

Olympic Data Feed



ODF Nordic Combined (CC) Data Dictionary

Lillehammer 2016 – Winter Youth Olympic Games

Technology and Information Department

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1 Introduction

1.1 This document

This document includes the ODF Cross Country Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for the Cross Country component of Nordic Combined. Please follow the Ski Jumping document for the Ski Jumping part.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NCB** – Nordic Combined
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT401	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	This document details the header values which shows which RSCs are used in which messages.

THESE CODES WILL BE MOVED TO THE CODE DATABASE AT A LATER TIME.

Sport Codes

Discipline	Code_Entity	Used in	Code	Order	Description
GEN	@WeatherPoints		HIGH		High
GEN	@WeatherPoints		LOW		Low
NCB	@HillType	SJP	LH		Large Hill
NCB	@HillType	SJP	NH		Normal Hill
NCB	@IRM	CCS	DNF		Did not finish
NCB	@IRM	CCS	LAP		Lapped
NCB	@IRM	SJP, CCS	DNS		Did not Start
NCB	@IRM	SJP, CCS	DQB		Disqualified (Behaviour)
NCB	@IRM	SJP, CCS	DSQ		Disqualified
NCB	@ResultType	CCS	TIME		Time
NCB	@ResultType	SJP, CCS	IRM		Invalid Result Mark
NCB	@ResultType	SJP	POINTS		Points

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Used In	Order	Description	Category
NCB	RCE_DIR	SJP, CCS	1	FIS Race Director	J
NCB	TCH_DEL	SJP, CCS	2	FIS Technical Delegate	J
NCB	COMP_CHF	SJP, CCS	3	Chief of Competition	J
NCB	TCH_DEL_AST	SJP, CCS	4	FIS Assistant Technical Delegate	J
NCB	RCE_DIR_AST	SJP, CCS	5	FIS Assistant Race Director	J
NCB	CRS_CHF	CCS	6	Chief of Course	J
NCB	EQUIP	SJP, CCS	7	FIS Equipment Controller	J
NCB	JU	SJP	8	Judge	J

2 Messages

2.1 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- 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. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. 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	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	X	
DT_SCHEDULE_UPDATE	Competition schedule update	X	
DT_PARTIC	List of participants by discipline	X	X
DT_PARTIC_UPDATE	List of participants by discipline update	X	X
DT_PARTIC_TEAMS	List of Teams	X	X
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	X	X
DT_MEDALS	Medal standings	Global	
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_IMAGE	Image (for Photofinish)	X	X
DT_PRESSPHOTOFINISH_LK	Press Photofinish	X	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_RANKING	Event Final ranking	X	X
DT_MEDALLISTS	Medallists of one event	X	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	X	
DT_COMMUNICATION	Official Communication	X	
DT_LOCAL_ON	Discipline/venue start transmission	X	
DT_LOCAL_OFF	Discipline/venue stop transmission	X	
DT_CONFIG	Configuration	X	X
DT_WEATHER	Event Unit Weather conditions	X	X
DT_KA	Keep Alive	X	

2.1.1 List of Participants by Discipline / Update

2.1.1.1 Description

This message is the List of participants by discipline (and the update), for that discipline it is the list of athletes and historical athletes, as described in the ODF General Messages Interface Document.

2.1.1.2 Header Values

As defined in the header values document.

2.1.1.3 Trigger and Frequency

Follow the general definition.

2.1.1.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included:

- Competition /Participant/Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

2.1.1.5 Message Values

The following table lists the “List of participants by discipline/ update” optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFld	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	
	Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.

2.1.1.6 Message sort

Please, follow the general definition.

2.1.2 List of Teams / Update

2.1.2.1 Description

This message is the List of Teams (and the update) as described in the ODF General Messages Interface Document.

2.1.2.2 Header Values

As defined in the header values document.

2.1.2.3 Trigger and Frequency

Follow the general definition.

2.1.2.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included:

- Team /Composition /Athlete
- Team /Discipline /RegisteredEvent /EventEntry

In the next section (message values), there is a more detailed definition.

2.1.2.5 Message Values

The following table lists the “List of Teams / Update” optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Team /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	O	Numeric 0	Team member order
Team /Discipline	IFId	O	S(16)	Competitor's federation number for the corresponding discipline
Team /Discipline /RegisteredEvent	Event	M	CC @Event	
	Bib	O	Numeric ##0	Team bib number to be sent in all the team event units

2.1.2.6 Message sort

Please, follow the general definition.

2.1.3 Event Unit Start List and Results

2.1.3.1 Description

This message is the Event Unit Start List and Results message as described in the ODF General Messages Interface Document.

2.1.3.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values) with one message per race.

2.1.3.3 Trigger and Frequency

Please, follow the general definition, taking into account the following

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the unit starts and after every update (intermediates etc.) (LIVE)
- After the race is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change

2.1.3.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /UnitDateTime (StartDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

2.1.3.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description of the Event Unit, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /ExtendedInfo /Competitor	Organisation	O	CC @Organisation	Organisation allocated to the range
	Order	O	Numeric #0	Order of the organisation at the position
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Officials /Official	Code	M	S(20) with no leading zeroes	Officials code
	Function	M	CC @ResultsFunction	Officials Function
	Order	O	Numeric	Order of officials.
Result	Rank	O	String	Rank of the competitor in the event unit
	RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	O	SC @ResultType	Result type.
	IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM or IRM_TIME
	Result	O	h:mm:ss.f	Time for the competitor. Do not send hours if not applicable.
	Diff	O	m:ss.f	Time behind the leader. Send 0.0 for the leader.
	SortOrder	M	Numeric #0	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. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order,
	StartOrder	O	Numeric #0	Start order.
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor ID
	Type	M	S(1)	A for athlete, T for Team
	Bib	O	Numeric ##0	Bib number for the team
	Organisation	O	S(3)	Organisation ID
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	
	Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	STARTERS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything	Always where status is not START_LIST

Element: ExtendedInfo						
					For @Value: Sent the number of competitors on the start list	
		COMPLETE		Numeric ##0	For @Code: Send proposed code	
					For @ Pos: Do not send anything	
					For @Value: Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY	INT_x (x = overall Intermediate Point, not LEG)		Numeric 0	S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2) For @Value: Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).	When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events)

Sample

```

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

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element.

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
PROGRESS	INTERMEDIATE		S(2)	h:mm:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F). For @Value: Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.	When data is available for individual events.
			CC @ResultType		For @ValueType: Send CC @ResultType	
			S(2)		For @Rank: Send the rank of the competitor at the intermediate point	
			S(1)		For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
			Numeric #0		For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	

Element: Result /ExtendedResults /ExtendedResult						
				SC @IRM	For @IRM: IRM at the intermediate if applicable	
				h:mm:ss.f or 0.0	For @Diff: Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.	
	SECTION		S(2)	m:ss.ff	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from the start to 1. For @Value: Time for the section ending at the intermediate point @Pos.	When available in individual events.
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Send the rank of the competitor in the section.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs	
				SC @IRM	For @IRM: IRM at the intermediate if applicable	
				m:ss.f or 0.0	For @Diff: Send the time behind the leader in the section. Do not send hours or minutes if zero.	
ER	PHOTO			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending, otherwise do not send	If applicable
	RAW			h:mm:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.	Individual events

Element: Result /ExtendedResults /ExtendedResult					
				m:ss.f or 0.0	For @Diff: Send the time behind. Do not send minutes if zero.
				SC @ResultType	For @ValueType: Send CC @ResultType, (TIME)
				S(2)	For @Rank: Send the rank of the competitor based on @Value
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.
				Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs
	POT_DSQ			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
	IRM_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send rule number if disqualified
	IRM_RULE_TEXT			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send rule description if disqualified.

Sample

```

.....
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12"
StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"
Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y" SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" ValueType="TIME"
Value="9:11.6" Diff="+1.5" Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" ValueType="TIME"
Value="13:02.3" Diff="+3.0" Rank="7" SortOrder="7" />
.....
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"
Value="1:08:15.4" Diff="0.0" Rank="1" SortOrder="1" />
.....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" ValueType="TIME"
Value="3:56.3" Diff="+5.1" Rank="11" RankEqual="Y" SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" ValueType="TIME"
Value="5:15.3" Diff="+3.8" Rank="15" SortOrder="15" />
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" ValueType="TIME"
Value="3:50.7" Diff="+5.2" Rank="22" SortOrder="22" />
.....
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" ValueType="TIME"
Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
    <Competitor Code="2040363" Type="A" Organisation="NED" >
      <Composition>
        <Athlete Code="2040363" Bib="21" Order="1">
          <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED"
BirthDate="1994-11-15" />
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
.....

```

The following table describes in more detail the Result /Competitor /EventUnitEntry element.

Element: Result /Competitor /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	LANE		Numeric #0	For @Type: Send proposed type	Team events
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Lane number for the competitor	
WAVE			m:ss	For @Type: Send proposed type	If the competitor is in a wave start
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Time of the wave start for the competitor if applicable	
HCP_TIME			m:ss	For @Type: Send proposed type	Always in team event
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Handicap time or start behind time	
PERFORM	S(3)		Numeric #0	For @Type: Send proposed type	Always when available in Nordic Combined Teams competition for the Team.
				For @Code: Send proposed code	
				For @Pos: Send SJP for Ski Jump performance Send CCS for Cross Country Performance	

Element: Result /Competitor /EventUnitEntry					
				For @Value: Numeric value 0-10	

The following table describes in more detail the Result /Competitor /Composition /Athlete /EventUnitEntry element.

Element: Result /Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	LANE		Numeric #0	For @Type: Send proposed type	Individual events
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Lane number for the competitor	
	WAVE		m:ss	For @Type: Send proposed type	If the competitor is in a wave start
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Time of the wave start for the competitor if applicable	
	HCP_TIME		m:ss	For @Type: Send proposed type	Always in individual event
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Handicap time or start behind time	
	LEG_BIB		Numeric 0	For @Type: Send proposed type	Team events
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Leg number of the Team member. For Relay should be 1,2,3,4	
	COLOUR		S(1)	For @Type: Send proposed type	Team events
				For @Code: Send proposed code	
				For @ Pos: Do not send anything	
				For @Value: Bib colour ("b", "g", "r" or "y")	
	PERFORM	S(3)	Numeric #0	For @Type: Send proposed type	Always when available
				For @Code: Send proposed code	
				For @Pos: Send SJP for Ski Jump performance Send CCS for Cross Country Performance	
				For @Value: Numeric value 0-10	

The following table describes in more detail the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element for team events only.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult											
Type	Code	Extension Code	Pos	Value	Description	Expected					
PROGRESS	INTERMEDIATE		S(2)	h:mm:ss.f	For @Type: Send proposed type	When data is available in team events.					
					For @Code: Send proposed code						
					For @Pos: Intermediate point where the intermediate time is recorded (1, 2...F).						
					For @Value: Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.						
					CC @ResultType		For @ValueType: Send CC @ResultType				
					S(2)		For @Rank: Send the rank of the competitor at the intermediate point				
					S(1)		For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.				
					Numeric #0		For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs				
				SC @IRM	For @IRM: IRM at the intermediate if applicable						
				h:mm:ss.f or 0.0	For @Diff: Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.						
				SECTION				S(2)	m:ss.ff	For @Type: Send proposed type	When data is available in team events.
										For @Code: Send proposed code	
										For @Pos: Intermediate point at the end of the section where section time is taken (1, 2... F). For example 1 is the section from the start to 1.	
										For @Value: Time for the section ending at the intermediate point @Pos.	
CC @ResultType	For @ValueType: Send CC @ResultType										
S(2)	For @Rank: Send the rank of the competitor in the section.										
S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.										
Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs										
SC @IRM	For @IRM: IRM at the intermediate if applicable										

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
				m:ss.f or 0.0	For @Diff: Send the time behind the leader in the section. Do not send hours or minutes if zero.	
	LEG_SPLIT		S(2)	m:ss.f	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Identifies the leg, from 1 to the total number of legs For @Value: Leg time in the @Pos leg for the team member in the leg. It is not cumulative.	When data is available in team events.
				CC @ResultType	For @ValueType: Send CC @ResultType	
				S(2)	For @Rank: Rank @Pos in the leg for the team member in the leg.	
				S(1)	For @RankEqual: Send "Y" if rank is equalled, otherwise do not send.	
				Numeric #0	For @SortOrder: Index based on the Rank to sort the team member in the leg considering equals and IRMs	
				SC @IRM	For @IRM: IRM at the intermediate if applicable	
				m:ss.f or 0.0	For @Diff: Send the time behind the leader in the unit at the split.	

Sample

```

.....
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0"
StartOrder="10" StartSortOrder="10" >
  <Competitor Code="NCBMNH4x5km---SWE01" Bib="2" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <Composition>
      <Athlete Bib="2-1" Code="2019490" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED"
        BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" ValueType="TIME"
          Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" ValueType="TIME"
          Value="6:56.8" Diff="+1.3" Rank="7" SortOrder="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" ValueType="TIME"
          Value="11:29.6" Diff="+0.4" Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" ValueType="TIME"
          Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" ValueType="TIME"
          Value="4:23.3" Diff="+1.3" Rank="5" SortOrder="5" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" ValueType="TIME"
          Value="2:33.5" Diff="+1.8" Rank="7" RankEqual="Y" SortOrder="7" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" ValueType="TIME"
          Value="4:32.8" Diff="+0.7" Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" ValueType="TIME"
          Value="2:40.2" Diff="+5.9" Rank="4" SortOrder="4" />
          <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" ValueType="TIME"
          Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
        </ExtendedResults>
      </Athlete>
      <Athlete Bib="2-2" Code="2014836" Order="2">
.....

```

2.1.3.6 Message sort

Please, follow the general definition.

2.1.4 Current Information

2.1.4.1 Description

This message is the current message as described in the ODF General Messages Interface Document.

2.1.4.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

The DocumentCode will be the RSC of the unit.

2.1.4.3 Trigger and Frequency

Please, follow the general definition, taking into account the following

- At any time a competitor starts as there will be a new “next” (unless last athlete).
- Whenever the competitor most advanced on the course reaches a new intermediate point.
- As soon as the leading team starts a new leg in a team event.

2.1.4.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Result /ExtendedResults /ExtendedResult

2.1.4.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

The following table describes in more detail the ExtendedInfos /ExtendedInfo element.

Element: ExtendedInfos /ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
DISPLAY	NEXT			S(20) without leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the competitor ID of the next competitor to start. Send athlete ID in team events	When available
	CURR_LEG			Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Current Leg reached by the leading competitor updated at the exchange.	Relay events
	CURR_INTERMEDIATE			S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything.	When available

Element: ExtendedInfos /ExtendedInfo					
					For @Value: Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. Also consider intermediate points within legs.

Sample (overall)

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="123456" />
  <ExtendedInfo Type="DISPLAY" Code="CURR_INTERMEDIATE" Value="3" />
</ExtendedInfos>
.....

```

2.1.4.6 Message sort

Not applicable.

2.1.5 Image

2.1.5.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos). Unrelated images should be sent separately.

2.1.5.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

DocumentCode: Unit level RSC.

DocumentSubtype is PHOTOFINISH.

2.1.5.3 Trigger and Frequency

Triggered as soon as image available.

2.1.5.4 Message Structure

No applicable optional elements.

2.1.5.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Image	Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
	Version	M	Numeric #0	Document Version
	Revision	M	Numeric #0	Document Revision
	ImageType	M	S(3)	Image type extension, jpg or png
Image /ImageData	-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.1.5.6 Message sort

Please, follow the general definition.

2.1.6 Event Final Ranking

2.1.6.1 Description

This message is the Event Final Ranking message as described in the ODF General Messages Interface Document.

2.1.6.2 Header Values

The DocumentCode attribute in the ODF header will be sent for all the competition events according to the ODF Common Codes document (header values).

One message is sent for each event.

2.1.6.3 Trigger and Frequency

Follow the general definition though the message is expected at the end of each phase along with each change.

2.1.6.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /ExtendedResults

2.1.6.5 Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Text description from common codes
	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
ExtendedInfos /VenueDescription	Venue	M	CC @VenueCode	Venue Code
	VenueName	M	S(25)	Text short description, not code
Result	Rank	O	String	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of an IRM for example.
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	Result	O	h:mm:ss.f	Time for the competitor. Do not send leading zeros.
	ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included.
	IRM	O	SC @IRM	Send if the competitor has an IRM
	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.

The following table describes in more detail the Competition /Result /ExtendedResults /ExtendedResult.

Element: Competition /Result /ExtendedResults /ExtendedResult					
Type	Code	Pos	Value	Description	Expected
ER	DIFF		m:ss.f or 0.0 for winner	For @Type: Send proposed type For @Code: Send proposed code For @Pos Do not send anything	When available

Element: Competition /Result /ExtendedResults /ExtendedResult				
				For @Value: Time behind the leader. Do not send zero minutes.

2.1.6.6 Sample

```

.....
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIFF" Value="2.6" />
  </ExtendedResults>
  <Competitor Code="2000691" Type="A" Organisation="RUS" >
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS"
        BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

2.1.6.7 Message sort

Please, follow the general definition

2.1.7 Weather Conditions

2.1.7.1 Description

This message is the Event Unit Weather Conditions message as described in the ODF General Messages Interface Document.

2.1.7.2 Header Values

The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).

2.1.7.3 Trigger and Frequency

Please, follow the general definition.

2.1.7.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- Competition /Weather /Conditions /Condition (following the general rules for this element)

2.1.7.5 Message Values

The following table lists the Event Unit Weather Conditions optional and/or extended attributes (defined in the ODF General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Conditions	Code	M	SC @WeatherPoint	Weather points, send GEN (Stadium), HIGH and LOW
	Humidity	O	Numeric ##0	Humidity in %
	Wind_Direction	O	CC @WindDirection	Wind direction
	Prec_Type	O	SC @PrecType	Precipitation Type if applicable
Weather /Conditions /Condition	Code	M	S(4)	Weather condition type, send SKY and SNOW
	Value	M	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW
Weather /Conditions /Temperature	Code	M	S(4)	Temperature type, send AIR, SNOW
	Unit	M	SC @TemperatureUnit	Unit for temperature, send both
	Value	M	Numeric #0.0	Temperature of the @Code. Negative if applicable. Do not send '+' if positive.
Weather /Conditions /Wind	Code	M	S(5)	Wind Speed, send SPEED
	Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
	Value	M	Numeric ##0.0	Wind speed in @Unit.

Sample

```

.....
<Weather>
.....
<Conditions Code="HIGH" Humidity="49" Wind_Direction="SE">
  <Condition Code="SKY" Value="pc" />
  <Condition Code="SNOW" Value="hrd" />
  <Temperature Code="AIR" Unit="C" Value="2.8" />
  <Temperature Code="AIR" Unit="F" Value="37.0" />
  <Temperature Code="SNOW" Unit="C" Value="-2.4" />
  <Temperature Code="SNOW" Unit="F" Value="27.7" />
  <Wind Code="SPEED" Unit="KMH" Value="7.2" />
  <Wind Code="SPEED" Unit="MS" Value="2.0" />
</Conditions>
<Conditions Code="LOW" Humidity="37" Wind_Direction="VR">
  <Condition Code="SKY" Value="pc" />
  <Condition Code="SNOW" Value="hrd" />
  <Temperature Code="AIR" Unit="C" Value="8.8" />
  <Temperature Code="AIR" Unit="F" Value="47.8" />
  <Temperature Code="SNOW" Unit="C" Value="0.3" />
  <Temperature Code="SNOW" Unit="F" Value="32.5" />
  <Wind Code="SPEED" Unit="KMH" Value="0.0" />
  <Wind Code="SPEED" Unit="MS" Value="0.0" />
</Conditions>
</Weather>

```


2.1.7.6 Message sort

Please, follow the general definition.

2.1.8 Configuration

2.1.8.1 Description

This message is the Event unit configuration message as described in the ODF General Messages Interface Document.

2.1.8.2 Header Values

Send one message per unit with the unit level DocumentCode for single unit events.

2.1.8.3 Trigger and Frequency

Please, follow the general definition.

2.1.8.4 Message Structure

The optional elements defined for this message in the ODF General Messages Interface Document that should be included are:

- ExtendedConfigItem

2.1.8.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF General Messages Interface Document) that are used, as well as the attributes that have an extended definition.

The following table describes in more detail the Competition ExtendedConfig element.

Element: ExtendedConfig						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected
FIS	CODEX			String	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: FIS Codex	
COURSE	NAME		Numeric 0	String	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: If there is more than one course send 1 for the first course and 2 for the second.	
					For @Value: Name of the course in ENG	
	ALTITUDE			Numeric ###0	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Send the altitude of the stadium (start/finish) in metres	
	HEIGHT_DIFF		Numeric 0	Numeric ##0	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: If there is more than one course in the race (skiathlon & relay) send 1 for the first course and 2 for the second.	
					For @Value: Send the total difference in height from the low point to the highest point. (metres)	
	LENGTH		Numeric 0	Numeric #####0	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: If there is more than one course send 1 for the first course and 2 for the second.	
					For @Value: Send the total length of the course in m.	

Element: ExtendedConfig						
	LAP		Numeric 0	Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: If there is more than one course send 1 for the first course and 2 for the second. For @Value: Send the lap length in m.	When available
		NUM		Numeric #0	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Number of laps	When available
	CLIMB		Numeric 0	Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course Total Climb in metres	Always
		MAX		Numeric ####0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Course Maximum Climb in metres	Always
EC	INTERMEDIATE		S(2)	Numeric #0.0#	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. For @Value: Distance from the start in km for the intermediate.	Always for all intermediates including those with a leg in relays.
		LEG	Numeric 0	S(2)	For @Code: Send proposed code For @Pos: Send the leg number of the team	Team events only

Element: ExtendedConfig					
					For @Value: Send the INTERMEDIATE within the leg 1..F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2
INTERMEDIATES_NUM				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the total number of intermediate points where the time is recorded including F.
LEG			S(2)	Numeric #0.0#	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the value that identifies the leg in the team event, 1 to n for each leg. For @Value: Distance from the start in km to the end of the leg.
	INTERMEDIATE		S(2)	Numeric #0.0#	For @Code: Send proposed code For @Pos: Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end. For @Value: Distance from the start of the leg in km for the intermediate.
	CUMULATIVE		S(2)	Numeric #0.0#	For @Code: Send proposed code For @Pos: Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end. For @Value: Distance from the start of the race in km for the intermediate.
LEGS_NUM				Numeric #0	For @Type: Send proposed type

Element: ExtendedConfig					
					For @Code: Send proposed code
					For @Pos: Do not send anything
					For @Value: Send the total number of intermediate points where the time is recorded including F.
					events

2.1.8.6 Samples

```

.....
<Configs>
<Config Unit="NCBWNH10km-----FNL-0001CC--">
  <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="2.5 km Red" />
  <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
  <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="2500" />
  <ExtendedConfigItem Code="NUM" Value="4" />
</ExtendedConfig>
<ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" />
  <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="5" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" />
</Config>
.....
    
```

Team Events

```

.....
<ExtendedConfig Type="EC" Code="LEGS_NUM" Value="4" />
<ExtendedConfig Type="EC" Code="LEG" Pos="1" Value="5.0" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="1.7" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="2.5" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="4.2" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="5.0" />
<ExtendedConfig Type="EC" Code="LEG" Pos="2" Value="10.0" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.7" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="4.2" />
  <ExtendedConfigItem Code="INTERMEDIATE" Pos="F" Value="5.0" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="1" Value="6.7" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="2" Value="7.5" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="3" Value="9.2" />
  <ExtendedConfigItem Code="CUMULATIVE" Pos="F" Value="10.0" />
</ExtendedConfig>
.....
    
```

2.1.8.7 Message sort

Please, follow the general definition.

2.2 Message timeline

2.2.1 Preparation Phase

All preparations are done in Ski Jumping. Therefore please refer to the Ski Jumping and Nordic Combined – Ski Jumping document.

2.2.2 Before and During Individual, Pursuit

Trigger	Message	Status	D	E	P	S	U
As soon as the start list is known (after ski jumping results are official)	DT_RESULT for each unit	START_LIST					X
	DT_PDF C51x Start List			X			
Pursuit Start							
At scheduled start (-1)	DT_SCHEDULE_UPDATE	GETTING_READY	X			o	o
Event unit starts (First Athlete starts)	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
	DT_CURRENT						X
Time received	DT_CURRENT						X
*							
...	DT_RESULT	LIVE					X
*							
* repeated for each athlete							

2.2.3 After Competition finishes

Trigger	Message	Status	D	E	P	S	U
Last Result Pursuit	DT_RESULT	UNCONFIRMED					X
	DT_SCHEDULE_UPDATE	FINISHED	X				o
Stats are entered	DT_RESULT	UNOFFICIAL					X
Race confirmed	DT_RESULT	OFFICIAL					X
	DT_PDF C73 Results						X

2.2.4 At the end of the event

Trigger	Message	Status	D	E	P	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		X			
	DT_MEDALLIST_DISCIPLINE		X				
	DT_RANKING	OFFICIAL		X			
	DT_PDF C92x Medallist			X			

Legend:

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

3 Document Control

Version history		
Version	Date	Comments
WYOG-2016-NCB V1.0	11 Sept 2015	First Version
WYOG-2016-NCB V1.0	3 Dec 2015	Approved with no changes
WYOG-2016-NCB V1.1	8 Feb 2016	Approved with small changes

File reference: ODF/INT020 -WYOG-2016-NCB v1.1 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-NCB V1.0	SFR	First version
WYOG-2016-NCB V1.0	APP	Approved with no changes
WYOG-2016-NCB V1.1	APP	Message timeline added.

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