

Olympic Data Feed



ODF Ski Jumping Data Dictionary Lillehammer 2016 –Winter Youth Olympic Games

Technology and Information Department

ODF/INT017-WYOG-2016-SJP/NCB-SJP-v1.2 APP
5 February 2016

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic Games and/or (ii) to develop similar standards for other events than the Olympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.

Table of Contents

1 Introduction.....	3
1.1 This document.....	3
1.2 Objective.....	3
1.3 Main Audience.....	3
1.4 Glossary	3
1.5 Related Documents.....	3
2 Messages	5
2.1 Applicable Messages	5
2.1.1 List of participants by discipline/ List of participants by discipline update	6
2.1.2 List of Teams / List of Teams Update.....	7
2.1.3 Event Unit Start List and Results	8
2.1.4 Current Information.....	19
2.1.5 Cumulative Results.....	28
2.1.6 Event Final Ranking.....	31
2.1.7 Weather Conditions	33
2.1.8 Configuration.....	34
2.2 Message Timeline	38
2.2.1 Preparation Phase.....	38
2.2.2 Before and During each round	38
2.2.3 After each round.....	38
2.2.4 At the end of the event.....	39
3 Document Control	40

1 Introduction

1.1 This document

This document includes the ODF Ski Jumping Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Ski Jumping.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Ski Jumping Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Ski Jumping 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
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SJ** – Ski Jumping
- **WNPA** – World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF General Messages Interface Document	This document describes the ODF General Messages

Sport Codes

Discipline	Code_Entity	Code	Order	Description
SJ	@HillType	LH		Large Hill
SJ	@HillType	NH		Normal Hill
SJ	@IRM	DNS		Did not Start
SJ	@IRM	DQB		Disqualified (Behaviour)
SJ	@IRM	DSQ		Disqualified
SJ	@QualificationMark	PQ		Prequalified
SJ	@QualificationMark	Q		Qualified
SJ	@QualificationMark	q		Qualified by rule
SJ	@ResultType	IRM		Invalid Result Mark
SJ	@ResultType	POINTS		Points
SJ	@ResultType	PREQUALIFIED		Pre-qualified jumpers in the Qualification, which will not get points+rank

Results Functions (proposed, to be confirmed)

Discipline	Function Code	Order	Description	Category
SJ	RCE_DIR	1	FIS Race Director	J
SJ	TCH_DEL	2	FIS Technical Delegate	J
SJ	COMP_CHF	3	Chief of Competition	J
SJ	TCH_DEL_AST	4	FIS Assistant Technical Delegate	J
SJ	RCE_DIR_AST	5	FIS Assistant Race Director	J
SJ	EQUIP	6	FIS Equipment Controller	J
SJ	JU	7	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 Ski Jumping.

- 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_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	X	X
DT_CURRENT	Current Information	X	X
DT_CUMULATIVE_RESULT	Cumulative Results	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		
DT_KA	Keep Alive	X	

2.1.1 List of participants by discipline/ 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

There are no optional elements defined for this message in this sport.

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	IFId	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	

2.1.1.6 Message sort

Please, follow the general definition.

2.1.2 List of Teams / 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

There are no optional elements defined for this message.

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 in the case Ski Jumping, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Participant /Discipline /RegisteredEvent	Event	M	CC @Event	

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).

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 competition starts and after every athlete and any other updates except data for the current athlete during the attempt and before the result (rank and points) is known (LIVE)
- After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change (except data during the current athlete attempt)

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 and EndDate)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Officials /Official /ExtOfficial
- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Athlete /EventUnitEntry
- Result /Competitor /Athlete / ExtendedResults /ExtendedResult

Important note, the structure of the message for the team trial round is the same as in individual events.

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 /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
	Result	O	Numeric ###0.0	Result for the particular event unit.
	Diff	O	Numeric ###0.0	Points behind the leader in the unit.
	QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition Note: This will be included in the start list for pre-qualified athletes. Send as soon as known and cannot change.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on 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.
	StartOrder	O	Numeric	The start order of the competitors in the unit as displayed.
	StartSortOrder	M	Numeric	
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
	Bib	O	S(2)	Bib number of the team in team competitions. Does not apply in individual events.
	Organisation	O	CC @Organisation	Competitor's organisation
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	Order of the athletes within the team. This is the same as the athlete group.
	Bib	O	S(4)	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).

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	LAST_QUAL			S(20) with no	For @Type: Send proposed type	When available in the

Element: ExtendedInfo						
				leading zeroes	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place	qualification and first round.
	BASE_GATE		Numeric 0		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	When available
	STARTERS			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Sent the number of competitors on the start list	Always after status 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)	Always after status START_LIST
DISPLAY	LAST_COMP			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 last athlete to compete and receive a result.	When available and only when the unit is LIVE

Sample

```

.....
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" EndDate="2012-08-07T12:31:00+01:00" />
<ExtendedInfo Type="UI" Code="BASE_GATE" Pos="0" Value="39" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
.....
    
```

The following table describes in more detail the Official /ExtOfficial element.

Element: Officials /Official /ExtOfficial						
Type	Code	Extensi on code	Pos	Value	Description	Expected
EO	POSITION			S(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	Always for Judges and Start Controller else do not send.

Element: Officials /Official /ExtOfficial						
					For @Value: Send the position for the judge (A-E) or SC (Start Controller).	

Sample

```

.....
<Officials>
  <Official Code="2004409" Function="COMP_CHF" Order="1">
    <Description GivenName="Jack" FamilyName="Blocker" Gender="M" Organisation="GER" />
  </Official>
.....
  <Official Code="2004405" Function="JU" Order="7">
    <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="USA" />
    <ExtOfficial Type="EO" Code="POSITION" Value="A" />
  </Official>
  <Official Code="4110000" Function="JU" Order="8">
    <Description GivenName="Barry" FamilyName="Norman" Gender="M" Organisation="BEL" />
    <ExtOfficial Type="EO" Code="POSITION" Value="B" />
  </Official>
.....
  <Official Code="2004414" Function="JU" Order="12">
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Organisation="IRE" />
    <ExtOfficial Type="EO" Code="JUDGE" Value="SC" />
  </Official>
</Officials>
.....

```

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element (only used in the case of an individual competition).

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	DIST			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump distance in metres For @Rank: Jump distance rank of all competitors (only send in training and trials) For RankEqual: Send "Y" if distance rank is equalled. (only send in training and trials) Only send if Y.	When data is available
	DIST_PTS			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump distance points. Can be negative	When data is available
	SPEED			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Maximum in kmh For @Rank: Speed rank of all competitors (only send in training and trials)	When data is available

Element: Result /ExtendedResults /ExtendedResult						
					For RankEqual: Send "Y" if speed rank is equalled. (only send in training and trials)	
	IRF			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send "Y" if in run fall else do not send.	If applicable
	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.	If applicable
	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.	If applicable
	DIFF_TIME			m:ss	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send the time different from the leader. Send 0:00 for the leader.	For Nordic Combined only
JUDGE	[Judge Positon (A..E) or TOT]		S(1)	#0.0	For @Type: Send proposed type For @Code: Send Judge Position (A..E) or TOT for total judge score. For @Pos: Judge order 1..5 or 6 for TOT. For @Value: Judge score.	When data is available
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable
COMPEN	GATE_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate number, matching Pos in DT_CONFIG.	When data is available
	GATE_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code	When data is available

Element: Result /ExtendedResults /ExtendedResult					
					For @Pos: Do not send anything For @Value: Gate compensation points Send empty when base gate else send applicable compensation pts May be negative.
	WIND_SPEED			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind speed. May be negative.
	WIND_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind compensation points. May be negative.
	TOT			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total compensation. May be negative.
	NO_COMP			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if no compensation given due to gate change and not making 95%

Sample (Individual)

```

.....
<Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" StartOrder="5"
StartSortOrder="5" >>
<ExtendedResults>
  <ExtendedResult Type="ER" Code="DIST" Value="104.5" Rank="2" />
  <ExtendedResult Type="ER" Code="DIST_PTS" Value="79.0" />
  <ExtendedResult Type="ER" Code="SPEED" Value="90.7" Rank="7" />
  <ExtendedResult Type="JUDGE" Code="A" Pos="1" Value="15.5" >
    <Extension Code="DISCARDED" Value="Y" />
  </ExtendedResult>
  <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
  <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
  <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
  <ExtendedResult Type="JUDGE" Code="E" Pos="5" Value="17.0" >
    <Extension Code="DISCARDED" Value="Y" />
  </ExtendedResult>
  <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
  <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
  <ExtendedResult Type="COMPEN" Code="GATE_PTS" Value="" />
  <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" />
  <ExtendedResult Type="COMPEN" Code="WIND_PTS" Value="-2.0" />
  <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
</ExtendedResults>
<Competitor Code="2037788" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2037788" Bib="28" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="GER"
      BirthDate="1994-12-15" />
    </Athlete>
  </Composition>
</Competitor>
</Result>
.....

```

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry						
Type	Code	Extension Code	Pos	Value	Description	Expected
EUE	DISCIPLINE			S(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump order within the group. (This is the same as start order except in final group in final round)	Only in team competitions
	GROUP_ORDER			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump order within the group. (This is the same as start order except in final group in final round)	

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

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
SL	JUMP_ORDER			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump order of athletes over all groups	When data is available, need to be in START_LIST
ER	PTS			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Jump points for the athlete	
	DIST			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Jump distance in metres	
	DIST_PTS			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Jump distance points for the athlete. Can be negative	
	SPEED			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Maximum speed in kmh	
	GROUP			Numeric #0	For @Type: Send proposed type	When known in team competitions
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Do not send anything.	

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
					For @Rank: Rank of the athlete within the group For RankEqual: Send "Y" if group rank is equalled.	
	IRF			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send "Y" if in run fall else do not send.	If applicable
	IRM_IND			SC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send IRM code.	If applicable and only for individuals in team events (not trial) is athlete disqualified.
	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.	If applicable
	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.	If applicable
JUDGE	[Judge Positon (A..E) or TOT]		S(1)	#0.0	For @Type: Send proposed type For @Code: Send Judge Position (A..E) or TOT for total judge score. For @Pos: Judge order 1..5 or 6 for TOT. For @Value: Judge score.	When data is available
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable
COMPEN	GATE_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate number	When data is available
	GATE_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	When data is available

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult					
					For @Value: Gate compensation points Send empty when base gate else send applicable compensation pts May be negative.
	WIND_SPEED			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind speed. May be negative.
	WIND_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind compensation points. May be negative.
	TOT			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total compensation. May be negative.
	NO_COMP			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if no compensation given due to gate change and not making 95%

Sample (Team)

```

.....
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5"
StartSortOrder="5" >
  <Competitor Code="SJM490POL01" Type="T" Bib="9" Organisation="POL" >
    <Description TeamName="Poland" />
    <Composition>
      <Athlete Code="2001402" Bib="9-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="POL"
        BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="GROUP_ORDER" Value="5" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PTS" Value="128.0" Rank="2" />
          <ExtendedResult Type="ER" Code="DIST" Value="104.5" Rank="2" />
          <ExtendedResult Type="ER" Code="DIST_PTS" Value="79.0" />
          <ExtendedResult Type="ER" Code="SPEED" Value="90.7" Rank="7" />
          <ExtendedResult Type="ER" Code="GROUP" Rank="2" />
          <ExtendedResult Type="JUDGE" Code="A" Pos="1" Value="15.5" >
            <Extension Code="DISCARDED" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
          <ExtendedResult Type="JUDGE" Code="E" Pos="5" Value="17.0" >
            <Extension Code="DISCARDED" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
          <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
          <ExtendedResult Type="COMPEN" Code="GATE_PTS" Value="" />
          <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" />
          <ExtendedResult Type="COMPEN" Code="WIND_PTS" Value="-2.0" />
          <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

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) with one message per run.

2.1.4.3 Trigger and Frequency

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

- At any time a new competitor receives the green light to start. (This athlete will be considered current). Note: An athlete remains "CURRENT" until the next athlete receives the green light at which time the athletes change.
- Immediately after every addition/change in data (except wind and to beat value).
- For wind and to beat value the update every 2 seconds when the light is green until the jumpers receives the distance. Every 5 seconds for the rest of the time.
- Immediately after the athlete completes the jump and the data is available.
- Each message will only include the athlete currently jumping or about to start and the next athlete.

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
- Result /Competitor /Athlete /EventUnitEntry
- Result /Competitor /Athlete / 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.

Element	Attribute	M/O	Value	Comments
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
	Result	O	Numeric ###0.0	Result for the particular event unit.
	Diff	O	Numeric ###0.0	Points behind the leader in the unit.
	QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on 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.
	StartOrder	O	Numeric	The start order of the competitors in the unit as displayed.
	StartSortOrder	M	Numeric	
Result /Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
	Bib	O	S(2)	Bib number of the team in team competitions
	Organisation	O	CC @Organisation	Competitor's organisation
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete ID
	Order	M	Numeric	Order of the athletes within the team. This is the same as the athlete group.
	Bib	O	S(4)	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).

The following table describes in more detail the ExtendedInfo element.

Element: ExtendedInfo						
Type	Code	Extension code	Pos	Value	Description	Expected
UI	GATE			Numeric #0	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
			For @Pos: Do not send anything			
	START_INDIC			S(7)	For @Value: Send the current gate number	Always.
			For @Type: Send proposed type			
			For @Code: Send proposed code			
			For @Pos: Do not send anything.		For @Value: Send "GREEN", "YELLOW" or "RED" to indicate the light.	When available
	CLOCK		ss	For @Code: Send proposed code		
				For @Pos: Do not send anything.		

Element: ExtendedInfo						
					For @Value: Seconds	
DISPLAY	CURRENT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the current athlete result.	
		TO_BEAT	Numeric 0	Numeric ##0.0	For @Code: Send proposed code	Always
				For @Pos: Send the rank which the competitor is trying to beat (1..3)		
				For @Value: Send the distance needed (to beat) for the corresponding rank (in @Pos) in metres for the competitor in the final round.		
		WIND		Numeric +#0.0 or -#0.0	For @Code: Send proposed code	When available
				For @Pos: Do not send anything		
				For @Value: Send the wind speed in M/S		
	NEXT			S(20) without leading zeroes	For @Type: Send proposed type	When available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Send the competitor ID of the next athlete to jump.	

Sample

```

.....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="GATE" Value="33" />
  <ExtendedInfo Type="WIND" Code="SPEED" Value="+2.1" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="1234545" >
    <Extension Code="TO_BEAT" Pos="1" Value="89" />
    <Extension Code="TO_BEAT" Pos="2" Value="87" />
    <Extension Code="TO_BEAT" Pos="3" Value="84" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="5554545" />
</ExtendedInfos>
.....

```

The following table describes in more detail the Result /ExtendedResults /ExtendedResult element (only used in the case of an individual competition).

Element: Result /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	DIST			Numeric ##0.0	For @Type: Send proposed type	When data is available
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Jump distance in metres	

Element: Result /ExtendedResults /ExtendedResult						
					For @Rank: Jump distance rank of all competitors (only send in training and trials) For RankEqual: Send "Y" if distance rank is equalled. (only send in training and trials)	
	DIST_PTS			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump distance points. Can be negative	When data is available
	SPEED			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Maximum speed in kmh For @Rank: Speed rank of all competitors (only send in training and trials) For RankEqual: Send "Y" if speed rank is equalled. (only send in training and trials)	When data is available
	IRF			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send "Y" if in run fall else do not send.	If applicable
JUDGE	[Judge Positon (A..E) or TOT]		S(1)	#0.0	For @Type: Send proposed type For @Code: Send Judge Position (A..E) or TOT for total judge score. For @Pos: Judge order 1..5 or 6 for TOT. For @Value: Judge score.	When data is available
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable
COMPEN	GATE_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate number, matching Pos in DT_CONFIG.	When data is available
		CHG_JURY		S(1)	For @Code: Send proposed code For @Pos: Do not send anything	If applicable and only for current athlete

Element: Result /ExtendedResults /ExtendedResult					
					For @Value: Send Y if this is a gate change by the jury else do not send.
	CHG_COA		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this is a gate change by the coach else do not send.	If applicable and only for current athlete
GATE_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate compensation points Send empty when base gate else send applicable compensation pts May be negative.	
WIND_SPEED			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind speed. May be negative.	When data is available
WIND_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind compensation points. May be negative.	When data is available
TOT			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total compensation. May be negative.	When data is available

Sample (Individual)

```

.....
<Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" StartOrder="5"
StartSortOrder="5" >>
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIST" Value="104.5" />
    <ExtendedResult Type="ER" Code="DIST_PTS" Value="79.0" />
    <ExtendedResult Type="ER" Code="SPEED" Value="90.7" />
    <ExtendedResult Type="JUDGE" Code="A" Pos="1" Value="15.5" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
    <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
    <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
    <ExtendedResult Type="JUDGE" Code="E" Pos="5" Value="17.0" >
      <Extension Code="DISCARDED" Value="Y" />
    </ExtendedResult>
    <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
    <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
    <ExtendedResult Type="COMPEN" Code="GATE_PTS" Value="" />
    <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" />
    <ExtendedResult Type="COMPEN" Code="WIND_PTS" Value="-2.0" />
    <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
  </ExtendedResults>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1" />
    </Composition>
  </Competitor>
</Result>
.....

```

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

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
SL	JUMP_ORDER			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump order of athletes over all groups	When data is available, need to be in START_LIST
ER	JUMP_PTS			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Total Jump Points	When data is available
	DIST			Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump distance in metres For @Rank: Jump distance rank of all competitors (only send in training and trials) For RankEqual: Send "Y" if distance rank is equalled. (only send in training and trials)	When data is available

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
DIST_PTS				Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Jump distance points. Can be negative	When data is available
SPEED				Numeric ##0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Maximum speed in kmh For @Rank: Speed rank of all competitors (only send in training and trials) For RankEqual: Send "Y" if speed rank is equalled. (only send in training and trials)	When data is available
GROUP				Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Do not send anything. For @Rank: Rank of the athlete within the group For RankEqual: Send "Y" if group rank is equalled.	When known in team competitions
IRF				S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send "Y" if in run fall else do not send.	If applicable
IRM_IND				SC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send IRM code.	If applicable and only for individuals in team events (not trial) is athlete disqualified.
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.	If applicable
IRM_RULE_TEXT				String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything.	If applicable

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult							
					For @Value: Send rule description if disqualified.		
JUDGE	[Judge Positon (A..E) or TOT]		S(1)	#0.0	For @Type: Send proposed type	When data is available	
					For @Code: Send Judge Position (A..E) or TOT for total judge score.		
					For @Pos: Judge order 1..5 or 6 for TOT.		
					For @Value: Judge score.		
		DISCARDED		S(1)	For @Code: Send proposed code	If applicable	
				For @Pos: Do not send anything			
				For @Value: Send "Y" if this score is discarded else do not send			
COMPEN	GATE_NUM			Numeric #0	For @Type: Send proposed type	When data is available	
					For @Code: Send proposed code		
			CHANGE		S(1)	For @Code: Send proposed code	If applicable and only for current athlete
					For @Pos: Do not send anything		
					For @Value: Send Y if this is a gate change.		
		GATE_PTS			Numeric #0.0	For @Type: Send proposed type	When data is available
				For @Code: Send proposed code			
				For @Pos: Do not send anything			
	WIND_SPEED			Numeric #0.0	For @Type: Send proposed type	When data is available	
				For @Code: Send proposed code			
				For @Pos: Do not send anything			
	WIND_PTS			Numeric #0.0	For @Type: Send proposed type	When data is available	
				For @Code: Send proposed code			
				For @Pos: Do not send anything			
	TOT			Numeric #0.0	For @Type: Send proposed type	When data is available	
				For @Code: Send proposed code			
				For @Pos: Do not send anything			

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult					
					For @Value: Total compensation. May be negative.

Sample (Team)

```

.....
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5"
StartSortOrder="5" >
  <Competitor Code="SJM490POL01" Type="T" Bib="9" Organisation="POL" >
    <Composition>
      <Athlete Code="2001402" Bib="9-1" Order="1">
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="JUMP_PTS" Value="154.5" />
          <ExtendedResult Type="ER" Code="DIST" Value="104.5" />
          <ExtendedResult Type="ER" Code="DIST_PTS" Value="79.0" />
          <ExtendedResult Type="ER" Code="SPEED" Value="90.7" />
          <ExtendedResult Type="ER" Code="GROUP" Rank="2" />
          <ExtendedResult Type="JUDGE" Code="A" Pos="1" Value="15.5" >
            <Extension Code="DISCARDED" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
          <ExtendedResult Type="JUDGE" Code="E" Pos="5" Value="17.0" >
            <Extension Code="DISCARDED" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
          <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
          <ExtendedResult Type="COMPEN" Code="GATE_PTS" Value="" />
          <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" />
          <ExtendedResult Type="COMPEN" Code="WIND_PTS" Value="-2.0" />
          <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
.....

```

2.1.4.6 Message sort

Please, follow the general definition.

2.1.5 Cumulative Results

2.1.5.1 Description

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

The Cumulative Results message is used to send the cumulative results of the competition.

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).

The DocumentSubtype attribute in the ODF header can contain the following information:

SJgeee1uu: that would represent the cumulative results up to the referenced unit (either during or after).

Note that this message is not applicable to training or trials.

2.1.5.3 Trigger and Frequency

- Send after each athlete completes a jump (LIVE)
- Send after round (INTERMEDIATE)
- Send after the last round is complete (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

2.1.5.4 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
- ExtendedInfos /ExtendedInfo
- Result /ResultItems /ResultItem

2.1.5.5 Message Values

The following table lists the Cumulative 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
	Gender	M	CC @DisciplineGender	
	SubEventName	O	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
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
Result	Rank	O	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
	Result	O	Numeric ###0.0	Cumulative result Send when the @ResultType is POINTS
	Diff	O	Numeric ###0.0	Cumulative points behind the leader.

Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result /ResultItems /ResultItem /Result	Rank	O	Text	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	Numeric ###0.0	The result of the competitor for the event unit identified by /ResultsItems /ResultItem Send when the @ResultType is POINTS
	QualificationMark	O	CC @QualificationMark	The code which indicates the competitor is qualified for the next round.
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
	SortOrder	M	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
Result /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID
	Order	M	Numeric	
	Bib	O	S(4)	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).

The following table describes in more detail the Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult element. This element is only used in the case of the team event.

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	CUM_TOT			Numeric ###0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Cumulative points for the individual in the team competition	When data is available in the team competition

Sample (Team)

```

.....
<Result Rank="1" ResultType="POINTS" Result="1041.1" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SJM490201">
      <Result Rank="1" ResultType="POINTS" Result="519.0" QualificationMark="Q"
SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="SJM490202">
      <Result Rank="2" ResultType="POINTS" Result="522.1" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SJM490GER01" Type="T" Bib="11" Organisation="GER" >
    <Description TeamName="Germany" />
    <Composition>
      <Athlete Code="2028758" Bib="11-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1994-12-15" />
      <ExtendedResult Type="ER" Code="CUM_TOT" Value="121.0" >

```

```

    </Athlete>
    <Athlete Code="2028738" Bib="11-2" Order="2">
      <Description GivenName="Jon" FamilyName="Black" Gender="M"
Organisation="GER" BirthDate="1993-12-15" />
      <ExtendedResult Type="ER" Code="CUM_TOT" Value="122.5" >
    </Athlete>
    <Athlete Code="2028740" Bib="11-3" Order="3">
      <Description GivenName="Jack" FamilyName="Jones" Gender="M"
Organisation="GER" BirthDate="1993-11-15" />
      <ExtendedResult Type="ER" Code="CUM_TOT" Value="118.0" >
    </Athlete>
    <Athlete Code="2028756" Bib="11-4" Order="4">
      <Description GivenName="Bill" FamilyName="Towner" Gender="M"
Organisation="GER" BirthDate="1992-12-15" />
      <ExtendedResult Type="ER" Code="CUM_TOT" Value="120.5" >
    </Athlete>
  </Composition>
</Competitor>
</Result>
.....

```

Sample (Individual)

```

.....
<Result Rank="2" ResultType="POINTS" Result="246.2" SortOrder="2">
  <ResultItems>
    <ResultItem Unit="SJW070101">
      <Result Rank="5" ResultType="POINTS" Result="120.2" QualificationMark="Q"
SortOrder="5" />
    </ResultItem>
    <ResultItem Unit="SJW070102">
      <Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="M"
Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

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

Please, follow the general definition.

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

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 .It is optional because the competitor can have an IRM
	RankEqual	O	S(1)	Send Y if the rank is equalled, else do not send
	Result	O	Numeric ###0.0	Final result for the competitor. Do not send qualification result.
	ResultType	O	SC @ResultType	Result type, for the corresponding event
	IRM	O	SC @IRM	Send if the competitor has been disqualified or is not known.
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.

Sample

```

.....
<Result Rank="16" ResultType="POINTS" Result="247.4" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1994-12-18" />
    </Composition>
  </Competitor>
</Result>
<Result Rank="17" ResultType="POINTS" Result="246.6" SortOrder="17" >
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```

2.1.6.6 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 only
	Humidity	M	Numeric ##0	Humidity in %
	Wind_Direction	M	CC @WindDirection	Wind direction
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 Celsius and Fahrenheit
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 degrees. According to the requirements, the Base Wind will be always 0.00

Sample

```

.....
<Weather>
  <Conditions Code="GEN" Humidity="75" Wind_Direction="SE" >
    <Condition Code="SKY" Value="cldy" />
    <Condition Code="SNOW" Value="cmp" />
    <Temperature Code="AIR" Unit="C" Value="6.2" />
    <Temperature Code="SNOW" Unit="C" Value="-3.0" />
    <Temperature Code="AIR" Unit="F" Value="43.2" />
    <Temperature Code="SNOW" Unit="F" Value="26.6" />
    <Wind Code="SPEED" Unit="MS" Value="1.10" />
    <Wind Code="SPEED" Unit="KMH" Value="4.00" />
  </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 event unit with qualification criteria.

Send one message per event unit with hill information.

Note: Even if the hill changes due to weather the RSC remains the same.

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	Extended Config Item Code	Pos	Value	Description	Expected
HILL	HILL_TYPE			SC @HillType	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Hill type (Normal Hill or Large Hill)	Always in event level message
	HILL_SIZE			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Hill size in metres	Always in event level message
	K_POINT			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: K-point in metres	Always in event level message
	METRE_VALUE			Numeric 0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Metre value (points per metre)	Always in event level message
	GATE_FACTOR			Numeric #0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate factor (points per metre)	Always in event level message
	WIND_FACTOR		S(1)	Numeric #0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send H for Head Wind Factor and T for Tail Wind Factor For @Value: Wind factor (points per metre)	Always in event level message
	GATE			Numeric #0	S(5) For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send from 1...n to identify each gate For @Value: The official number of the gate	Always in event level message
		IR		Numeric #0.00	For @Code: Send proposed code For @Pos: Do not send anything For @Value: In-run length of the gate	Always

Element: ExtendedConfig						
NC	SEC_PTS			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Seconds per point calculation	Always for Nordic Combined
	PTS_MIN			Numeric ##0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Points per minute calculation	Always for Nordic Combined
QUALIFICATION	FROM_RANK			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the qualifying rank to indicate first rank to qualify	When applicable, send by unit.
	TO_RANK			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the qualifying rank to indicate last rank to qualify	When applicable, send by unit.
	PREQUALIFIED			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of pre-qualified jumpers	When applicable send by unit for qualification only.

Samples

Unit Level Message

```

.....
<Configs>
  <Config Unit="SJPMNH-----QUAL0001-----">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="40" />
    <ExtendedConfig Type="QUALIFICATION" Code="PREQUALIFIED" Value="10" />
  </Config>
</Configs>
.....

```

Event Level Message

```

.....
<Configs>
  <Config Event="SJPMNH-----">
    <ExtendedConfig Type="HILL" Code="HILL_TYPE" Value="NH" />
    <ExtendedConfig Type="HILL" Code="HILL_SIZE" Value="106" />
    <ExtendedConfig Type="HILL" Code="K_POINT" Value="95" />
    <ExtendedConfig Type="HILL" Code="METRE_VALUE" Value="2.0" />
    <ExtendedConfig Type="HILL" Code="GATE_FACTOR" Value="6.36" />
  </Config>
</Configs>
.....

```

```
<ExtendedConfig Type="HILL" Code="WIND_FACTOR" Pos="H" Value="7.00" />
<ExtendedConfig Type="HILL" Code="WIND_FACTOR" Pos="T" Value="3.00" />
<ExtendedConfig Type="HILL" Code="GATE" Pos="1" Value="01" >
  <Extension Code="IR" Value="69.50" />
</ExtendedConfig>
<ExtendedConfig Type="HILL" Code="GATE" Pos="2" Value="02" >
  <Extension Code="IR" Value="70.00" />
</ExtendedConfig>
<ExtendedConfig Type="HILL" Code="GATE" Pos="3" Value="03" >
  <Extension Code="IR" Value="70.50" />
</ExtendedConfig>
<ExtendedConfig Type="HILL" Code="GATE" Pos="4" Value="04" >
  <Extension Code="IR" Value="71.00" />
</ExtendedConfig>
.....
      </Config>
.....
```

2.1.8.6 Message sort

Follow the general definition.

2.2 Message Timeline

2.2.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
OVR gets Initial data	DT_PARTIC		X	o			
	DT_PARTIC_TEAM		X	o			
OVR sends	DT_CONFIG		X	o	o		o
	DT_PDF C08 Schedule		X	o	o	o	o
After changes of athlete data	DT_PARTIC_UPDATE		X	o			
After changes of team data	DT_PARTIC_TEAM_UPDATE		X	o			
When athlete/team data is confirmed	DT_RESULT	START_LIST					X
Startlist is known (after TCM)	DT_PDF C51A Start List				X		X
	DT_PDF C32A Entry List by NOC			X			
	DT_PDF C32C Entry List by Event			X			

2.2.2 Before and During each round

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (-30'')	DT_SCHEDULE_UPDATE	GETTING_READY	X			o	o
Event unit starts (0')	DT_SCHEDULE_UPDATE	RUNNING	X			o	o
	DT_RESULT	LIVE					X
	DT_CURRENT						X
Athlete gets Data	DT_CURRENT						X
*							
Ranks is calculated	DT_CURRENT						X
*							
After Athlete is finished	DT_RESULT	LIVE					X
*							
After Athlete is finished	DT_CUMULATIVE_RESULT	LIVE			X		o
*							
* repeated for each athlete							

2.2.3 After each round

Trigger	Message	Status	D	E	P	S	U
Last score/result	DT_RESULT	LIVE					X
	DT_CUMULATIVE_RESULT	LIVE			X		o
	DT_SCHEDULE_UPDATE	FINISHED					X
All athletes finished	DT_RESULT	UNOFFICIAL					X
	DT_CUMULATIVE_RESULT	UNOFFICIAL			X		o
Official Results confirmed	DT_RESULT	OFFICIAL					X

Trigger	Message	Status	D	E	P	S	U
	DT_CUMULATIVE_RESULT	OFFICIAL			X		o
	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			o
	DT_MEDALLIST_DISCIPLINE		X	o			
	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-SJP/NCB-SJP-v1.0	16 Jul 2015	First Version
WYOG-2016-SJP/NCB-SJP-v1.1	11 Sep 2015	Minor update
WYOG-2016-SJP/NCB-SJP-v1.1	3 Dec 2015	Approved with no changes
WYOG-2016-SJP/NCB-SJP-v1.2	5 Feb 2016	Approved with small changes

File reference: ODF/INT017-WYOG-2016-SJP/NCB-SJP-v1.2 APP

Change Log		
Version	Status	Changes on version
WYOG-2016-SJP/NCB-SJP-v1.0	Draft	First version
WYOG-2016-SJP/NCB-SJP-v1.1	SFR	Added Head and Tail Wind Factors (DT_CONFIG)
WYOG-2016-SJP/NCB-SJP-v1.1	APP	Approved with no changes
WYOG-2016-SJP/NCB-SJP-v1.2	APP	Event Unit Entry DISCIPLINE added in DT_RESULT ExtendedResult JUMP_ORDER added in DT_RESULT and DT_CURRENT Message Timeline added

This page has been intentionally left blank