final Results - Competition Day Summary	OFFICIAL					x
	DT_RANKING	OFFICIAL		x			
Before Victory/Venue Ceremony	DT_MEDALLISTS	UNOFFICIAL		x			
When Victory/Venue Ceremony and results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	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
V0.1	25 Oct 2023	First Version
V0.2	6 Nov 2023	Updated after the ODF review meeting
V0.3	28 Nov 2023	Applying global changes and editorial updates
V0.4	07 Feb 2024	Minor updates
V0.5	18 Apr 2024	Corrections and cross sport alignments
V0.6	29 July 2024	Corrections and cross sport alignments, updates as per PT1findings
V1.0	18 October 2024	Corrections

File Reference: OWG2026-BTH-1.0, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	<p>DT_ENTRIES and DT_ENTRIES_TEAMS introduced.</p> <p>PROVISIONAL Results Status introduced across the applicable messages. References to Team Sprint removed.</p> <p>DT_PARTIC/DT_PARTIC_TEAMS: Description of the messages adjusted. DocumentSubtype values updated to include SYNC. PSCB name variations included.</p> <p>Structure of the messages updated removing event entry specific data.</p> <p>DT_ENTRIES_TEAM: Competition/TeamEntry :Bib was removed</p> <p>DT_RESULT: Trigger and Frequency: Trigger description updated. Message structure updated correctly. Competition /Result: Results Attribute values updated to include ResultCode sport code (LAP) and description updated. Competition /Result /ExtendedResults /ExtendedResult /ER: STATUS: Description updated. Competition /Result /ExtendedResults /ExtendedResult /PROGRESS /SHOOT /SHOT_TIME added. Competition /Result /ExtendedResults /ExtendedResult /ER/SKI_TOT description updated. Competition /Result /ExtendedResults /ExtendedResult /ER /JURY_DECISION Added. Competition /Result /ExtendedResults /ExtendedResult /ER /TIME_ADJUST: Pos and Description updated. Competition /Result /ExtendedResults /ExtendedResult /ER /IRM_RULE and IRM_RULE_TEXT removed. Competition /Result /Competitor /Composition /Athlete /EventUnitEntry /QUAL_GROUP, RANK_WLD, OG_PTS: Description updated Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension /SHOT_TIME added. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER /TIME_ADJUST: Pos and Description updated. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /ER/JURY_DECISION Added. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult / ER /IRM_RULE and IRM_RULE_TEXT removed.</p> <p>DT_RESULT_ANALYSIS: Element: Competition /Result /ExtendedResults /ExtendedResult /PROGRESS/COURSE Description updated.</p> <p>DT_IMAGE: DocumentSubtype updated to include COURSEMAP</p> <p>DT_CONFIG: Message structure updated correctly. Competition /Configs /Config /ExtendedConfig /LOOP /COLOUR: Value and Description updated</p> <p>DT_WEATHER: Competition /Weather /Conditions /Code: Attribute description updated. Competition /Weather /Conditions /Wind: Attribute Type introduced. Message timeline section updated.</p> <p>Pending Items: DT_PARTIC/DT_PARTIC_TEAMS/DT_ENTRIES/DT_ENTRIES_TEAMS:</p>



		<p>Competition /Participant /Discipline and Competition /Team /Discipline /Code: Pending to be discussed as a Global Cross Sport change if Reference to the discipline in Code should be removed.</p> <p>Competition /Entry /Bib: To be discussed if BIB should remain in event level or should be removed across Disciplines</p> <p>Competition /Entry /Class: This is a discipline level extension for Paralympics that currently is under the event level. To be discussed and finalize the extension level across Disciplines</p> <p>Competition /Entry /ExtendedEntry /RANK_PTS and RANK_WLD: To be discussed if these will remain in event level or should be removed across Disciplines</p>
V0.3	SFR	<p>Editorial changes. Removing red highlighted content</p> <p>DT_Partac and DT_Partac_Team: applied latest definition (remove Current and Team Number)</p> <p>DT_Entries and DT_Entries_Teams: applied latest definition and cross discipline changes (remove Bib,Add IFPoints and IFRank)</p>
V0.4	SFR	<p>For all messages for the element Competition the attributes Gen, Sport, Codes are set to M</p> <p>DT_PARTIC Status attribute set to M and MainFunctionId attribute set to O.</p> <p>DT_ENTRIES ExtendedEntry cardinality changed from 0,1 to 0,N. GivenName attribute set to O.</p> <p>DT_ENTRIES_TEAMS GivenName attribute set to O.</p> <p>DT_RESULT: Message Structure and Message Values: Competition /Result /ExtendedResults /ExtendedResult added CURRENT</p> <p>Competition /Result /ExtendedResults /ExtendedResult/Extension removed.</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension removed.</p> <p>Message Values: Competition /ExtendedInfos /ExtendedInfo /Extension /Passed: Description (applicable to all events) and Value description (exclude IRMs) updated.</p>
V0.5	SFR	<p>Editing updates and new values patterns applied.</p> <p>Sport attribute in element Competition has been changed to S(35)</p> <p>TVFamilyName changed to S(18)</p>
V0.6	SFA	<p>Overview updated for Paralympics.</p> <p>Guide Element: introduced across all applicable message types, removing the Guide information in extensions and in Athlete /Description element.</p> <p>SubEventName attribute: Changed reference to the ShortDescription in Common Codes.</p> <p>Diff attribute: Updated so zeros are included for the leader, consistently across the definition.</p> <p>DT_ENTRIES: New structure applied</p> <p>DT_RESULT:</p> <p>ResultsStatus INTREMEDATE removed</p> <p>Competition /Result PhotoFinish attribute added</p> <p>Competition /ExtendedInfos /ExtendedInfo /Extension IN_RACE attribute added.</p> <p>Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted</p> <p>Updates in the description of attributes.</p> <p>DT_RESULT_ANALYSIS: Competition /Result PhotoFinish attribute added</p> <p>DT_CURRENT: Clarification in the Trigger and Frequency.</p> <p>DT_IMAGE: Competition /Image /Result ResultType and IRM added</p> <p>DT_CONFIG:</p> <p>Competition /Configs /Config /ExtendedConfig /EC /INTERMEDIATE /SHOOT_COMP Value updated to accept zeros.</p> <p>Competition /Configs /Config /ExtendedConfig /EC /LOOP Value updated to meters.</p> <p>DT_AUDIO, DT_ACHIEVEMENT added in applicable messages.</p>
V1.0	APP	<p>Overview: DT_IMAGE removed from the Paralympic non-applicable messages. DT_IMAGE is expected for Paralympics.</p> <p>DT_WEATHER: Adjustments</p>