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Olympic Data Feed

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ODF Nordic Combined Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Nordic Combined Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Nordic Combined, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Nordic Combined Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Nordic Combined 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 or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
NOC	National Olympic Committee recognized as such by the IOC
NPC	National Paralympic Committee as recognized by the IPC
ODF	Olympic Data Feed
ODF Light	It is a type of ODF message that includes extensions to standard ODF messages in order to resolve references between messages and common codes. These extensions facilitate the message processing for ODF customers
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
OPNS	Olympic and Paralympic News Service
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be



	composed of one or more disciplines
WNPA	World News Press Agencies



1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT004	ODF General Messages Interface Document	This document describes the ODF general messages



2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Nordic Combined Data Dictionary.

2.2 End to End data flow

In the following chapters, for each ODF message the general description, header values, triggers and frequency, structure, values and sort of the message will be defined.



3 Messages

3.1 Applicable Messages

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

- 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 “Feed” identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Feed	Message extended
DT_SCHEDULE	Competition schedule	PiT	
DT_SCHEDULE_UPDATE	Competition schedule update	PiT	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	PiT	X
DT_MEDALS	Medal standings	PiT	
DT_MEDALLISTS_DAY	Medallists of the day	PiT	
DT_GLOBAL_GM	Global good morning	PiT	
DT_GLOBAL_GN	Global good night	PiT	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event's Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_COMMUNICATION	Official Communication	PiT	
DT_GM	Discipline/venue good morning	PiT	
DT_GN	Discipline/venue good night	PiT	
DT_CONFIG	Discipline Configuration	PiT	X
DT_WEATHER	Event Unit Weather Conditions	PiT	X
DT_SERIAL	List of Current PiT Serial	PiT	
DT_PHOTOFINISH	Photofinish	PiT	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	



Message Type	Message Name	Feed	Message extended
DT_PDF_GN	PDF Discipline/Venue good night	PDF	
DT_PDF_SERIAL	List of Current PDF Serial	PDF	
DT_RT_GM	RT Discipline/venue good morning	RT	
DT_RT_GN	RT Discipline/venue good night	RT	



3.2 Messages

3.2.1 List of participants by discipline / List of participants by discipline Update

3.2.1.1 Description

A participant is considered as an individual competitor (type athlete, participating or not in the current games) or as an official in one or several disciplines or as a competitor being part of a team (team member).

Although the participant participates in more than one event or more than one discipline, this message just contains all the information for the discipline of the message, although listing the information of all the events for that discipline.

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

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

This message also includes the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

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

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

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

3.2.1.2 Header Values

3.2.1.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message



Attribute	Value	Comment
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

3.2.1.3 Trigger and Frequency

3.2.1.3.1 PiT Triggers

The DT_PARTIC message is sent as a bulk message one month before the Games.

It is sent several times up to the date from what only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in a DT_PARTIC bulk message sent before.



3.2.1.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	<i>Code</i>			
	Participant (1,N)			
		<i>Code</i>		
		<i>Parent</i>		
		<i>Status</i>		
		<i>GivenName</i>		
		<i>FamilyName</i>		
		<i>PrintName</i>		
		<i>PrintInitialName</i>		
		<i>TVName</i>		
		<i>TVInitialName</i>		
		<i>Gender</i>		
		<i>Organisation</i>		
		<i>BirthDate</i>		
		<i>Height</i>		
		<i>Weight</i>		
		<i>PlaceofBirth</i>		
		<i>CountryofBirth</i>		
		<i>PlaceofResidence</i>		
		<i>CountryofResidence</i>		
		<i>Nationality</i>		
		<i>MainFunctionId</i>		
		<i>Current</i>		
		<i>OlympicSolidarity</i>		
		<i>ModificationIndicator</i>		
		<i>Discipline</i>		
			<i>Code</i>	
			<i>InternationalFederationId</i>	
			RegisteredEvent (0,N)	



Level 1	Level 2	Level 3	Level 4	Level 5
				<i>Gender</i>
				<i>Event</i>
				<i>Bib</i>
		OfficialFunction (0,N)		
			<i>FunctionId</i>	



3.2.1.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Participant

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



Attribute	M/O	Value	Comments
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the



Attribute	M/O	Value	Comments
			<p>participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Participant /Discipline

Although any participating athlete will be assigned at least one discipline, it could be more. Any 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	Comments
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
InternationalFederationId	M	S(16)	Competitor's federation number for Nordic Combined

Participant /Discipline /RegisteredEvent

Any accredited athlete will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	<p>For team members: N(3)-N(1) 990-9</p> <p>Or</p> <p>For individual athletes: N(3) 999</p>	<p>Skier bib number to be sent when available.</p> <p>Send only in the Case of Current="true".</p>

Participant /OfficialFunction

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Comments
FunctionId	M	CC @Function	Additional officials' function code

3.2.1.6 Message Sort

The message is sorted by Participant @Code



3.2.2 List of teams / List of teams update

3.2.2.1 Description

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

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

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

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

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

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

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

3.2.2.2 Header Values

3.2.2.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where



Attribute	Value	Comment
		the message was produced.
LogicalDate	Date	<p>Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information</p>
Venue	CC @VenueCode	Venue where the message is generated.

3.2.2.3 Trigger and Frequency

3.2.2.3.1 PiT Triggers

The DT_PARTIC_TEAMS message is sent as a bulk message one month before the Games.

It is sent several times up to the date from what only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in a DT_PARTIC_TEAMS bulk message sent before.



3.2.2.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	<i>Code</i>			
	Team (1,N)			
		<i>Code</i>		
		<i>Organisation</i>		
		<i>Number</i>		
		<i>Name</i>		
		<i>Gender</i>		
		<i>Current</i>		
		<i>ModificationIndicator</i>		
		Composition (0,1)		
			Athlete (1,N)	
				<i>Code</i>
				<i>Order</i>
		Discipline (0,1)		
			<i>Code</i>	
			<i>InternationalFederationId</i>	
			RegisteredEvent (0,1)	
				<i>Event</i>
				<i>Gender</i>
				<i>Bib</i>



3.2.2.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Team

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Team's ID (example SJM490ESP01)
Organisation	M	CC @Organisation	Team organisation's ID
Number	M	N(2)	Team's number. In the case there is not more than one team for one organisation participating in one event, it will be 1.
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It will be Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (True) or it is a Historical team (False)
ModificationIndicator	M	N, U, D	N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Team /Composition /Athlete

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Team /Discipline

Each team is assigned just to one discipline.

Attribute	M/O	Value	Comments
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Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
InternationalFederationId	M	S(16)	Competitor's federation number for Nordic Combined

Team /Discipline /RegisteredEvent

Each team is assigned at least to one event, except for a historical team, which will not be registered to any event.

Attribute	M/O	Value	Comments
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	O	N(3) 990	Team bib number to be sent when available

3.2.2.6 Message Sort

The message is sorted by Team @Code.



3.2.3 Start List

3.2.3.1 Description

The Start List is a message containing the list of competitors for one particular event unit (individual or team event unit).

The Start List is a mandatory message for all disciplines.

Each ODF Sport Data Dictionary will include the mandatory attributes /elements of this message and redefine the optional ones.

3.2.3.2 Header Values

3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_START_LIST	Start List message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information



3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

As general rule, the message is sent as soon as the expected information is available:
-event unit related information (PhaseInfos, UnitInfos, and Officials)
-event unit related competitors.

Trigger also after any major change.



3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	<i>Code</i>					
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			<i>StartDate</i>			
	Officials (0,1)					
		Official (1,N)				
			<i>Code</i>			
			<i>Function</i>			
			<i>Order</i>			
			ExtOfficial (0,N)			
				Type		
				Code		
				Pos		
				<i>Value</i>		
	Start (0,N)					
		<i>StartOrder</i>				
		<i>SortOrder</i>				
		Competitor				
			<i>Code</i>			
			<i>Type</i>			
			<i>Bib</i>			
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		
				<i>Value</i>		
			Composition (0,1)			
				Athlete (1,N)		
					<i>Code</i>	



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
					<i>Order</i>	
					<i>Bib</i>	
					EventUnitEntry (0,N)	
						Type
						Code
						Pos
						<i>Value</i>



3.2.3.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

UnitInfos /UnitDateTime

Scheduled start date and time.

Attribute	M/O	Value	Comments
StartDate	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Key of the official, to uniquely identify this element
Function	M	CC @Function	Send the function code for: FIS Race Director FIS Nordic Combined Coordinator FIS Technical Delegate Chief of Competition FIS Assistant Technical Delegate FIS Assistant Race Director Chief of Course FIS Equipment Controller Judge
Order	M	Numeric	Order of the Officials following the Sports Rule

Officials /Official /ExtOfficial

Official's extended information.

Type	Code	Pos	Value	Description
EO_SJ	SJ_POSITION		S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position of the Judge, i.e. A, B, C, SC...
	SJ_JUDGE		S(2) Y,N,SC	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send 'SC' if the official is a Start Controller. Send 'Y' if the official is a Judge but not the Start Controller. Send 'N' for the rest of the officials.

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EO_SJ/ SJ_POSITION	Position of the Judge.	Just for the SJ event units
EO_SJ/ SJ_JUDGE	Indicates if the official is a Judge.	Just for the SJ event units



Start

This element is optional (due to the information availability, the information related to the event unit can be sent before the competitors information).

Attribute	M/O	Value	Comments
StartOrder	M	Numeric	Competitor's (either individual athlete or team) start order according to the Sport Rules in each event. In the case of team competitor, start order of the team. The team members will have the order within the team in their respective Competitor /Composition /Athlete elements (@Order attribute).
SortOrder	M	Numeric	Same as @StartOrder

Start /Competitor

Competitor participating in the event unit

Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Bib	O	N(3) 990	Team bib number to be sent mandatory in all the team event units.

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
EU_NC	NC_LANE		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code for start row For @Value: Lane number
	NC_WAVE		MM:SS 90:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Wave start, where MM=minutes and SS=seconds
	NC_START_BEHIND		MM:SS 90:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start behind for the competitor, where MM=minutes and SS=seconds

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EU_NC/ NC_LANE	Lane number	It must be sent in the case of the Cross Country team event units
EU_NC/ NC_WAVE	Wave start	Send just if wave start, in Cross



Type/Code	Description	Expected
		Country team event units
EU_NC/ NC_START_BEHIND	Start behind time	It must be sent in case of the Cross Country team event units.

Start /Competitor /Composition /Athlete

Athlete or team member's extended information.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members (i.e.: 1, 2..4) in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	M	For team members: N(3)-N(1) 990-9 Or For individual athletes: N(3) 990	Athlete's bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: "11-2" means team with bib 11 and this is the second jumper of the team).

Start /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
EU_ENTRY	NC_WAVE		MM:SS 90:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Wave start, where MM=minutes and SS=seconds
	NC_LANE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Lane Number
	NC_START_BEHIND		MM:SS 90:00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Start behind for the competitor, where MM=minutes and SS=seconds
	SJ_JUMP_ORDER		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Value: Field used to order the athletes in the team event final.
	CC_COLOUR		S(1)	For @Type:



Type	Code	Pos	Value	Description
				Send proposed type For @Code: Send proposed code for team member Leg For @Value: Bib colour ("b", "g", "r" or "y")

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EU_ENTRY/ NC_WAVE	Wave start	Send just if wave start in Cross Country individual event units
EU_ENTRY/ NC_LANE	Lane number	It must be sent in the case of the Cross Country individual event units
EU_ENTRY/ NC_START_BEHIND	Start behind time	Always, in the case of Cross Country start lists individual event units
EU_ENTRY/ SJ_JUMP_ORDER	Field used to order the athletes in the team event final.	Just for Team event units.
EU_ENTRY/ CC_COLOUR	Bib Colour	For Relay

3.2.3.6 Message Sort

The message is sorted by the Start@SortOrder attribute.



3.2.4 Event Unit Results

3.2.4.1 Description

The Event Unit Results is a message containing the results of the competitors in one (individual or team) event unit.

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

For the SJ part, the unofficial ResultStatus is not used for trainings and trials.

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUJ	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). "OFFICIAL" / "UNOFFICIAL" / "INTERMEDIATE" / "INTERIM" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.



Attribute	Value	Comment
DocumentSubtype	N/A	Not used in NC.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT



Attribute	Value	Comment
		message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.3 Trigger and Frequency

3.2.4.3.1 PiT Triggers

The general rule is that this message is sent as when the event unit finishes and the message becomes unofficial, and also afterwards when the message becomes official (when the event unit becomes official). The official/unofficial status can be seen in ODF headers (ResultStatus attribute).

Trigger also after any major change.

There is special case that when finish the result there is a tie-break with a lot of data (for example in GA) and in this case we send a DT_RESULT with DocumentSubtype with only the data of the tie-break.

Taking also into account the following:

- Once the first competitors arrive in the cross country races (depending on the event), the message will be sent with partial results ResultStatus in the headers will have the value "PARTIAL"

- The message will be resent with partial results every 10 minutes until the last competitor completes the race.

Then proceed with unofficial and official results, as expected.

3.2.4.3.2 RT Triggers

The following is the trigger for this message in ODF-RT:

- ResultStatus="LIVE_UPDATE"
- o T1: Trigger when the gate number is known (Jumping phase - Individual).
- o T2: Trigger when the traffic lights turns to green (the competitor starts the jump). (Jumping phase – Individual).
- o T3: Trigger when each competitor completes his jump (Jumping phase – Individual).
- o T4: Trigger when the results are known (Jumping phase – Individual).
- o T5: Trigger at the beginning of each Group (Jumping phase - team).
- o T6 Trigger at the beginning of the day (skiing phase – individual).
- o T7 Trigger at the beginning of the day (skiing phase – team).
- o T8: Trigger when an athlete arrives to finish (skiing phase)
- o T9: Trigger when an athlete crosses an intermediate point (skiing phase)



- o T0: Trigger when an athlete crosses an exchange point (skiing phase - Relay and Team).
- o T11: Trigger when photo finish is decided (skiing phase)
- o T12: Trigger at the beginning of the competition with initial values.
 - ResultStatus="LIVE_FULL"
 - o This value should be suggested after further testing and sent in the DT_RT_GM message after further testing.
 - For ResultStatus=LIVE_MANDATORY
It is sent when a correction in the previous messages has to be done.
 - For ResultStatus=LIVE_LAST
Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent).



3.2.4.4 Message Structure

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							
	<i>Code</i>						
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			<i>EndDate</i>				
		UnitInfo (0,N)					
			Type				
			Code				
			Pos				
			<i>Value</i>				
	Result (1,N)						
		<i>Rank</i>					
		<i>RankEqual</i>					
		<i>Result</i>					
		<i>IRM</i>					
		<i>SortOrder</i>					
		<i>ResultType</i>					
		Competitor (1,N)					
			Code				
			<i>Type</i>				
			<i>Bib</i>				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					<i>Value</i>		
			Composition				
				Athlete (1,N)			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Code		
					<i>Order</i>		
					<i>Bib</i>		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							<i>Value</i>



3.2.4.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

UnitInfos /UnitDateTime

Actual start –and/or end- dates and times.

This element is just for PiT.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
StartDate	O	DateTime	Actual start date-time. For multi-day units, the start date-time is on the first day. Not needed for Real Time.	N	When available
EndDate	O	DateTime	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time.	N	When available

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_SJ	SJ_BASE_GATE	N(1) 9	Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: For team events: send the number of the group (1,2,3,4) For individual events: send 0 For @Value: Base Gate
UI_CC	CC_CURRENT_INTERMEDIATE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Last intermediate point reached by the first competitor (1,2,3,..). Finish line is considered as an intermediate point.
	CC_CURRENT_LEG		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos:



Type	Code	Pos	Value	Description
				Do not send anything For @Value: Current Leg

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
UI_SJ/ SJ_BASE_GATE	Base Gate of a group (@Pos 1,2,3,4 in the team events) or an individual athlete (@Pos 0 in the individual events).	Just for Ski jumping units	N	When available
UI_CC/ CC_CURRENT_INTERMEDIATE	Event unit's last intermediate point reached by the first competitor	Just for Cross Country units	N	T9, T12
UI_CC/ CC_CURRENT_LEG	Current leg reached by the first competitor	Just for Relay units	N	T10,T12

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank value in the course	N	T4, T5, T8, T9, T10 y T11
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	Only if necessary
Result	O	HH:MM:SS.t 99:99:90.0 (for the cross country units) Or N(4).N(1) 9990.0 (for the ski jumping units)	Result for the particular event unit. Send just in the case @ResultType is Time (for the cross country units), Points (for the ski jumping units) HH is hours MM is minutes, SS is seconds, t is tenth of second	N	T4, T5, T8, T9, T10 y T11
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	Only if necessary
SortOrder	O	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this	N	Always



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).		
ResultType	O	CC @ResultType	Result type, either Time (cross country units), points (ski jumping units), or IRM for the corresponding event unit	N	T4, T5, T8, T9, T10 y T11

Result /Competitor

Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID	N	Only if necessary
Type	M	T,A	T for team A for athlete	N	Only if necessary
Bib	O	N(3) 990	Team's bib number, to be sent mandatory just in the case of team event units	N	Only if necessary

Result /Competitor /ExtendedResults /ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_SJ	SJ_GROUP		N(1) 9	N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Number of group, one team member. It's a sequential number from 1 to 4, between different members of the team. For @Value: Do not send anything
		SJ_RANK		N(1) 9	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Current group rank for current group (used only in the team events except trial). Not used in the case of IRM.
		SJ_ERANK		S(1) (Y)	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: It identifies if the of the team's



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					member has been equalled, send "Y" in this case. Not used in the case of IRM.
		SJ_ORDER		N(2) 90	For @Type: Send proposed code (as type) For @Code: Send proposed extension code For @Pos: Do not send anything For @Value: Result's order at this Group result (based in the rank).
	SJ_CURRENT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" when this team is currently jumping and the team didn't receive the total score, and "N" otherwise (if not and it has changed).
	SJ_LAST_FINISHED			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of group (team member)-. For @Value: Send "Y" when the last results corresponds to this competitor of a group (finishes the jump), "N" otherwise.
	SJ_NEXT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send "Y" when this team is the next to jump, "N" otherwise.
ER_CC	CC_DIFF			For Cross Country event units: +HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Cumulative results time difference for the whole team



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				For Ski Jumping event units: +HH:MM:SS +99:90:00 Or "0:00"	(for Result @Rank=1, send in the case of ski jumping event units) HH is hours MM is minutes, SS is seconds, t is tenth of second (tenth of second just for cross country event units)
	CC_FF			S(1) (P,Y,N)	For @Type: Send proposed type For @Code: Send proposed code for photo finish For @Pos: Do not send anything. For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated Status Send P for Pending Status Send N if Pending and no photo decision is needed.
	CC_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Disqualification rule
	CC_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Potential DSQ. Send N when decision is made.

For the table above, we have the following additional/summary information:

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_SJ/ SJ_GROUP	Team results at each group (per leg): rank, equalled rank indicator (if it applies), and order achieved by the team's members.	Always, just for Team event units. (Except Trial Round).	N	T7
ER_SJ/ SJ_GROUP/ SJ_RANK	Team results at each group (per leg): rank, equalled rank indicator (if it applies), and order achieved by the team's members.	Always, just for Team event units. (Except Trial Round).	N	T7



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
	Not used in the case of IRM.			
ER_SJ/ SJ_GROUP/ SJ_ERANK	Team results at each group (per leg): rank, equalled rank indicator (if it applies), and order achieved by the team's members. Not used in the case of IRM.	Always, just for Team event units. (Except Trial Round).	N	T7
ER_SJ/ SJ_GROUP/ SJ_ORDER	Team results at each group (per leg): rank, equalled rank indicator (if it applies), and order achieved by the team's members.	Always, just for Team event units. (Except Trial Round).	N	T7
ER_SJ/ SJ_CURRENT	Indicates that this team is currently jumping and the team didn't receive the total score	Always in the case of ski jumping Team event units. (Except Trial Round).	Y	T5
ER_SJ/ SJ_LAST_FINISHED	Indicates that this competitor (team member-group) has just finished the jump.	Always in the case of ski jumping Team event units. (Except Trial Round).	Y	T5
ER_SJ/ SJ_NEXT	Indicates that this team (team member - group) is the next to jump.	Always in the case of ski jumping Team event units. (Except Trial Round).	Y	T5
ER_CC/ CC_DIFF	Event unit's result time difference (whole team)	Always, just for team event units (if scored round)	N	T6
ER_CC/ CC_FF	Photo finish	Send just in case of photo finish in cross country team event units	N	T6, T11
ER_CC/ CC_RULE	Disqualification Rule	Only send for affected competitors	N	T8
ER_CC/ CC_POT_DSQ	Potential team disqualification, time adjustment or protest	For Relay event units, send if potential DSQ and when decision is made.	N	T9

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.	N	Only if necessary
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	Only if necessary
Bib	M	For team members: N(3)-N(1) 990-9 Or	Athlete's bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: "11-2" means team with bib 11 and this is	N	Only if necessary



Attribute	M/O	Value	Comments	RT Only	RT Trigger
		For individual athletes: N(3) 990	the second jumper of the team).		

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_SJ	SJ_LENGTH			N(4).N(1) 9990.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Send jump length in meters, with one decimal digit
	SJ_LENGTH_POINTS			N(4).N(1) 9990.0 Or -N(4).N(1) -9990.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Send points for length, with one decimal digit
	SJ_SPEED			N(4).N(1) 9990.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Speed in km/h, with one decimal digit
	SJ_JUMP_POINTS			N(4).N(1) 9990.0 Or -N(4).N(1) -9990.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Send points for jump, with one decimal digit
	SJ_JUDGE		Numeric	N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Send judge number from 1 to 5 For @Value:



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send points from the judge identified by @Pos, with one decimal digit
	SJ_JUDGE_CROSS		Numeric	S(1) Y or N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send judge number, from 1 to 5 For @Value: Send Y or N for the crossed judge points from the judge identified by @Pos.
	SJ_JUDGES			N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed code For Pos: Do not send anything For @Value: Send total points from judges, with one decimal digit
	SJ_IND_IRM			CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: IRM of the Team member (individual IRM in a Team event)
	SJ_RULE			Text	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rule Number
	SJ_RULE_TEXT			Text	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rule text
	SJ_GATE			S(6)	For @Type: Send proposed type For @Code: Send proposed code



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @ Pos: Do not send anything For @Value: Start Gate position
	SJ_RANK_SPEED			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the speed overall
	SJ_RANK_DISTANCE			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the jump distance overall
	SJ_RANK			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the jump overall Used just in the team trial event.
	SJ_ERANK			Y or N	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: it identifies if the rank has been equalled, send "Y" in this case. Used just in the team trial event.
	SJ_COMP_GATE			N(2).N(1) 90.0 Or -N(2).N(1) -90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Gate compensation points. Send 0.0 when no other value is available. Send empty when base



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					gate.
	SJ_TANG_WIND			N(1).N(2) 0.00 Or -N(1).N(2) -0.00	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Tangential wind speed.
	SJ_COMP_WIND			N(2).N(1) 90.0 Or -N(2).N(1) -90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Wind compensation points. Send 0.0 if no other value available.
	SJ_COMP_TOTAL			N(2).N(1) 90.0 Or -N(2).N(1) -90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Total compensation points (Gate compensation points plus Wind compensation points). Send 0.0 if no other value available.
	SJ_CURRENT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y when this competitor is currently jumping and he didn't receive the total score, and N otherwise (if not and it has changed).
	SJ_LAST_FINISHED			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send "Y" when this



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					competitor is the last finished the jump, "N" otherwise.
	SJ_NEXT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send "Y" when this competitor is the next to jump, "N" otherwise.
	SJ_IRF			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send "Y" when the athlete is in 'Inrun fall'. Else send 'N'
	SJ_IDX_ORDER			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the display order of the athlete. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team). Used just in the team trial event.
ER_CC	CC_DIFF			For Cross Country event units: +HH:MM:SS. t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Cumulative results time difference for the



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				For Ski Jumping event units: +HH:MM:SS +99:90:00 Or "0:00"	individual athlete (for Result @Rank=1, send "0:00", however, in the case of ski jumping event units) HH is hours MM is minutes, SS is seconds, t is tenth of second (tenth of second just for cross country event units)
	CC_FF			S(1) (P,Y,N)	For @Type: Send proposed type For @Code: Send proposed code for photo finish For @Pos: Do not send anything For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated Status Send P for Pending Status Send N if Pending and no photo decision is needed.
	CC_LAST_FINISHED		N(2) 90	S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of intermediate point For @Value: Send "Y" when the last result corresponds to this competitor. "N" otherwise.
	CC_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Disqualification rule
	CC_LAST_LEG_FINISHED		N(1) 9	S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of leg For @Value: Send "Y" when the last



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					result corresponds to this competitor. "N" otherwise.
	CC_INTERMEDIATE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points For @Value: Cumulative time at the @Pos intermediate result point for the individual athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the intermediate result point for the individual athlete
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the individual athletes
		CC_DIFF		+HH:MM:SS.t +99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				Or "0.0"	For @Pos: Do not send anything For @Value: Time difference at the intermediate result point for the individual athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the intermediate
	CC_LEG		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the leg, from 1 to the total number of legs (relay) For @Value: Cumulative time after the @Pos leg for the team member in the leg (relay) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the leg for the team member in the leg (relay).
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the team member in the leg (relay).
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference after the leg for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	CC_SECTOR		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops For @Value: Time for the Pos sector or loop. It is not cumulative. It will be for individual athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the sector or loop. It will be for individual athlete, or team member in the case of relay
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort individual athlete, or team member in the case of relay
		CC_DIFF		+HH:MM:SS. t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the sector or loop (send 0.0 if CC_SECTOR_RANK=1), according to CC_SECTOR_TIME. It will be for individual athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the sector or loop
	CC_LEG_SECTOR		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops For @Value: Sector time in the @Pos leg for the team member in the leg (relay). It is not cumulative. HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the leg for the team member in the leg (relay), according to CC_LEG_SECTOR_TIME
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the team member



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					in the leg (relay).
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference after the leg for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	CC_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Possible DSQ. Send N when decision is made.
	CC_ISOLATED_TIME			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Time for the athlete at the Cross Country part. (without taking into account the time difference of the Ski Jumping part). It is not cumulative. HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type:



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Rank for the athlete at the Cross Country part (without taking into account the time difference of the Ski Jumping part)
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Index based on the Rank to sort the athletes.
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: IRM at the finish line of the Cross Country part
		CC_DIFF		+HH:MM:SS. t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Time difference for the individual athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					is tenth of second
ES_SJ	SJ_JUMP_FINISHED			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send "Y" when this competitor is the last receiving his distance result, "N" otherwise.

For the table above, we have the following additional/summary information:

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_SJ/ SJ_LENGTH	Jump length in meters	Always in the case of ski jumping event units	N	T3
ER_SJ/ SJ_LENGTH_POINTS	Points for length	Always in the case of ski jumping event units	N	T4
ER_SJ/ SJ_SPEED	Speed in km/h	Always in the case of ski jumping event units	N	T2, T4, T6 and T8
ER_SJ/ SJ_JUMP_POINTS	Points for jump	Always in the case of ski jumping event units	N	T5, T6
ER_SJ/ SJ_JUDGE	Points for a particular judge	Just in competition round in the case of ski jumping event units	N	T4
ER_SJ/ SJ_JUDGE_CROSS	Status indicating if the points for a particular judge are crossed or not.	Just in competition round (first round and final round) and qualification (except for prequalified jumpers)	N	T4
ER_SJ/ SJ_JUDGES	Total points from judges	Just in competition round in the case of ski jumping event units	N	T4
ER_SJ/ SJ_IND_IRM	Team Member's IRM	Just in case of one individual has an IRM in a Team Event	N	T2
ER_SJ/ SJ_RULE	Rule Text of Disqualification	Just in case of Disqualification	N	When available
ER_SJ/ SJ_RULE_TEXT	Rule Number of Disqualification	Just in case of Disqualification	N	When available
ER_SJ/ SJ_GATE	Start Gate position	Always in the Training and Trial events	N	T1
ER_SJ/ SJ_RANK_SPEED	Rank for the speed overall	Always in the	N	T2



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
		Training and Trial events		
ER_SJ/ SJ_RANK_DISTANCE	Rank for the jump distance overall	Always in the Training and Trial events	N	T4
ER_SJ/ SJ_RANK	Rank for the jump overall	Always in the Team Trial event	N	T4
ER_SJ/ SJ_ERANK	Equalled rank	Always in the Team Trial event	N	T4
ER_SJ/ SJ_COMP_GATE	Gate compensation points. Send 0.0 when no other value is available. Send empty when base gate.	Always in the case of ski jumping event units	N	T4
ER_SJ/ SJ_TANG_WIND	Tangential wind speed	Always in the case of ski jumping event units	N	When available
ER_SJ/ SJ_COMP_WIND	Wind compensation points Send 0.0 if no other value available.	Always in the case of ski jumping event units	N	T4
ER_SJ/ SJ_COMP_TOTAL	Total compensation points (gate plus wind) Send 0.0 if no other value available.	Always	N	T4
ER_SJ/ SJ_CURRENT	Indicates that this competitor is currently jumping and he didn't receive the total score.	Always in the case of ski jumping individual event units	Y	T2
ER_SJ/ SJ_LAST_FINISHED	Indicates that this competitor has just finished the jump.	Always in the case of ski jumping individual event units	Y	T2
ER_SJ/ SJ_NEXT	Indicates that this competitor (team member) is the next to jump.	Always in the case of ski jumping individual event units	Y	T2
ER_SJ/ SJ_IRF	Indicates that this competitor is in 'Inrun fall'	Always	N	When available
ER_SJ/ SJ_IDX_ORDER	Indicates the display order of the athlete in the screen.	Always in the Team Trial event	Y	T4
ER_CC/ CC_DIFF	Event unit's result time difference (individual athlete)	Just for individual event units (if scored round)	N	T8
ER_CC/ CC_FF	Photo finish	Send just in case of photo finish in cross country individual event units	N	At the end of the race, When was available
ER_CC/ CC_LAST_FINISHED	Team Recent time flag	Always in the case of cross country event units	Y	T9
ER_CC/ CC_RULE	Disqualification Rule	Only send for affected athletes	N	T8
ER_CC/ CC_LAST_LEG_FINISHED	Competitor recent time flag	Just for Team events	Y	T9



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_INTERMEDIATE	Cumulative time at the intermediate result point	Always in the case of cross country event units	N	T9
ER_CC/ CC_INTERMEDIATE/ CC_RANK	Rank at the intermediate result point for the individual athlete	Always in the case of cross country event units	N	T9
ER_CC/ CC_INTERMEDIATE/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always in the case of cross country event units	N	T9
ER_CC/ CC_INTERMEDIATE/ CC_IDX	Index based on the Rank to sort the individual athletes	Always in the case of cross country event units	N	T9
ER_CC/ CC_INTERMEDIATE/ CC_DIFF	Time difference at the intermediate result point for the individual athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Always in the case of cross country event units	N	T9
ER_CC/ CC_INTERMEDIATE/ CC_IRM	IRM at the intermediate	Always in the case of cross country event units	N	T9
ER_CC/ CC_LEG	Cumulative time after the @Pos leg for the team member in the leg (relay).	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_LEG/ CC_RANK	Rank at the leg for the team member in the leg (relay).	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_LEG/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_LEG/ CC_IDX	Index based on the Rank to sort the team member in the leg (relay).	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_LEG/ CC_DIFF	Time difference after the leg for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_LEG/ CC_IRM	IRM at the leg or round	Always just in the case of cross country team event units	N	T9, T10
ER_CC/ CC_SECTOR	Time for a particular sector (according to sector time). For individual athlete if not team event unit, or team member if team event unit.	Always in the case of cross country event units	N	T8,T9,T10 and T11
ER_CC/ CC_SECTOR/ CC_RANK	Rank at the sector or loop. It will be for individual athlete, or team member in the case of relay	Always in the case of cross country event units	N	T8,T9,T10 and T11



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_SECTOR/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always in the case of cross country event units	N	T8,T9,T10 and T11
ER_CC/ CC_SECTOR/ CC_IDX	Index based on the Rank to sort individual athlete, or team member in the case of relay	Always in the case of cross country event units	N	T8,T9,T10 and T11
ER_CC/ CC_SECTOR/ CC_DIFF	Time difference at the sector or loop (send 0.0 if CC_SECTOR_RANK=1), according to CC_SECTOR_TIME. It will be for individual athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second	Always in the case of cross country event units	N	T8,T9,T10 and T11
ER_CC/ CC_SECTOR/ CC_IRM	IRM at the sector or loop	Always in the case of cross country event units	N	T8,T9,T10 and T11
ER_CC/ CC_LEG_SECTOR	Time for a particular leg sector (according to leg time). For individual athlete if not team event unit, or team member if team event unit.	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_LEG_SECTOR/ CC_RANK	Rank at the leg for the team member in the leg (relay), according to CC_LEG_SECTOR_TIME	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_LEG_SECTOR/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_LEG_SECTOR/ CC_IDX	Index based on the Rank to sort the team member in the leg (relay).	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_LEG_SECTOR/ CC_DIFF	Time difference after the leg for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_LEG_SECTOR/ CC_IRM	IRM at the leg or round	Always in the case of cross country team event units	N	T9, T4, T6 and T8
ER_CC/ CC_POT_DSQ	Possible DSQ	Always, for all event units	N	When available
ER_CC/ CC_ISOLATED_TIME	Time for the athlete at the Cross Country part. (without taking into account the time difference of the Ski Jumping part). It is not cumulative.	Always in the case of cross country event units	N	T8
ER_CC/ CC_ISOLATED_TIME/ CC_RANK	Rank for the athlete at the Cross Country part (without taking into account the time difference of the Ski Jumping part)	Always in the case of cross country event units	N	T8



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_ISOLATED_TIME/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case	Always in the case of cross country event units	N	T8
ER_CC/ CC_ISOLATED_TIME/ CC_IDX	Index based on the Rank to sort the athletes.	Always in the case of cross country event units	N	T8
ER_CC/ CC_ISOLATED_TIME/ CC_IRM	IRM at the finish line of the Cross Country part	Always in the case of cross country event units	N	T8
ER_CC/ CC_ISOLATED_TIME/ CC_DIFF	Time difference for the individual athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second	Always in the case of cross country event units	N	T8
ES_SJ/ SJ_JUMP_FINISHED	Send "Y" when this competitor is the last receiving his distance result, "N" otherwise.	Always	Y	T3

3.2.4.6 Message Sort

Sort by Result @SortOrder



3.2.5 Event Final Ranking

3.2.5.1 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.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

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).

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced



Attribute	Value	Comment
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

The general rule is that this message is sent just at the end of the last event unit of one particular event.

Trigger also after any major change.

If there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionaries



3.2.5.4 Message Structure

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							
	<i>Code</i>						
	Result (1,N)						
		<i>Rank</i>					
		<i>RankEqual</i>					
		<i>ResultType</i>					
		<i>Result</i>					
		<i>IRM</i>					
		<i>SortOrder</i>					
		Competitor					
			<i>Code</i>				
			<i>Type</i>				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					<i>Value</i>		
			Composition				
				Athlete (1,N)			
					<i>Code</i>		
					<i>Order</i>		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							<i>Value</i>



3.2.5.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Result

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

Attribute	M/O	Value	Comments
Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time or IRM (or both time+IRM) for the corresponding event.
Result	O	HH:MM:SS.t 99:99:90.0	Final result for the particular event Send HH:MM:SS.t just in the case @ResultType is Time, or both Time and IRM (see codes section) HH is hours MM is minutes, SS is seconds, t is tenth of second
IRM	O	CC @IRM	IRM for the particular event Send just in the case @ResultType is IRM, or both time and IRM (see codes section).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Result /Competitor

Competitor related to one final event result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Value	Description
ER_CC	CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Event's time difference for the whole team (for Result @Rank=1, send "0.0", however)



Type	Code	Pos	Value	Description
				HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_GROUP		CC@ResultsPhase	Last Phase reached by the competitor

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_CC/ CC_DIFF	Event's result time difference (whole team)	Just for team events (if scored round)
ER_CC/ CC_GROUP	Last Phase reached by the competitor	Just for Team Sprint event

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
ER_CC	CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Event's time difference for the individual athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_CC/ CC_DIFF	Event's result time difference (individual athlete)	Just for individual events (if scored round)

3.2.5.6 Message Sort

Sort by Result @SortOrder



3.2.6 Event's Medallists

3.2.6.1 Description

The "Event's Medallists" is a message containing the list of medallists awarded in one particular event.

3.2.6.2 Header Values

3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. "OFFICIAL" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information



3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

The message is sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event Unit is not yet finished.

The message is sent with ResultStatus=OFFICIAL when the medallists are officially known.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.



3.2.6.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	<i>Code</i>				
	Medal (1,N)				
		<i>Code</i>			
		<i>Phase</i>			
		<i>Unit</i>			
		Competitor			
			<i>Type</i>		
			<i>Code</i>		
			<i>Order</i>		
			Composition		
				Athlete (1,N)	
					<i>Code</i>
					<i>Order</i>



3.2.6.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Medal /Competitor

Attribute	M/O	Value	Comments
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Medal /Competitor /Composition /Athlete

(Include all members that won the medal according to sport rules if Competitor @Type="T")

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

3.2.6.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.



3.2.7 Discipline Configuration

3.2.7.1 Description

The Discipline Configuration is a message containing discipline general configuration.

Ideally the configuration for the discipline should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

3.2.7.2 Header Values

3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information



3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

Day INFO operations start.

- When this information was available.



3.2.7.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	<i>Code</i>			
	Configs			
		Config (1,N)		
			<i>Gender</i>	
			<i>Event</i>	
			<i>Phase</i>	
			<i>Unit</i>	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				<i>Value</i>



3.2.7.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Configs /Config

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Gender code
Event	M	CC @Event	Event code
Phase	O	CC @Phase	Phase code
Unit	O	CC @Unit	Unit code

Configs /Config /ExtendedConfig

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EC_SJ	SJ_HILL_SIZE			N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Value: Hill size in meters
	SJ_HILL_TYPE			CC @HillType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Hill type (Normal Hill or Large Hill)
	SJ_K_POINT			N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Value: K-point in meters
	SJ_METRE_VALUE			N(2).N(1) 90.0	For @Type: Send proposed type For @Code: Send proposed



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					code For @Value: Points / m
	SJ_GATE_FACTOR			N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Points / m
	SJ_WIND_FACTOR			N(2).N(2) 90.00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Points / m/s
	SJ_SECONDS_POINT			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Seconds per point
	SJ_POINTS_MINUTE			N(3) 990	For @Type: Send proposed type For @Code: Send proposed code For @Value: Points per minute
	SJ_GATE_IR_LEN		Numeric	N(2).N(2) m 99.99 m	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Send from 1...n to identify each gate For @Value: In-run length difference between this gate and base gate
	SJ_GATE_NUMBER		Numeric	S(5)	For @Type: Send proposed



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					<p>type</p> <p>For @Code: Send proposed code</p> <p>For @ Pos: Send from 1...n to identify each gate</p> <p>For @Value: The official number of the gate</p>
EC_CC	CC_COURSE		Numeric	S(20)	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code</p> <p>For @Pos: 1 for first course and 2 for a second course if needed.</p> <p>For @Value: Course name</p>
		CC_HEIGHT_DIFF		N(4) 9990	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code for height difference in meters</p> <p>For @Value: Height difference in meters</p>
		CC_MAX_CLIMB		N(4) 9990	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed code for maximum climb in meters</p> <p>For @Value: Maximum climb in meters</p>
		CC_TOT_CLIMB		N(4) 9990	<p>For @Type: Send proposed type</p> <p>For @Code: Send proposed</p>



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					code for total climb in meters For @Value: Total climb in meters
		CC_LENGTH_LAP		N(5) 99990	For @Type: Send proposed type For @Code: Send proposed code for total climb in meters For @Value: Total climb in meters
		CC_NUMBER_LAPS		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code for number of laps For @Value: Number of laps
	CC_LEG		Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: A leg number For @Value: Total number of legs.
		CC_DISTANCE	Numeric	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: An intermediate point number For @Value: Distance in kilometres
	CC_LEG_INTERMEDIATE		Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos An Leg number For @Value: Number of intermediate points for this leg
		CC_DISTANCE		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything For @Value: Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Team Real
		CC_CUMULATIVE_DISTANCE	Numeric	N(2).N(1)99.9	For @Type:Send proposed type For @Code:Send proposed code For @Pos:An intermediate point number For @Value:Cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay
	CC_INTERMEDIATE		N(2) 90	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: The number that identifies the intermediate result point, from 1 to the total number of



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					intermediate result points For @Value: Send number of intermediate points Finish line has to be managed as an additional intermediate point.
		CC_DISTANCE		N(2).N(1)99.9	For @Type:Send proposed type For @Code:Send proposed code For @Pos:Do not send anything For @Value:Distance in Kilometres with one decimal digit of the intermediate result point (e.g.:2.6) in the case of interval start (men's 15km, women's 10 km) mass start or Skiathlon

For the table above, we have the following additional/summary information:

Type/Code/Extension Code	Description	Expected
EC_SJ/ SJ_HILL_SIZE	Hill size in meters	Always for ski jumping event units
EC_SJ/ SJ_HILL_TYPE	Hill Type	Always for ski jumping event units
EC_SJ/ SJ_K_POINT	K-point in meters	Always for ski jumping event units
EC_SJ/ SJ_METRE_VALUE	Points / m	Always for ski jumping event units
EC_SJ/ SJ_GATE_FACTOR	Points per m	Always for ski jumping event units
EC_SJ/ SJ_WIND_FACTOR	Points per m/s	Always for ski jumping event units
EC_SJ/ SJ_SECONDS_POINT	Seconds per point	Always for ski jumping event units
EC_SJ/ SJ_POINTS_MINUTE	Points per minute	Always for ski jumping event units
EC_SJ/ SJ_GATE_IR_LEN	In-run length difference between the jump gate and base gate	Always for ski jumping event units
EC_SJ/ SJ_GATE_NUMBER	The official number of the gate	Always, send by event
EC_CC/ CC_COURSE	Course name	Always for cross country event units
EC_CC/ CC_COURSE/ CC_HEIGHT_DIFF	Height difference in meters	Always for cross country event units



Type/Code/Extension Code	Description	Expected
EC_CC/ CC_COURSE/ CC_MAX_CLIMB	Maximum climb in meters	Always for cross country event units
EC_CC/ CC_COURSE/ CC_TOT_CLIMB	Total climb in meters	Always for cross country event units
EC_CC/ CC_COURSE/ CC_LENGTH_LAP	Length of laps in meters	Always for cross country event units
EC_CC/ CC_COURSE/ CC_NUMBER_LAPS	Number of laps	Always for cross country event units
EC_CC/ CC_LEG	Exchange result point	Only in case of Relay
EC_CC/ CC_LEG/ CC_DISTANCE	Distance in kilometres	Only in case of Relay
EC_CC/ CC_LEG_INTERMEDIATE	Intermediate result point for Relay	Just for Team event
EC_CC/ CC_LEG_INTERMEDIATE/ CC_DISTANCE	Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Team Real	Just for Team event
EC_CC/ CC_LEG_INTERMEDIATE/ CC_CUMULATIVE_DISTANCE	Cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay	Only in case of Relay at Event Unit level
EC_CC/ CC_INTERMEDIATE	Number of intermediate result point Finish line should be managed as an additional intermediate point.	Always, for all event units except for Relay
EC_CC/ CC_INTERMEDIATE/ CC_DISTANCE	Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Team Real	Always, for all event units except for Relay

3.2.7.6 Message Sort

There is no general message sorting rule.



3.2.8 Event Unit Weather Conditions

3.2.8.1 Description

The “Event Unit Weather Conditions” is a message containing the weather conditions in the Event Unit.

3.2.8.2 Header Values

3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information



3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

Once per unit and after every major change.



3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	<i>Code</i>			
	Weather			
		Conditions (1,N)		
			<i>Code</i>	
			<i>Humidity</i>	
			<i>Wind_Direction</i>	
			<i>Prec_Type</i>	
			Condition (0,3)	
				<i>Code</i>
				<i>Value</i>
			Temperature (0,N)	
				<i>Code</i>
				<i>Unit</i>
				<i>Value</i>
			Wind (0,N)	
				<i>Code</i>
				<i>Unit</i>
				<i>Value</i>



3.2.8.5 Message Values

Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition

Weather /Conditions

Attribute	M/O	Value	Comments
Code	M	CC @WeatherPoints	Weather Points
Humidity	M	N(3)	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	SKY, SNOW	Weather conditions type
Value	M	CC @SnowConditions Or CC @WeatherConditions	CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions

Weather /Conditions /Temperature

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	AIR, SNOW	Air, Snow
Unit	M	CC @TemperatureUnit	Celsius and Fahrenheit unit for temperature
Value	M	-N(3).N(1) -990.0 or N(3).N(1) 990.0	Temperature in Celsius and Fahrenheit degrees (in case of positive temperature, do not send '+')

Weather /Conditions /Wind

Attribute	M/O	Value	Comments
Code	M	SPEED	Wind Speed
Unit	M	CC @SpeedUnit	Metric system unit for Wind
Value	M	N(3).N(1) 990.0	Wind Speed

3.2.8.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.







4 Messages Sequence

1. Training, Trial and Competition Round

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results

2. Cross Country

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results
DT_RANKING	DDGEEEE000	N/A	OFFICIAL	Event Final Ranking



5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id	Link
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Id	Link
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	Link
CC @Discipline	S(2)	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'	Link
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender	Link
CC @Event	S(3)	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event • It will be related to Discipline and Gender	Link
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id	Link
CC @MedalType	S(9)	ME_BRONZE : Bronze ME_GOLD : Gold ME_SILVER : Silver	
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Id	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase	Link



Code Entity	Format	Entity Description	Link
		<ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	
CC @PrecType	S(1)	R : Rain S : Snow	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> The entity's attribute to be used is RecordTye It will be related to Discipline 	Link
CC @ResultStatus	S(15)	INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point. INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured.	
CC @SportClass	S(8)	Defined in ODF Common Codes Document See entity Sport Class <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit <ul style="list-style-type: none"> The entity's attribute to be used is Eventunit It will be related to Discipline, Gender, Event and Phase 	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction	Link



Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Id	

5.2 Nordic Combined Codes

Code Entity	Format	Entity Description
CC @HillType	S(2)	LH : Large Hill NH : Normal Hill
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DSQ : Disqualified LAP : Lapped (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by start numbers in ascending order).
CC @ResultType	S(13)	IRM : Invalid Result Mark POINTS : Points (for the ski jumping part of the competition) TIME : Time (for the cross country part of the competition)
CC @SpeedUnit	S(3)	KMH : km/h MS : m/s
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	GEN: General LOW: Low STD: Stadium HIGH:High





6 General definitions

6.1 ODF Message Structure

ODF interface defines ODF messages. ODF messages are data structures based on standard XML.

```

<?xml version="1.0" encoding="UTF-8"?>      ←Declaration
<OdfBody                                     ←ODF Header
  DocumentType=...
  DocumentCode=... >
  [body]                                     ←ODF Body
</OdfBody>

```

6.1.1 ODF Declaration

The first line in an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

6.1.2 ODF Header

The next line after the declaration is the ODF header.

ODF header is the root element and it is always introduced by the element Odfbody.

Header attributes identifies ODF messages uniquely.

The message unique identifier is the aggregation of the following attributes:

- DocumentCode,
- DocumentSubcode (Optional)
- DocumentType and
- DocumentSubtype (Optional)

The following table describes the ODF header attributes. "M" designates mandatory attributes that must appear in all ODF messages. "O" designates optional attributes. Optional attributes can be required depending on other attributes in the header.

Attribute	M/O	Value	Comment
-----------	-----	-------	---------



DocumentCode	M	S(9)	RSC for Results messages DDGEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute.
DocumentSubcode	O	S(10)	Extension for the DocumentCode It is used when the RSC is not enough and it is required several different messages with the same RSC.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULTS)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version of the message
ResultStatus	O	CC @ResultSt atus	Status of the messages for results message
Language	O	CC @Languag e	Language of the content of the message. If the message accepts multi- language and the attribute is not included, then by default the language is English If the message does not accept multi-language, then the attribute must not be included
FeedFlag	M	"P"- Production "T"-Test	Test message or production message.
Date	M	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	M	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	M	Date	<p>Logical Date of events that extends until next day.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Venue	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	<p>Sequence number for ODF-RT messages.</p> <p>RTSerial starts with 1 each Real Time session at every different venue.</p>
Serial	M	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information.</p>

6.1.3 ODF Body

The next line after the ODF header is the body of the ODF Message.

Declaration	<?xml version="1.0" encoding="UTF-8"?>
Header	<OdfBody DocumentType=... > <Competition Code= ...>
Body	<p>.... ← <Competition> element</p> <p></Competition></p> <p><Message> Athlete nnnn disqualified... ← <Message> element</p>



```
</Message>  
</OdfBody>
```

Some important considerations for the ODF messages:

Mandatory elements are sent always.

- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they do not have any value then they are sent empty (Attribute = "")
- Empty optional attributes are sent either empty (Attribute = "") or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.
- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

<Competition> Element

An ODF message contains a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition

<Message> Element

All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

<Competitor> Element

ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they are not considered a team and their results are individuals.



Element	Attribute	M/O	Value	Comment
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A, G	T = Team A = Athlete G = Group

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type** = "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT_PARTIC message.
- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code="A1" Type="A">
  <Composition>

    <Athlete Code="A1" Order="1"/>

  </Composition>
</Competitor>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** = "T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT_PARTIC_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT_PARTIC (athletes) message.
- Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.



- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team’s **Bib** (if applicable) will be sent in Competitor element.
- Team members’ **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```

<Competitor Code= "T1" Type="T">
  <Composition>

    <Athlete Code="A1" Order=.../>

    <Athlete Code="A2" Order=.../>

    ...

  </Composition>
</Competitor>

```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC/NPC when the athletes belong to the same organization, otherwise MIXn.
- There will be several Competitor /Composition /Athlete elements, containing the group competitor members.

6.2 ODF Data Types and Formats

This chapter describes data types and formats for the attributes in the ODF messages.

Format	Format Description
CC @CodeEntity	Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes.
String	Text strings without a predetermined length
S(n)	Text strings with a length of up to n characters
Date	YYYYMMDD
MillisTime	HHMMSSmmm <ul style="list-style-type: none"> • HH: hour • MM: minutes • SS: seconds



Format	Format Description
	<ul style="list-style-type: none"> • mmm: milliseconds <p>All formatted with leading zeroes (example: 090303020).</p>
DateTime	<p>YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00)</p> <ul style="list-style-type: none"> • YYYY: year • MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset
Boolean	'true' or 'false'
Numeric	<p>Number with no predetermined length</p> <ul style="list-style-type: none"> • If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3. • If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03. • If nothing is stated, it is assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	<p>Number with decimal</p> <ul style="list-style-type: none"> • N(n) integer part up to n digits • N(m) decimal part up to m digits
Specific pattern	Attributes with an specific pattern not specified in this table
Free text	<p>Free text is never used in a message attribute, but it can be used inside the element content</p> <p>Example <element>Free text goes in here</element></p>

6.2.1 Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless other rules are specified in the sport documentation. (sport rules are applied before the transmission of the data)



- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,544 = 1, 54)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,545 = 1, 55)

6.2.2 Measures format

This chapter describes the measure formats and the conversion rules to use in all messages, unless other formats or rules are specified in the sport documentation.

Measure	Value	Format	Example
Height/Distance	N(1).N(2)m	9.00m	1.83m
	N(3)cm	900cm	183cm
	N(1)'N(2)''	9'09''	6'0''
Weight	N(3)kg	900kg	100kg
	N(3)lbs	900lbs	220lbs
Temperature	N(2)°C	90°C	35°C
	N(3)°F	990°F	95°F
Distance	N(3).N(3)km	90.000km	1.789km
	N(3).N(3)mi	90.000m	6.123mi
Speed	N(2).N(3)m/s	90.000m/s	1.789m/s
	N(3).N(3)mph	90.000mph	6.123mph
	N(3).N(3)km/h	90.000km/h	3.890km/h
Precipitation	N(2)cm	90cm	2cm
	N(2)in	90in	1in

6.2.3 Rules for measures conversion

This chapter describes measure the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights and fore mentioned rounding rules must be applied.

Measure	Conversion Rules
Distance	1 in = 0,0254 m
	1 ft = 12 in = 0,3048 m
	1 yd = 3 ft = 36 in = 0,9144 m
	1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m
	1 nmi (nautical mile) = 1,852 m
Speed	1 km/h = 3,6 m/s
	1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg



Measure	Conversion Rules
Temperature	$T[^{\circ}\text{F}] = 1,8 \times T[^{\circ}\text{C}] + 32$ $T[^{\circ}\text{C}] = (T[^{\circ}\text{F}] - 32) / 1.8$

6.3 ODF Message Update

An update occurs when it is received a message whose identification is coinciding with the identification of an already received message.

Message identification is the combination of the header attributes: *DocumentCode* + *DocumentSubcode* + *DocumentType* + *DocumentSubtype*.

ODF PiT:

The latest message substitutes completely the previous received message.

There are specific messages, (with an UPDATE suffix) for updating some elements and keep the rest of the message, e.g. DT_SCHEDULE_UPDATE, DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_UPDATE or DT_PARTIC_HORSES_UPDATE.

ODF RT:

When the message header contains the attribute **ResultStatus** = LIVE_FULL or LIVE_LAST or LIVE_MANDATORY, the latest message substitutes completely the previous received message.

When the message header contains the attribute **ResultStatus** = LIVE_UPDATE, only the elements and attributes in the new message must be updated by message receiver. Elements and attributes provided before must be kept by message receiver.

- New message only includes the changed attributes, with the exception of the mandatory attributes that are always sent even if there is no modification.

When an attribute sent in the past has no value anymore, send the same message with ResultStatus=LIVE_MANDATORY and

- If the attribute is mandatory send it empty (Attribute="")
- If the attribute is optional either do not send it or send it empty





7 DOCUMENT CONTROL

7.1 File Reference

ODF/INT014 R3 v6.2 APP (NC)

7.2 Version history

Version	Date	Comments
R2 v1.0	23 Dec 2011	Submitted for review version.
R2 v1.1	27 Jan 2012	Some minor changes.
R3 v2.0	17 Feb 2012	IDM comments.
R3 v2.1	12 Mar 2012	Some minor changes.
R3 v3.0	08 Jun 2012	Some minor changes.
R3 v4.0	16 Jul 2012	Pre-Integrations comments. APP version.
R3 v5.0	31 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal. SFR version.
R3 v5.1	01 Jul 2012	Some minor changes. SFR version.
R3 v5.2	20 Sep 2012	CR306 applied. SFR version.
R3 v5.3	05 Oct 2012	Reviewer comments included. SFR version.
R3 v5.4	11 Oct 2012	Reviewer comments included. SFA version.
R3 v5.5	14 Dec 2012	Reviewer comments included. APP version.
R3 v5.6	15 March 2013	Reviewer comments included. APP version.
R3 v5.7	19 Apr 2013	Document generated using the CMS tool
R3 v5.8	20 June 2013	CR863 Applied. APP version
R3 v6.0	09 August 2013	CR applied
R3 v6.1	27 September 2013	CR/defects applied
R3 v6.2	12 December 2013	Defects/CR applied.

7.3 Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version
R2 v1.1	SFR	• Some minor changes.
R3 v2.0	SFA	• IDM comments.



Version	Status	Changes on version
R3 v2.1	SFA	<ul style="list-style-type: none"> • Some minor changes.
R3 v3.0	SFA	<ul style="list-style-type: none"> • CC_POT_DSQ is send with value “N” when decision about the potential disqualification is made. • Added the next clarification for Sort Order attribute: “This should be informed for all the competitors”. • Added CC_COLOUR code at athlete level in the Start List. It is the bib colour for a team member in a leg (relay). • SortOrder attribute in DT_RESULTS has to be informed for all competitors. • Added SJ_GATE_NUMBER in ExtendedConfig Element. • Added “Pos” to SJ_GATE_IR_LEN in ExtendedConfig Element. • Deleted SJ_ALTITUDE and SJ_LENGTH from ExtendedConfig Element. • Specified the level to send Hill Data and Course Information. • Consolidated DT_CONFIG Course Information with Cross Country. • Added CC_CURRENT_INTERMEDIATE code to know when the last intermediate point is reached by the first competitor. • Added CC_LAST_FINISHED code to know when the last competitor or team has finished.
R3 v4.0	APP	<ul style="list-style-type: none"> • Added CC_CURRENT_LEG code in Unit Info Element (Results message). • SJ_IDX_ORDER attribute added in the Athlete extension of the Result message, only for the team trial event. • SJ_TANG_WIND. Tangential wind could have negative values. • SJ_JUMP_POINTS. It is possible for a jumper to get a negative score. • DT_RESULT_SUMMARY. The Triggering and Frequency section has been changed for the general one. The ResultStatus just can have “Unofficial” and “Official” values. • Pos defined for the DT_RESULTS UnitInfos/UnitInfo/SJ_BASE_GATE code. • DT_START_LIST. Added SJ_JUMP_ORDER code for Team events. • DT_RESULT, DT_RT_RESULT. All times in these messages are real times. Added the following code CC_ISOLATED_TIME in order to have calculated times of Cross Country. • DT_RESULT_SUMMARY. Header Values section. DocumentCode = Unit. DocumentSubType is not needed. • DT_RT_RESULT_SUMMARY is not needed. • CURRENT_INTERMEDIATE. Finish line is considered as an intermediate point. It is not needed to send “0” when the athlete reaches the finish line.
R3 v5.0	SFR	<ul style="list-style-type: none"> • Added CC_LAST_LEG_FINISHED code for Team events. It indicates the most recent time in a leg. CC_LAST_FINISHED is just for intermediate points, not for legs. • New messages proposal: Added the definition of DT_CUMULATIVE_RESULT message (marked in blue color). This message should be used (instead of DT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated message should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY (marked in pink color). This message should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used.



Version	Status	Changes on version
R3 v5.1	SFR	<ul style="list-style-type: none"> • CC_COLOUR. Deleted the Type definition duplicated. • CC_LAST_FINISHED. Modified the Type description of the summary/additional information for individuals.
R3 v5.2	SFR	<ul style="list-style-type: none"> • DT_PHOTOFINISH message. It could be applicable for Cross Country part. Marked as a message used in this sport in the Applicable Messages table. • DT_PARTIC Message. Discipline Element – InternationalFederationId Attribute. IF number for Nordic Combined does not apply to Ski Jumping part. • Result Element of DT_RESULT message and CumulativeResults of DT_RESULT_SUMMARY message. The attributes order has been changed according to the message structure. • DT_RESULT message. Reviewed the content of the Expected column of all tables in order to distinguish between NC-SJ and NC-CC. • DT_START_LIST, DT_RESULT and DT_RESULT_SUMMARY messages. Updated the Start/Competitor, Result/Competitor and CumulativeResult/Competitor Elements Bib values. • DT_START_LIST message. Start/Competitor/Composition/Athlete Element. Updated Bib value and Order Comments. • DT_RESULT message. Result/Competitor/Composition/Athlete Element. Updated Bib value. • DT_RESULT message. Updated the Type of the UnitInfos/UnitInfo Element in order to differentiate the SJ and CC parts. • DT_RESULT message. Updated the Result/Competitor/ExtendedResults/ExtendedResult Element in order to be consistent with the SJ definition. • SJ_IRF (In-Run Fall code). It is PiT and RT. • Weather message redefined. • Applicable messages section. The DT_HIST_REC_UPDATE message doesn't exist anymore. • Light extension: ODF Light extensions from the DT_START_LIST and DT_CUMULATIVE_RESULT Message marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Light Extensions: DT_START_LIST PreviousResults defined as non-light extension. • DT_EXTRA_DATA / DT_RT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY / DT_RT_PLAY_BY_PLAY • DT_CUMULATIVE_RESULT, DT_RT_CUMULATIVE_RESULT messages structure merged: <ul style="list-style-type: none"> - CumulativeResults element of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT renamed to Results. - Bib attribute added to Competitor and Athlete element of the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages. • Sortorder attribute clarified so that any result sort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT and DT_RT_CUMULATIVE_RESULT message (this includes ranked, non-ranked and IRM athletes/team).
R3 v5.3	SFR	<ul style="list-style-type: none"> • BT_RESULT message. Added CC_RULE code. • DT_RESULT message. CC_FF code. Added a new state in order to reset the flag if Pending and no photo finish decision is needed. • DT_RESULT message. Deleted CC_LAST_FINISHED code at Team level. • DT_PARTIC message. Deleted Class and Guide attributes.



Version	Status	Changes on version
		<ul style="list-style-type: none"> • DT_RESULT message (PiT and RT). EndDate attribute changed to Optional. • DT_RESULT message (PiT and RT). Sorting by UnitActions is not needed. • DT_CUMULATIVE_RESULT message deleted. • DT_FINAL_RANK message. Rank, RankEqual, Result and IRM updated to optional. • GENERAL. Deleted references to Team Sprint event. • CC @ResultType. Deleted "DISTANCE" and "GENERAL" codes. ResultType in DT_RT_RESULT message is now optional. • DT_START_LIST message. Updated EventUnitEntry Type at competitor level. • DT_RESULT message. SJ_LAST_FINISHED code. Pos value is not needed any more. • GENERAL. Time difference format for the leader should be "0:00". And the Time behind format for the leader should be "0.0". Updated Time behind format. • DT_RT_RESULT message. UnitDateTime. Removed from RT because is never changing.
R3 v5.4	SFA	<ul style="list-style-type: none"> • DT_RT_RESULT message. UnitDateTime. This element is just for PiT.
R3 v5.5	APP	<ul style="list-style-type: none"> • DT_RESULT message. Removed CC_TIME extension of CC_ISOLATED_TIME code. • DT_CONFIG message. Added CC_LEG code for Relay event. • CC_POT_DSQ. Added Potential disqualification flag code at team level for Relay event.
R3 v5.6	APP	<ul style="list-style-type: none"> • Nordic Combined codes. Added Code F (Fahrenheit) at CC @TemperatureUnit. • Nordic Combined codes. Updated CC @Functions by CC @Function.
R3 v5.7	APP	Document generated using the CMS tool
R3 v5.8	APP	<p>CR863: CC_CUMULATIVE_DISTANCE has been added on Discipline Configuration message.</p> <p>CR001072 (defect 91174): T12 trigger created - The information also is expected at the beginning of the competition. The trigger was added for the NC_current_leg and NC_current_intermediate codes.</p>
R3 v6.0	APP	<p>CR666 applied: Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS messages.</p> <p>CR906 applied: Removed ODF Light elements from DT_START_LIST message.</p> <p>CR974 applied: Remove "+" symbol in weather attributes, when sending values above 0 degrees. Change applies to DT_WEATHER message.</p> <p>CR985 applied: ODF DT_WEATHER message changes:</p> <ul style="list-style-type: none"> -Weather /Conditions@Code the value should use CC @WeatherPoints - the code Weather /Conditions /Temperature@Type removed - the code Weather /Conditions /Wind@Type removed -CC @WeatherPoints defined with 'General' value. -CC @SpeedUnit defined in the NC codes <p>CR001009 applied: SJ_COMP_GATE should define "0.0" value instead of "00.0"</p> <p style="padding-left: 40px;">SJ_COMP_WIND should define "0.0" value instead of "00.0"</p> <p style="padding-left: 40px;">SJ_COMP_TOTAL should define "0.0" value instead of "00.0"</p>



Version	Status	Changes on version
R3 v6.1	APP	<p>CR001220 applied: the definition of the "ER_SJ/SJ_GROUP/SJ_RANK" and "ER_SJ/SJ_GROUPT"/"SJ_ERANK" attributes updated. Codes not used in the case of IRM.</p> <p>CR001268/Defect 96846 applied: ER_SJ/ SJ_JUMP_FINISHED code added for the T3 trigger.</p> <p>CR001263 applied: Defect 94612: The trigger of the Rank, ResultType and Result codes should be updated: T4, T5, T8, T9, T10 y T11. Only a document correction. Defect 94875: the trigger of the CC_INTERMEDIATE codes should be T9. Only a document correction. Defect 95265: the triggering of the SJ_NEXT, SJ_CURRENT and SJ_LAST_FINISHED codes updated (T2 -individual events, T5 –team events). Only a document correction. Defect 94881: CC_LEG information should be triggered by T9 and T10. Only a document correction.</p> <p>CR001266 applied: Defect 97292: Unofficial (ResultStatus) status not used for trainings and trials.</p>
R3 v6.2	APP	<p>CR002499 /Defect 100811 applied: Weather /Conditions /Temperature@Unit and Weather /Conditions /Temperature@Value 'coments updated to "Temperature in Celsius and Fahrenheit".</p> <p>Defect 99945: EO_SJ/ SJ_POSITION and EO_SJ/ SJ_JUDGE codes expected only in the SJ part of the NC.</p> <p>CR001564 applied: 1) DT_WEATHER: Weather /Conditions /Condition@Value defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW and ICE conditions 2) DT_WEATHER: Weather /Conditions /Wind@Value defined as N(3).N(1) without plus/minus symbols 3) DT_WEATHER: Weather /Conditions@Wind_Direction value defined as CC @WindDirection without possibility of being N(3)</p> <p>CR001688 applied: Defect 94886 – small correction of the CC_SECTOR and CC_LEG_SECTOR triggering Defect 97670 – small clarification in the definition of the SJ_Current code Defect 97914 – small correction in the triggering of the ER_SJ/ SJ_GROUP codes (T7 to be used instead of T6). Defect 97954 -ER_CC/ CC_INTERMEDIATE information requested also for the team events. This is only a correction, in the messages, the CC_INTERMEDIATE information is already sent for the team events. Defect 97956 - CC_ISOLATED_TIME codes required for all the cross country event units. Defect 97960 - er_cc / cc_leg_sector and its extensions are not expected for individual event Defect 97982 – small update in the definition of the SJ_COMP_GATE code: should be empty in case base gate.</p>



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