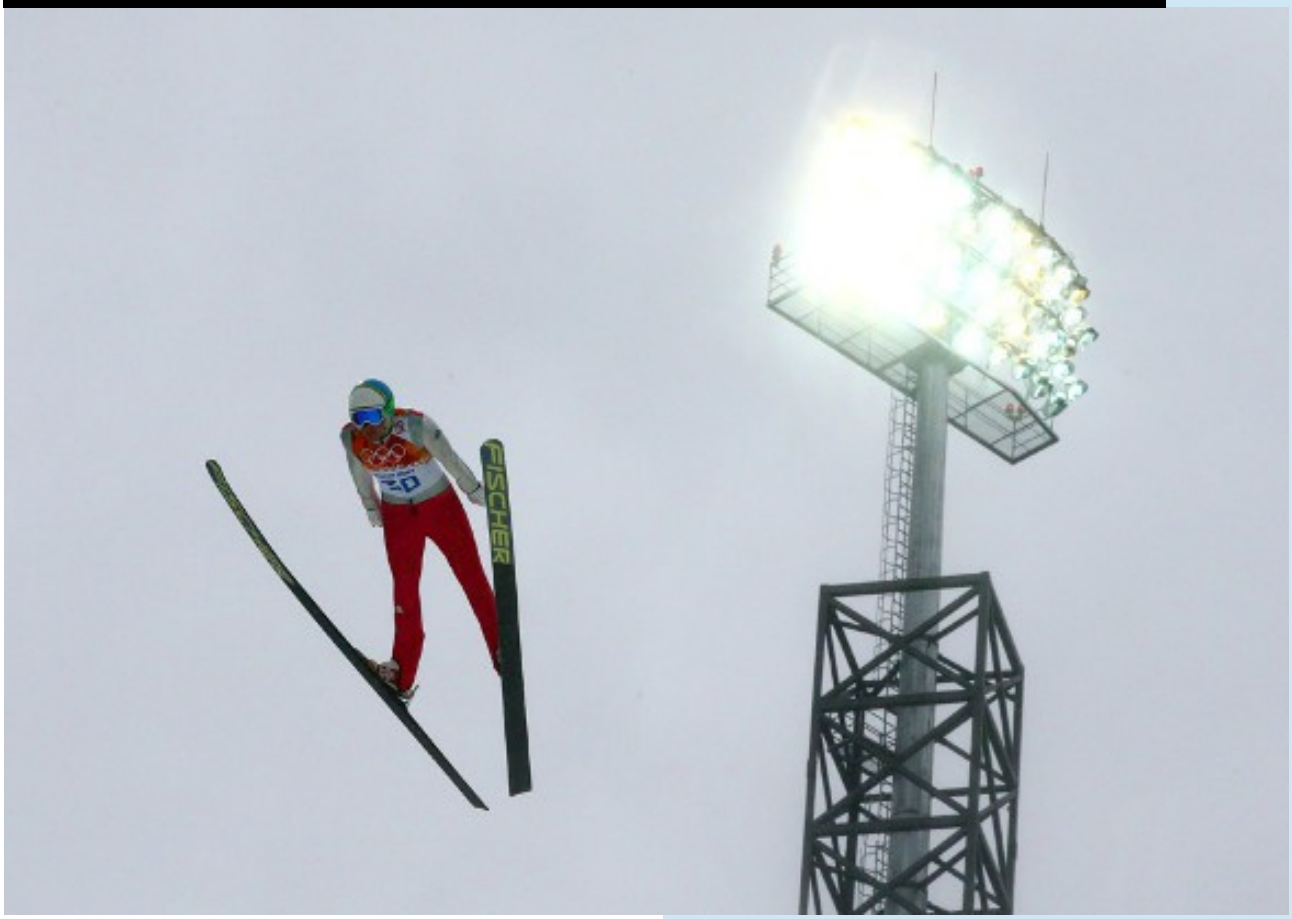
INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed



ODF Nordic Combined Data Dictionary
PyeongChang – XXIII Olympic Winter Games

Technology and Information Department

ODF/INT420 R-WOG-2018-NCB-v2.1 APP
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Table of Contents

1 Introduction

1.1 This document

This document includes the ODF Nordic Combined Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for 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 Nordic Combined Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Nordic Combined competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

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

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF Foundation Principles	The document explains the environment and general principles for ODF
ODF/INT401	ODF General Messages Interface Document	The document describes the ODF General Messages

Document Reference	Document Title	Document Description
ODF/COD404	Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF/COD405	ODF Sport Codes	This document describes the ODF specific codes used in this sport
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

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 Nordic Combined.

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	

DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			
			Code		

	RegisteredEvent (0,N)		
		Event	
		Bib	
		EventEntry (0,N)	
			Code
			Type
			Pos

2.2.1.5 Message Values

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has

			changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence

CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'Y' or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) Send if there are specific athlete's event entries.			
Type	**Code**	**Pos**	**Description**

2.2.1.6 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

The List of teams message contains the list of teams related to the current competition.

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

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

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

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

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

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number

FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Team (1,N)			
		Code		
		Organisation		

Gender
Current
ModificationIndicator
Composition (0,1)
Athlete (0,N)
Code
Order
Discipline (0,1)
Code
IFId
RegisteredEvent (0,1)
Event
Bib

2.2.2.5 Message Values

Element: Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4X400M--ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams

			If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N) **In the case of current teams the number of athletes is 2 or more.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric 0	Team member order

Element: Team /Discipline (0,1) **Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**			
Attribute	**M/O**	**Value**	**Description**
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline

Element: Team /Discipline /RegisteredEvent (0,1) **Each current team is assigned to one event. Historical teams will not be registered to any event.**			
Attribute	**M/O**	**Value**	**Description**
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Team Bib number to be sent in all the team event units

2.2.2.6 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

This is always a full message and all applicable elements and attributes are always sent.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in NCB
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in NCB
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated,

		expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.3.3 Trigger and Frequency

This message is sent:
* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
* Send with all updates during the unit (LIVE)
* Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
* After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
* After any change (status as appropriate)

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				

- Pos
- Value
- Extension (0,N)
  - Code
  - Pos
  - Value
- Competitor (0,N)
  - Organisation
  - Order
- SportDescription (0,1)
  - DisciplineName
  - EventName
  - Gender
  - SubEventName
- VenueDescription (0,1)
  - Venue
  - VenueName
  - Location
  - LocationName
- Officials (0,1)
- Official (1,N)
  - Code
  - Function
  - Order
  - Description (1,1)
    - GivenName
    - FamilyName
    - Gender
    - Organisation
- Result (1,N)
- Rank
- RankEqual
- Result

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

Code
Order
Bib
Description (1,1)
FamilyName
Gender
Organisation
EventUnitEntry (0,N)
Type
Code
Pos
Value
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
ValueType
IRM
Rank
RankEqual
SortOrder
Diff

2.2.3.5 Message Values

Element: ExtendedInfos /UnitDateTime (0,1) **Actual start date and time / end date and time. (do not include until unit starts)**			
Attribute	**M/O**	**Value**	**Description**
StartDate	O	DateTime	Actual start date and time. For multi-day units, the start time is on the first day. (do not include until unit has started)

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		STARTERS	N/A	Element Expected: Always where status is not START_LIST
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the number of competitors on the start list
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected:			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	
DISPLAY		INT_x (x = overall Intermediate Point, not Leg)	Numeric 0	Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events)
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) whithout leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).

Sample (Extended Info)

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

Element: ExtendedInfos /ExtendedInfo /Competitor (0,N) **Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.**			
Attribute	**M/O**	**Value**	**Description**

Organisation	O	CC @Organisation	Organisation allocated to the range
Order	O	Numeric #0	Order of the organisation at the position

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	O	S(40)	Text short description of the Event Unit, not code

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function
Order	O	Numeric	Official's order

Element: Officials /Official /Description (1,1)

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official

Organisation	M	CC @Organisation	Officials' organisation

Element: Result (1,N) **For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit
RankEqual	O	Y	Identifies if the rank is equalled else do not send
Result	O	h:mm:ss.f	Time for the competitor. Do not send hours if not applicable.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM or IRM_TIME
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 asStartSortOrder. Updated during the race with the current order
StartOrder	O	Numeric #0	Start Order
StartSortOrder	M	Numeric #0	Unique number for sorting the start list.
Diff	O	+m:ss.f	Time behind the leader. Send 0.0 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F).Element Expected: When data is available for individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.

	ValueType	O	SC @ResultType	Send SC @ResultType
	IRM	O	SC @IRM	IRM at the inmediate if applicable
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero
PROGRESS		SECTION	S(2)	Pos Description: 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. Element Expected: When available in individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Time for the section ending at the intermediate point @Pos.
	ValueType	O	SC @ResultType	Send SC @ResultType
	IRM	O	SC @IRM	IRM at the intermediate if applicable
	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	To know if the competitor's final result was decided by photo. Send Y for Evaluated, P for Pending,

				otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,,4... and SortOrder = 1,2,3,4 ...
ER		RAW	N/A	Element Expected: Individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	ValueType	O	SC @ResultType	Send SC @ResultType, (TIME)
	Rank	O	S(2)	Send the rank of the competitor based on @Value
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric	Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		POT_DSQ	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send rule number if disqualified
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Send rule description if disqualified.

Sample (Extended Result)

```
...
<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>
...
```

Element: Result /Competitor (1,1) **Competitor related to the result of one event unit.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A, H	A for athlete, T for team
Bib	O	S(5)	Bib number for the team

Organisation	O	CC @Organisation	Competitor's organisation

Element: Result /Competitor /EventUnitEntry (0,N) **For team event information**				
Type		**Code**	**Pos**	**Description**
EUE		LANE	N/A	Element Expected: Team Events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Lane number for the competitor
EUE		WAVE	N/A	Element Expected: If the competitor is in a wave start
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Time of the wave start for the competitor if applicable
EUE		HCP_TIME	N/A	Element Expected: Always in team event
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Handicap time or start behind time
EUE		PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance Send CCS for Cross Country Performance Element Expected: Always when available in Nordic Combined Teams competition for the Team.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric value 0-10	Always when available

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number Numeric for individuals.

			##0-0 for team members.

Element: Result /Competitor /Composition /Athlete /Description (1,1) **Athletes extended information.**			
Attribute	**M/O**	**Value**	**Description**
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) **Individual athletes entry information.**				
Type		**Code**	**Pos**	**Description**
EUE		LANE	N/A	Element Expected: Individual events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #10	Lane number for the competitor
EUE		WAVE	N/A	Element Expected: If the competitor is in a wave start
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Time of the wave start for the competitor if applicable
EUE		HCP_TIME	N/A	Element Expected: Always in individual event
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss	Handicap time or start behind time
EUE		LEG_BIB	N/A	Element Expected: Team Events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Leg number of the Team member. For Relay should be 1,2,3,4
EUE		COLOUR	N/A	Element Expected: Team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(1)	Bib colour ("b", "g", "r" or "y")
		PERFORM	S(3)	Pos Description:

EUE				Send SJP for Ski Jump performance Send CCS for Cross Country Performance Element Expected: Always when available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Numeric value 0-10

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member or individual athlete's extended result.**				
Type		**Code**	**Pos**	**Description**
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F).Element Expected: When data is available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	ValueType	O	SC @ResultType	Send SC @ResultType
	IRM	O	SC @IRM	IRM at the intermediate if applicable
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
PROGRESS		SECTION	S(2)	Pos Description: 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. Element Expected:

				When data is available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.ff	Time for the section ending at the intermediate point @Pos
	ValueType	O	SC @ResultType	Send SC@ResultType
	IRM	O	SC @IRM	IRM at the intermediate if applicable
	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the section. Do not send hours or minutes if zero.
PROGRESS		LEG_SPLIT	S(2)	Pos Description: Identifies the leg, from 1 to the total number of legsElement Expected: When data is available in team events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	m:ss.f	Leg time in the @Pos leg for the team member in the leg. It is not cumulative.
	ValueType	O	SC @ResultType	Send SC@ResultType
	IRM	O	SC @IRM	IRM at the intermediate if applicable
	Rank	O	S(2)	Rank @Pos in the leg for the team member in the leg.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Index based on the Rank to sort the team member in the leg considering equals and IRMs
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.

Sample (Athlete Extended Result)

```
...
<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">
...
```

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

The following information is the recommended way to use the clock information provided in DT_CURRENT.
- Show a running clock on the 'results' page for a particular unit
- The clock should be first displayed when the ResultStatus for the unit becomes 'LIVE' for the first time (i.e. no longer 'START_LIST') and DT_CURRENT is received.
- The DT_CURRENT includes the clock information and a status, if the clock is running or stopped.
- The clock should be some sort of display at client side through an application/applet/widget (e.g. javascript countdown/timing clock) which continuously runs in the page, when the status of the clock is indicated as running (Running = Y) then start at the time sent in the same message.
- Whenever you receive a message with the status stopped (Running = N) you need to stop your running clock and show the time sent in the same message. The clock will only be started again, once you receive Running = Y again.
- Every time a new DT_CURRENT is received then re-synchronise the in-page clock to the time in the message and take action to start or stop the clock as described previously.
- The clock can be continuously displayed while the ResultStatus of the unit in reference is 'LIVE' or 'INTERMEDIATE' (users may prefer to remove when INTERMEDIATE or SCHEDULED_BREAK)
- Once a unit is 'FINISHED' or the ResultStatus is not one of those above then the clock should be removed from the page as no further updates will be provided.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentSubcode	N/A	Not used in NCB
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production	Test message or production message.

	"T"-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.4.3 Trigger and Frequency

This message is sent:
* 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.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			
	ExtendedInfos (0,1)		
		ExtendedInfo (1,N)	
			Type
			Code
			Pos

	Value

2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
DISPLAY		NEXT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leadin zeroes	Send the competitor ID of the next competitor to start. Send athlete ID in team events
DISPLAY		STARTED	N/A	Element Expected: Send only once for each competitor
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(20) without leadin zeroes	Sent the competitor ID of the competitor most recently started
DISPLAY		CURR_LEG	N/A	Element Expected: Relay events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.
DISPLAY		CURR_INTERMEDIATE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	S(2)	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>
.....
```

2.2.4.6 Message Sort

Not applicable.

2.2.5 Image

2.2.5.1 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

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	S(10)	Picture number.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Only one value is possible: PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at

		21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.5.3 Trigger and Frequency

Triggered as soon as image available.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					
		Result (0,N)					
			Result				
			Rank				
			StartOrder				
			SortOrder				
			Competitor (1,1)				
				Code			
				Type			
				Organisation			
				Description (0,1)			
					TeamName		
				Composition (0,1)			
					Athlete (1,N)		

			Code
			Order
			Bib
			Description (1,1)
			GivenName
			FamilyName
	ImageData (1,1)		
		-	

2.2.5.5 Message Values

Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message. In the case of different holes in golf the numbers 1..18 could be used.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Result	O	S(20)	Result of the competitor in the image. Formatted as appropriate in the event. Use IRM code if appropriate.
Rank	O	S(10)	Rank of the competitor
StartOrder	O	S(4)	Start or lane position
SortOrder	M	Numeric ###0	This attribute is a sequential number with the order of the competitors in the image.

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.

Type	M	S(1)	A for athlete or T for team
Organisation	O	CC @Organisation	Competitor's organisation

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N) **Only sent in the case of individual events. Team members are not sent in team events.**			
Attribute	**M/O**	**Value**	**Description**
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric ##0	Order attribute used to sort team members in a team. Send 1 for individuals.
Bib	O	S(4)	Bib number

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

Element: Competition /Image /ImageData (1,1)			
Attribute	**M/O**	**Value**	**Description**
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

2.2.5.6 Message Sort

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

2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events according to the ODF Common Codes document (header values). One message is sent for each event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at

		21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.6.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.
Specific triggering conditions are defined in the sport data dictionary.
Trigger also after any major change.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		Diff				
		IRM				

SortOrder
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Competitor (1,1)
Code
Type
Composition (1,1)
Athlete (1,N)
Code
Order
Description (1,1)
FamilyName
Gender
Organisation

2.2.6.5 Message Values

Element: ExtendedInfos /SportDescription (0,1) Sport Description in text			
Attribute	**M/O**	**Value**	**Description**
DisciplineName	M	S(40)	Text description from common codes
EventName	O	S(40)	Text short description, not code
Gender	O	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1) Venue Names in text			
Attribute	**M/O**	**Value**	**Description**
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Text short description, not code

Element: Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	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, otherwise do not send anything
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included
Result	O	h:mm:ss.f	Time for the competitor. Do not send leading zeros.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available
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

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		DIFF	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	+m:ss.f or 0.0 for winner	Time behind the leader. Do not send zero minutes

Sample (Result)

```
.....
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.86" Diff="2.6" >
        <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>
.....
```

Element: Result /Competitor (1,1) **Competitor related to one final event result.**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete

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

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	**M/O**	**Value**	**Description**
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation

2.2.6.6 Message Sort

Sort by Result @SortOrder

2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

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

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Send one message per unit with the unit level DocumentCode for single unit events
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the

		message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event unit must be provided before the start list.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Configs (1,1)				
		Config (1,N)			
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

2.2.7.5 Message Values

Element: Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	O	CC @Unit	Full RSC of the Unit..

Element: Configs /Config /ExtendedConfig (1,N)			
Type	**Code**	**Pos**	**Description**
	CODEX	N/A	Element Expected:

FIS				When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	FIS Codex
COURSE		NAME	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the secondElement Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	String	Name of the course in ENG
COURSE		ALTITUDE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Send the altitude of the stadium(start/finish) in metres
COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race(skiathlon & relay) send 1 for the first course and 2 for the secondElement Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ##0	Send the total difference in height from the low point to the highest point. (metres)
COURSE		LENGTH	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the secondElement Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ####0	Send the total lenght of the course in meters
COURSE		LAP	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second.Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ####0	Send the lap length in metres

	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: When available**			
	Attribute	**Value**	**Description**	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps	
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second.Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0	Course Total Climb in metres
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Always**			
	Attribute	**Value**	**Description**	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course maximum climb in metres	
EC		INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: Always for all intermediates including those with a leg in relays
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Distance from the start in km for the intermediate.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem **Expected: Team events only**			
	Attribute	**Value**	**Description**	
	Code	LEG		
	Pos	Numeric	Send the leg number of the team	

		0		
	Value	S(2)	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	
EC		INTERMEDIATES_NUM	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0	Send the total number of intermediate points where the time is recorded including F.
EC		LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Relay Events
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric #0.0#	Distance from the start in km to the end of the leg.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	**Value**	**Description**	
	Code	CUMULATIVE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end.	
	Value	Numeric #0.0#	Distance from the start of the race in km for the intermediate.	
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
	Attribute	**Value**	**Description**	
	Code	INTERMEDIATE		
	Pos	S(2)	Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end.	
	Value	Numeric #0.0#	Distance from the start of the leg in km for the intermediate	
EC		LEGS_NUM	N/A	Element Expected: Team sprint and relay events
	Attribute	**M/O**	**Value**	**Description**

	Value	O	Numeric #0	Number of legs

Sample (Individual)

```
.....
<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>
.....
```

Sample (Teams)

```
.....
<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>
.....
```

2.2.7.6 Message Sort

There is no general message sorting rule.

2.2.8 Event Unit Weather conditions

2.2.8.1 Description

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

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

2.2.8.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

2.2.8.4 Message Structure

The following table defines the structure of the message.

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

2.2.8.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
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

Element: Weather /Conditions /Condition (0,3) Send three times in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @SnowConditions CC @WeatherCondition	CC @SnowConditions for SNOW CC @WeatherCondition for SKY

Element: Weather /Conditions /Temperature (0,N) Send with three different @Code in the case of Winter conditions.			
Attribute	**M/O**	**Value**	**Description**
Code	M	AIR, SNOW	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.

Element: Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
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)

```
.....
<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>
```

2.2.8.6 Message Sort

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

3 Message Timeline

3.1 Preparation Phase

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

3.2 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							
As soon as weather information is provided	DT_WEATHER						X
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							

3.3 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

3.4 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

4 Document Control

Version history		
Version	**Date**	**Comments**
v1.0	11 Sept 2015	First Version
v1.1	4 Jan 2016	Status Change
v1.2	24 Mar 2016	Updated
v1.3	19 May 2016	Updated
v2.0	23 Feb 2017	First version as a full document
v2.1	20 April 2017	Minor updates

File Reference: ODF/INT420 R-WOG-2018-NCB-v2.1 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First Version
v1.1	SFA	Status Change
v1.2	SFA	CR8928, DT_RANKING add 'Diff' at Result and remove extension
v1.3	SFA	Add STARTED in ExtendedInfo in DT_CURRENT message
v2.0	APP	DT_RESULT, DT_RANKING: CR014797 - Add plus sign in Diff attributes. DT_IMAGE: CR14627 - Add Result Element to include competitors in the message
v2.1	APP	Message Timeline: Trigger DT_WEATHER added. Applicable Messages list corrected.