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# Olympic Data Feed



**ODF Ski Jumping Data Dictionary**  
**PyeongChang – XXIII Olympic Winter Games**  
Technology and Information Department  
© International Olympic Committee

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# 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. This document is also applicable for the Ski Jumping part of Nordic Combined.

## 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.

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
ODF/COD404	Common Codes	The document describes the ODF Common codes



Document Reference	Document Title	Document Description
		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 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 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	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
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	<a href="#">X</a>
DT_CURRENT	Current Information	<a href="#">X</a>
DT_CUMULATIVE_RESULT	Cumulative Results	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Communication	
DT_CONFIG	Configuration	<a href="#">X</a>
DT_WEATHER	Event Unit Weather conditions	<a href="#">X</a>
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.

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.

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

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	<a href="#">CC @Competition</a>	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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>				
	<a href="#">Participant (1,N)</a>			



Code	
Parent	
Status	
GivenName	
FamilyName	
PrintName	
PrintInitialName	
TVName	
TVInitialName	
Gender	
Organisation	
BirthDate	
Height	
Weight	
PlaceofBirth	
CountryofBirth	
PlaceofResidence	
CountryofResidence	
Nationality	
MainFunctionId	
Current	
OlympicSolidarity	
ModificationIndicator	
<a href="#">Discipline (1,1)</a>	
	Code
	IFId
	<a href="#">RegisteredEvent (0,N)</a>
	Event

### 2.2.1.5 Message Values

#### Element: Participant (1,N)



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in



			mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	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	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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



			<p>N-New participant (in the case that this information comes as a late entry) U-Update participant</p> <p>If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
--	--	--	--

**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	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFId	M	S(16)	Competitor's federation number for the corresponding 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	<a href="#">CC @Event</a>	Full RSC of the Event

**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. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	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.



		<p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>	<a href="#">Team (1,N)</a>	Code Organisation Number Name Gender Current ModificationIndicator	<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a> Code





	Order
<a href="#">Discipline (0,1)</a>	
	Code
	<a href="#">RegisteredEvent (0,1)</a>
	Event

### 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.
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number.  If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc.  Required in the case of current teams.
Name	O	S(73)	Team's name (Organisation Name)
Gender	M	<a href="#">CC @DisciplineGender</a>	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	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	<a href="#">CC @Discipline</a>	Full RSC of the 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	<a href="#">CC @Event</a>	Full RSC of the Event

**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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values).
DocumentSubcode	N/A	Not used in this sport.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in this sport.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are: START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (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). INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

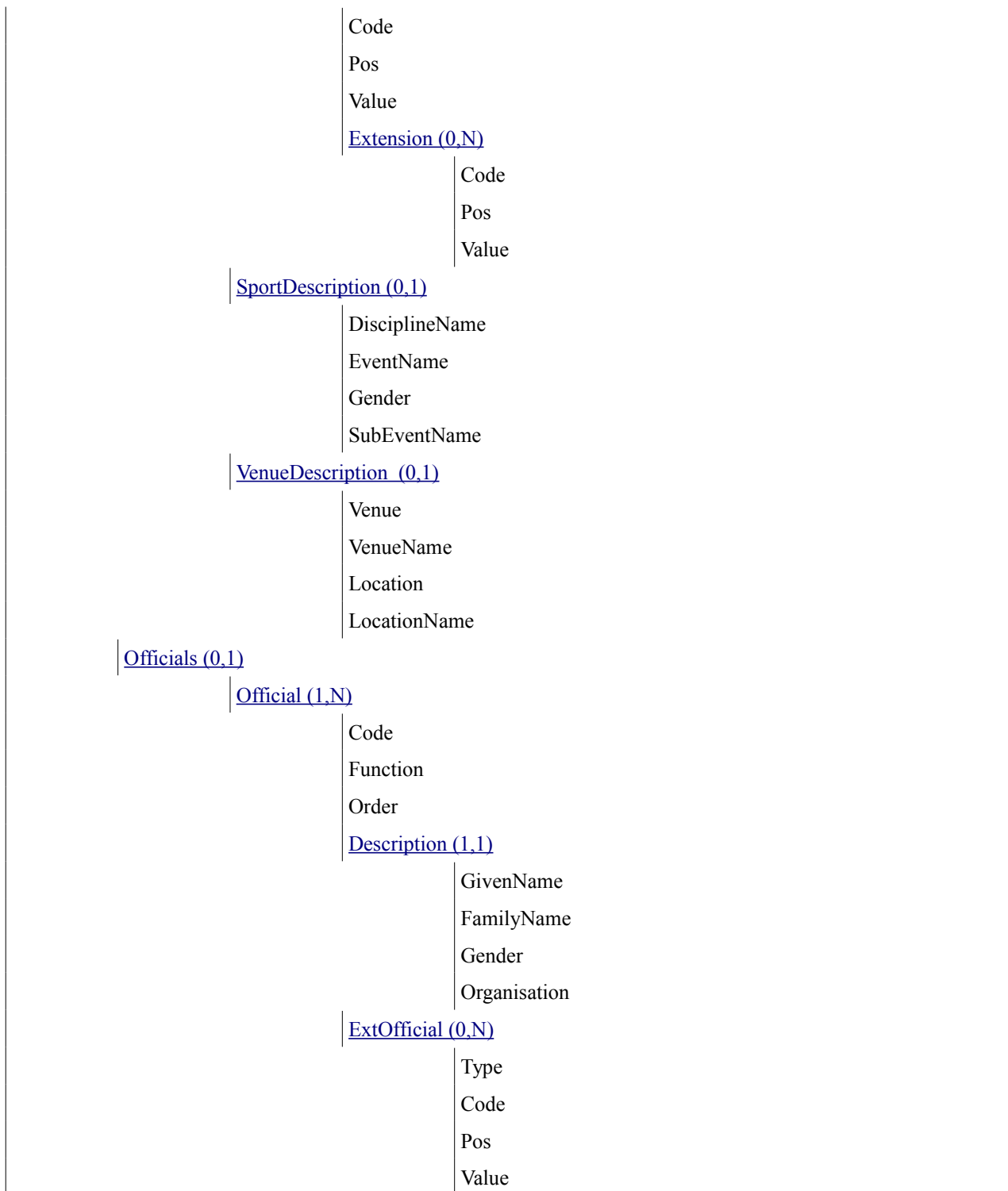
This message is sent:

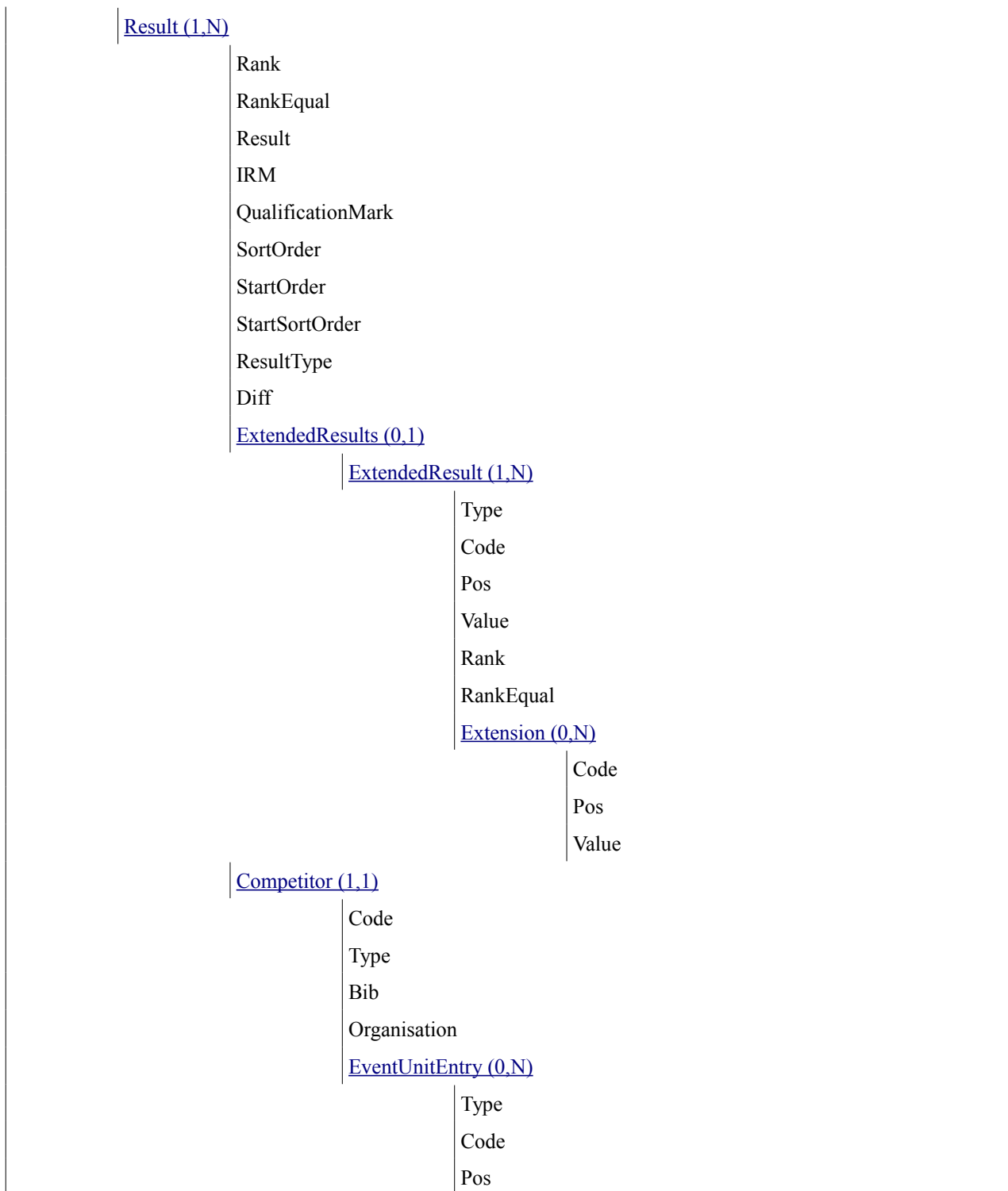
- As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- When the competition starts and after every athlete and any other updates except data for the current athlete during the attempt and before the result (rank and points) is known (LIVE)
- After the unit is finished (UNOFFICIAL / OFFICIAL/ PROTESTED) as applicable. In detail:
  - Unofficial: At least until the end of the Equipment Control, which should be finished approximately five (5) minutes after the end of a round
  - Protested: If a protest has been announced within five (5) minutes, until its resolution
  - Official: If no protest has been logged during the five (5) minutes during the protest period, and after all protests have been resolved
- After any change (except data during the current athlete attempt)

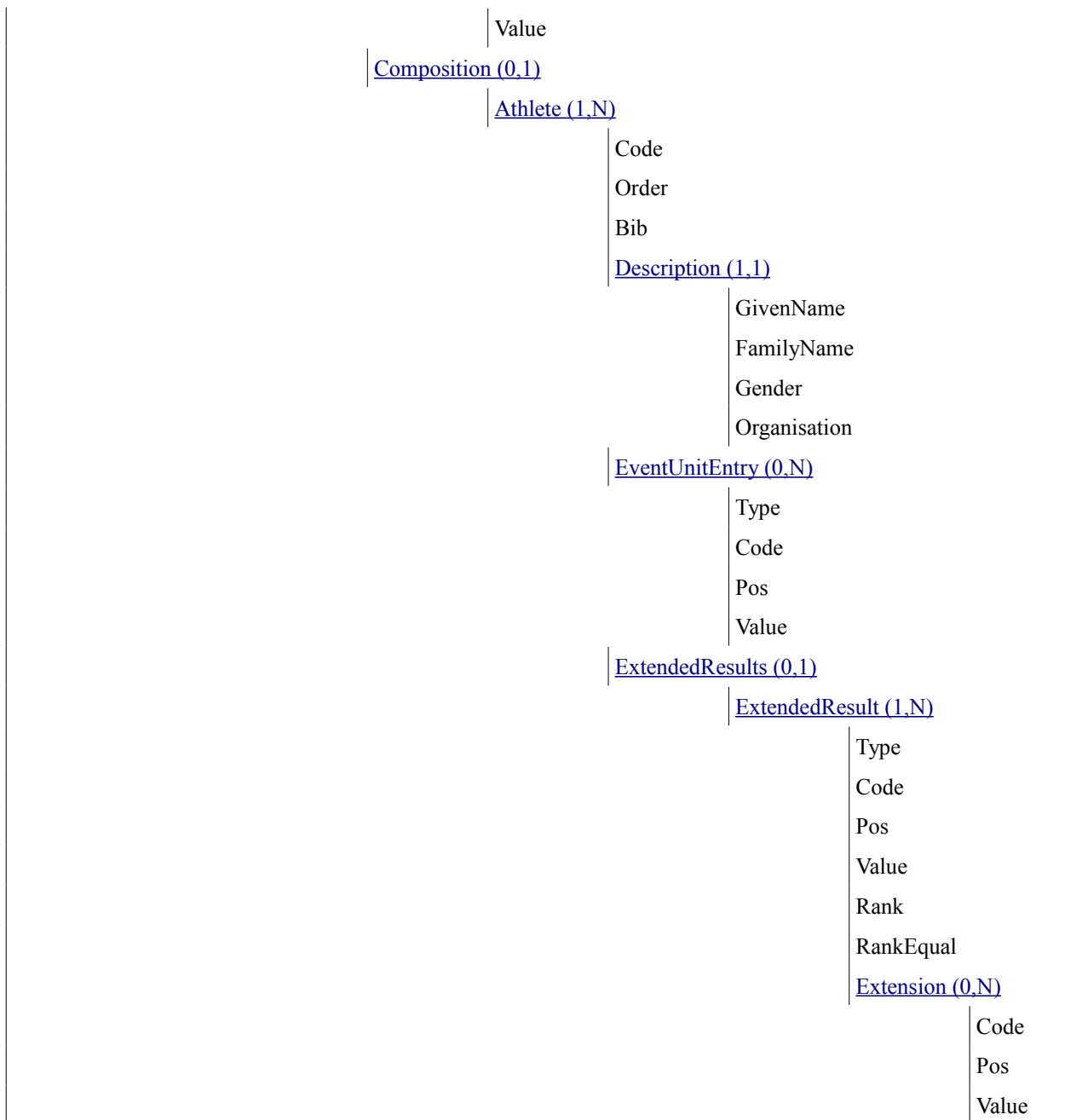
### 2.2.3.4 Message Structure

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	Level 9
<a href="#">Competition (0,1)</a>								
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">UnitDateTime (0,1)</a>						
			StartDate					
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					







### 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	LAST_QUAL	N/A	Element Expected: When available in the qualification and first round.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) with no leading zeroes.	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.
UI	BASE_GATE	Numeric 0	Pos Description: For team events: send the number of the group (1,2,3,4) For individual events: send 0. Element Expected: When available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0	Base Gate.
UI	STARTERS	N/A	Element Expected: Always after status START_LIST.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Sent the number of competitors on the start list.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: Always after status START_LIST.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs).	





DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE.
Attribute	M/O	Value	Description
Value	O	S(20) without leading zeroes	Send the competitor ID of the last athlete to compete and receive a result.

**Sample (ExtendedInfo)**

```

...
<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" />
...

```

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Text description from common codes.
EventName	M	S(40)	Text short description, not code.
Gender	M	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Text short description, not code.
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Text short description, not code.

**Element: Officials /Official (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	<a href="#">CC @ResultsFunction</a>	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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

Element: Officials /Official /ExtOfficial (0,N)				
Type	Code	Pos	Description	
EO	POSITION	N/A	Element Expected: Always for Judges and Start Controller else do not send.	
	Attribute	M/O	Value	Description
	Value	O	S(2)	Send the position for the judge (A-E) or SC (Start Controller).

**Sample (Officials)**

```

...
<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>
...

```

**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	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	Numeric ###0.0	Result for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	IRM for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	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	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	Numeric ###0.0 or +mm:ss	Points behind the leader in the unit or Time behind the leader for Nordic Combined. In this case send 0.0 for the leader.

**Element: Result /ExtendedResults /ExtendedResult (1,N)**

Type	Code	Pos	Description
ER	DIST	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ###0.0
	Rank	O	String
	RankEqual	O	S(1)
			<b>Description</b>
			Jump distance in metres.
			Jump distance rank of all competitors (only send in training and trials).
			Send 'Y' if distance rank is equaled



				(only send in training and trials). Only send if Y.
ER		DIST_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance points. Can be negative.
ER		SPEED	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Maximum in kmh
	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled (only send in training and trials).
ER		IRF	N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if in run fall else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send rule number if disqualified.
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send rule description if disqualified.
ER		DIFF_TIME	N/A	Element Expected: For Nordic Combined only.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss	Send the time difference from the leader. Send 0:00 for the leader.
JUDGE		[Judge Positon (A..E) or TOT]	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description:



			Judge order 1..5 or 6 for TOT. Element Expected: When data is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Judge score.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this score is discarded else do not send.	
COMPEN		GATE_NUM	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Gate number, matching Pos in DT_CONFIG.
COMPEN		GATE_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Gate compensation points Send empty when base gate else send applicable compensation points. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind speed. May be negative.
COMPEN		WIND_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric	Total compensation. May be negative.



			#0.0	
COMPEN	NO_COMP		N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	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>
...

```

<b>Element: Result /Competitor (1,1)</b>				
<b>Competitor related to the result of one event unit.</b>				
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Code	M	S(20) with no leading	Competitor's ID	



		zeroes or TBD or NOCOMP	
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	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /EventUnitEntry (0,N)**

**For team event information**

Type	Code	Pos	Description
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 #0	Numeric value 0-10.

**Element: Result /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order of the athletes within the team. This is the same as the athlete group.
Bib	O	S(5)	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).

**Element: Result /Competitor /Composition /Athlete /Description (1,1)**

**Athletes 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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation

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

**Individual athletes entry information.**

Type	Code	Pos	Description
EUE	GROUP_ORDER	N/A	Element Expected: Only in team competitions.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
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.

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

**Team member or individual athlete's extended result.**

Type	Code	Pos	Description
ER	PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.0
	Rank	O	S(2)
	RankEqual	O	S(1)
ER	DIST	N/A	Element Expected: When data is available only in team





				competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance in metres.
ER		DIST_PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance points for the athlete. Can be negative.
ER		SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Maximum speed in kmh.
ER		GROUP	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Do not send anything	NULL
	Rank	O	S(2)	Rank of the athlete within the group.
	RankEqual	O	S(1)	Send 'Y' if group rank is equalled.
ER		IRF	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if in run fall else do not send.
ER		IRM_IND	N/A	Element Expected: If applicable and only for individuals in



				team events (not trial) if athlete disqualified.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	<a href="#">SC @IRM</a>	Send IRM code.
ER		IRM_RULE	N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send rule number if disqualified.
ER		IRM_RULE_TEXT	N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	String	Send rule description if disqualified.
JUDGE		[Judge Positon (A..E) or TOT]	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	#0.0	Judge score.
	<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable.</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DISCARDED		
	Pos	N/A		
Value	S(1)	Send 'Y' if this score is discarded else do not send.		
COMPEN		GATE_NUM	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).



	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Gate number.
COMPEN		GATE_PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.0	Gate compensation points Send empty when base gate else send applicable compensation points. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.0	Wind speed. May be negative.
COMPEN		WIND_PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.0	Total compensation. May be negative.
COMPEN		NO_COMP	N/A	Element Expected: If applicable.
	Attribute	M/O	Value	Description



	Value	O	S(1)	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="SJPMLHTEAM4-POL01" 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>
...

```

**2.2.3.6 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.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values) with one message per run.
DocumentSubcode	N/A	Not used in this sport.
DocumentType	DT_CURRENT	Current 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>



Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
--------	----------------------------	---

### 2.2.4.3 Trigger and Frequency

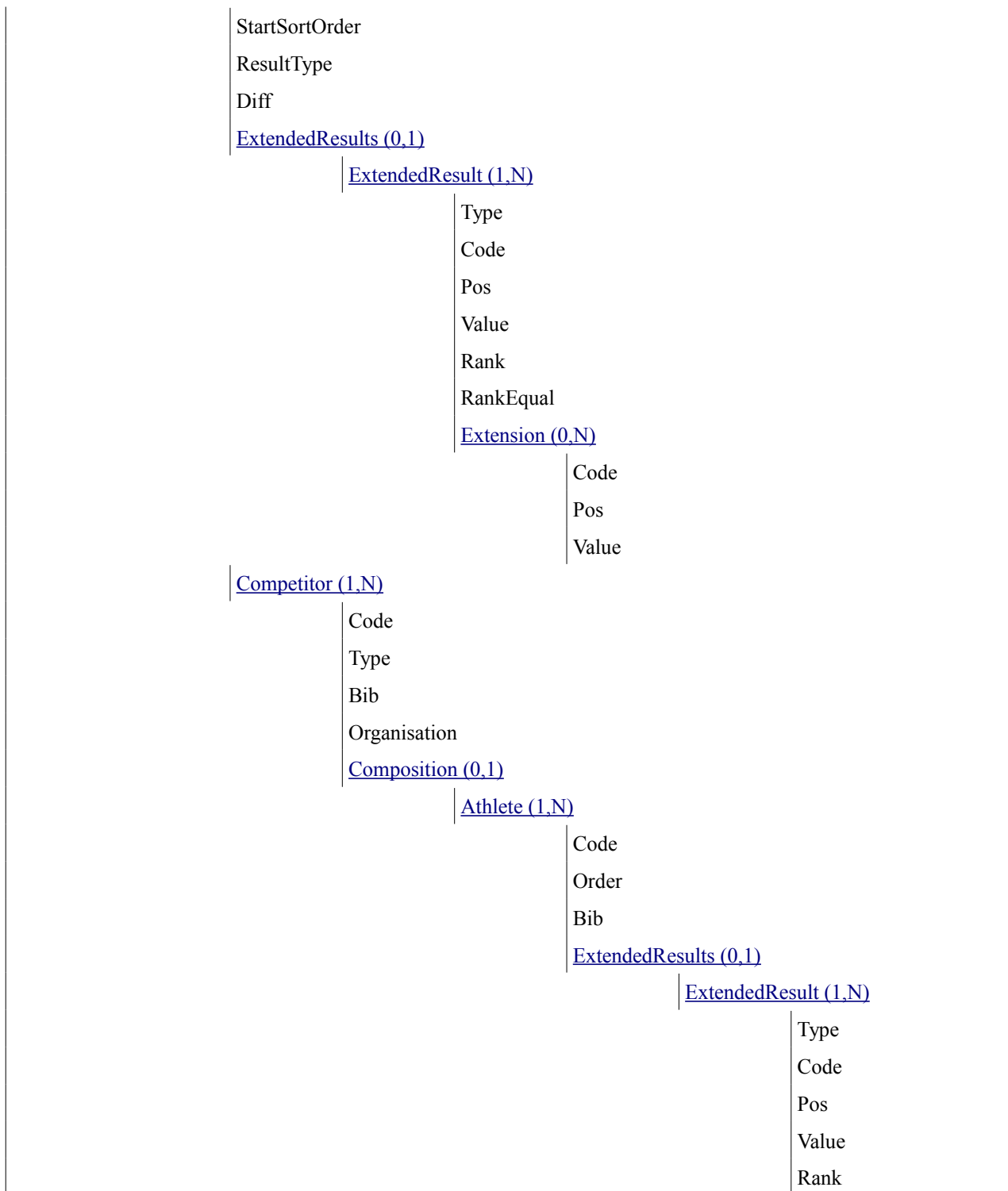
This message is sent:

- 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 3 seconds when the light is green until the jumpers receives the distance.
- 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.

### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
<a href="#">Competition (0,1)</a>								
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">ExtendedInfo (1,N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0,N)</a>					
				Code				
				Pos				
				Value				
	<a href="#">Result (0,N)</a>							
		Rank						
		RankEqual						
		Result						
		IRM						
		QualificationMark						
		SortOrder						
		StartOrder						





	RankEqual
	<a href="#">Extension (0,N)</a>
	Code
	Pos
	Value

### 2.2.4.5 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	GATE	N/A	Element Expected: When available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
UI	START_INDIC	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(7)
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: When available.			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	CLOCK	
	Pos	N/A	
	Value	ss	Seconds.
DISPLAY	CURRENT	N/A	Element Expected: When available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(20) without leading zeroes
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always.			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	TO_BEAT	
	Pos	Numeric	Send the rank which the competitor is trying to beat (1..3)





		0	
Value		Numeric ##0.0	Send the distance needed (to beat) for the corresponding rank (in @Pos) in metres for the competitor in the final round.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: When available.</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WIND		
Pos	N/A		
Value	Numeric +#0.0 or -#0.0	Send the wind speed in M/S.	
DISPLAY	NEXT	N/A	Element Expected: When available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	S(20) without leading zeroes	Send the competitor ID of the next athlete to jump.

**Sample (ExtendedInfo)**

```

...
<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>
...

```

<b>Element: Result (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	String	Rank of the competitor in the event unit.
RankEqual	O	S(1)	Send 'Y' if the rank is equaled else do not send.
Result	O	Numeric ###0.0	Result for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	IRM for the event unit. Send only in the case @ResultType is IRM.



QualificationMark	O	<a href="#">SC @QualificationMark</a>	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	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	Numeric ###0.0	Points behind the leader in the unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		DIST	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance in metres.
	Rank	O	String	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if distance rank is equaled. (only send in training and trials).
ER		DIST_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance points. Can be negative.
ER		SPEED	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Maximum speed in kmh.



	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled. (only send in training and trials).
ER		IRF	N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(1)	Send 'Y' if in run fall else do not send.
JUDGE		[Judge Position (A..E) or TOT]	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Judge score.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this score is discarded else do not send.	
COMPEN		GATE_NUM	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Gate number, matching Pos in DT_CONFIG.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: If applicable and only for current athlete.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	CHG_JURY		
	Pos	N/A		



	Value	S(1)	Send 'Y' if this is a gate change by the jury else do not send.	
COMPEN		GATE_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Gate compensation points Send empty when base gate else send applicable compensation points. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind speed. May be negative.
COMPEN		WIND_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Total compensation. May be negative.

**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>
...

```

**Element: Result /Competitor (1,N)**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	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	M	<a href="#">CC @Organisation</a>	Competitor's organisation

**Element: Result /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeroes	Athletes ID.
Order	M	Numeric	Order of the athletes within the team. This is the same as the athlete group.
Bib	O	S(5)	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).

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>				
<b>Team member or individual athlete's extended result.</b>				
<b>Type</b>		<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER		JUMP_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Total Jump Points.
ER		DIST	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance in metres.
	Rank	O	String	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if distance rank is equaled (only send in training and trials).
ER		DIST_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0.0	Jump distance points. Can be negative.
ER		SPEED	N/A	Element Expected: When data is available.



	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Maximum speed in kmh.
	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled (only send in training and trials).
ER		GROUP	N/A	Element Expected: When known in team competitions.
	Attribute	M/O	Value	Description
	Value	O	Do not send anything	
	Rank	O	String	Rank of the athlete within the group.
	RankEqual	O	S(1)	Send 'Y' if group rank is equaled.
ER		IRF	N/A	Element Expected: If applicable.
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send 'Y' if in run fall else do not send.
ER		IRM_IND	N/A	Element Expected: If applicable and only for individuals in team events (not trial) is athlete disqualified.
	Attribute	M/O	Value	Description
	Value	O	<a href="#">SC @IRM</a>	Send IRM code.
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.
JUDGE		[Judge Positon (A..E) or TOT]	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0.0	Judge score.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable.</b>				
	Attribute	Value	Description	
	Code	DISCARDED		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this score is discarded else do not send.	
COMPEN		GATE_NUM	N/A	Element Expected: When data is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Gate number.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable and only for current athlete.</b>				
	Attribute	Value	Description	
	Code	CHANGE		
	Pos	N/A		
	Value	S(1)	Send 'Y' if this is a gate change.	
COMPEN		GATE_PTS	N/A	Element Expected: When data is available.
	Attribute	M/O	Value	Description
	Value	O	Numeric	Gate compensation points





			#0.0	Send empty when base gate else send applicable compensation points. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind speed. May be negative.
COMPEN		WIND_PTS	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.0	Total compensation. May be negative.

**Sample (Team)**



```
...
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5" StartSortOrder="5" >
  <Competitor Code="SJPLMLHTEAM4-POL01" 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>
</Result>
...
```

### 2.2.4.6 Message Sort

Sort by Result @SortOrder.



## 2.2.5 Cumulative Results

### 2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT\_PHASE\_RESULTS) and the Cumulative Results (DT\_CUMULATIVE\_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

In Ski Jumping the Cumulative Results message is used to send the cumulative results of the competition.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document (header values). Note that this message is not applicable to training or trials.
DocumentSubcode	N/A	Not used in this sport.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	Not used in this sport.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates the status of the results START_LIST when the start list of the first unit is sent LIVE after each athlete completes a jump INTERMEDIATE after round After the last round is complete (UNCONFIRMED/UNOFFICIAL/OFFICIAL as appropriate)
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.2.5.3 Trigger and Frequency

- Send when the start list of the first unit is sent (INTERMEDIATE)
- Send after each athlete completes a jump (LIVE)
- Send after round (INTERMEDIATE)
- Send after the last round is complete (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

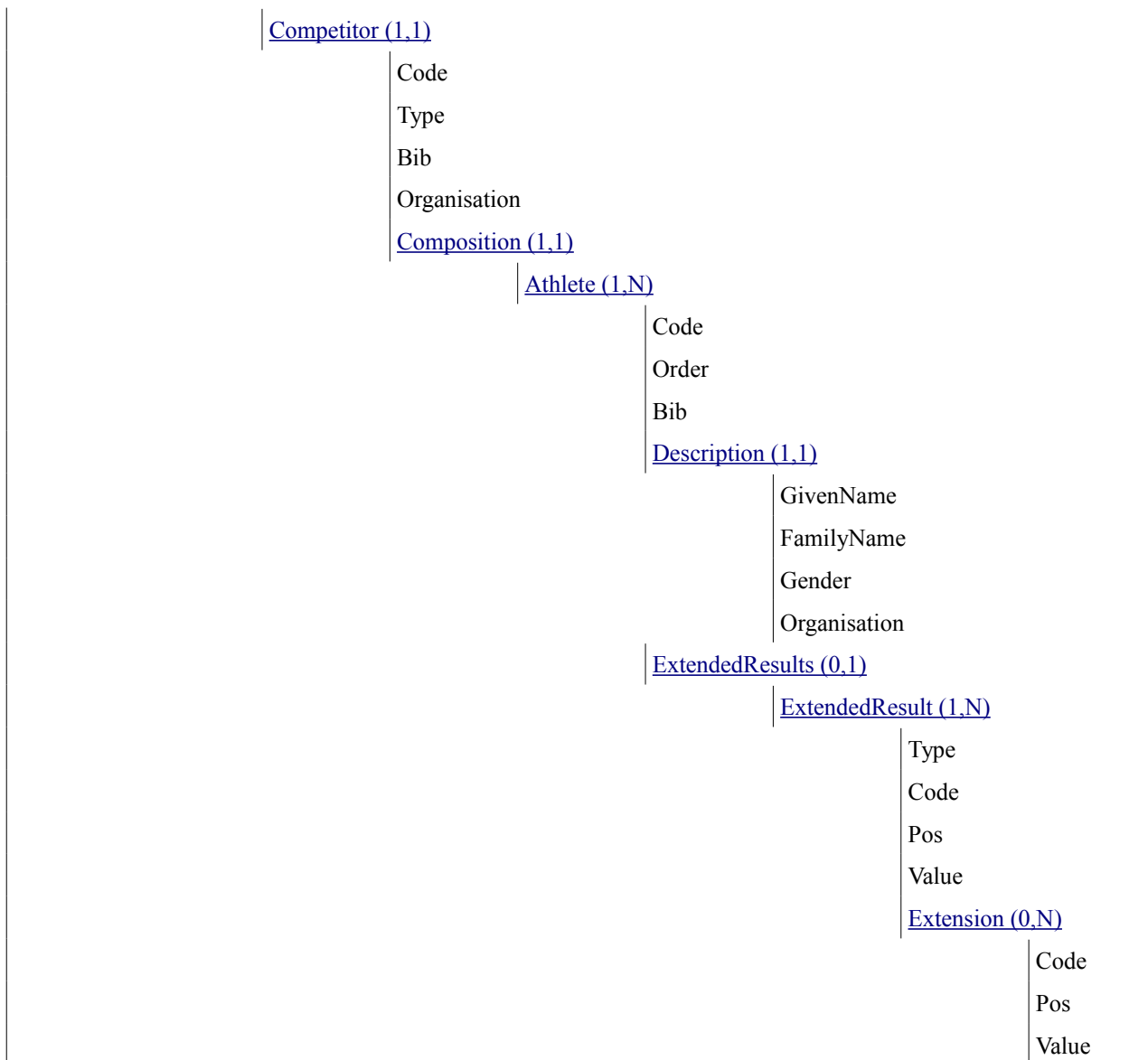
### 2.2.5.4 Message Structure

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	Level 9
<a href="#">Competition (0,1)</a>								
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">ExtendedInfo (0,N)</a>						
			Type					
			Code					
			Pos					
			Value					
			<a href="#">Extension (0,N)</a>					



			Code
			Pos
			Value
		<u>SportDescription (0,1)</u>	
			DisciplineName
			EventName
			SubEventName
			Gender
		<u>VenueDescription (0,1)</u>	
			Venue
			VenueName
			Location
			LocationName
	<u>Result (1,N)</u>		
		Rank	
		RankEqual	
		ResultType	
		Result	
		IRM	
		Diff	
		SortOrder	
		<u>ResultItems (0,1)</u>	
			<u>ResultItem (1,N)</u>
			Unit
			<u>Result (1,1)</u>
			Rank
			RankEqual
			ResultType
			Result
			IRM
			QualificationMark
			SortOrder



### 2.2.5.5 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
EI		LAST_UNIT	N/A	Element Expected: Always.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	O	S(34)	Full RSC of the first unit (if not started), current (if live) or most recent unit information included in the message.
--	-------	---	-------	---

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

**Sport Descriptions in Text.**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Text description from common codes.
EventName	M	S(40)	Text short description, not code.
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

**Element: ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Text short description, not code.
Location	O	<a href="#">CC @Location</a>	Location code
LocationName	O	S(30)	Text short description, not code.

**Element: Result (1,N)**

**For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.**

Attribute	M/O	Value	Description
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 equaled else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
Result	O	Numeric	Cumulative result.



		###0.0	Send when the @ResultType is POINTS.
IRM	O	<a href="#">SC @IRM</a>	IRM for the cumulative result Send just in the case @ResultType is IRM
Diff	O	Numeric ###0.0	Cumulative points behind the leader.
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.

**Element: Result /ResultItems /ResultItem (1,N)**

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	Full RSC Unit or Full RSC Phase	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It may be at phase or unit level.

**Element: Result /ResultItems /ResultItem /Result (1,1)**

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
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 equaled else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	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.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which indicates the competitor is qualified for the next round.
SortOrder	M	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem.





<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to one cumulative result.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort team members in a team.
Bib	O	S(5)	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).

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Athletes extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation

<b>Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	CUM_TOT	N/A	Element Expected: When data is available in the team competition.



Attribute	M/O	Value	Description
Value	O	Numeric ###0.0	Cumulative points for the individual in the team competition.

**Sample (Team)**

```

...
<Result Rank="1" ResultType="POINTS" Result="1041.1" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SJPLHTEAM4-----FNL-0001SJ--">
      <Result Rank="1" ResultType="POINTS" Result="519.0" QualificationMark="Q"
SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="SJPLHTEAM4-----FNL-0002SJ--">
      <Result Rank="2" ResultType="POINTS" Result="522.1" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SJMLHTEAM4-GER01" 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="SJPWNH-----FNL-0001SJ--">
      <Result Rank="5" ResultType="POINTS" Result="120.2" QualificationMark="Q"
SortOrder="5" />
    </ResultItem>
    <ResultItem Unit="SJPWNH-----FNL-0002SJ--">
      <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>
...
```

### 2.2.5.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results.

During a unit (particularly units where athletes participate one-by-one) the order should be:

- 1) All athletes finished the current unit ordered by overall rank
- 2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
- 3) All athlete still to start in the current unit (start order)
- 4) All athletes not qualified, but having a score from previous units
- 5) All athletes with IRM (sorting according to Discipline/ORIS standard order)



## 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 aggregated athletes.

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	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	<a href="#">SC @ResultStatus</a>	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	<a href="#">SC @Source</a>	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.

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
<a href="#">Competition (0,1)</a>						
	<a href="#">ExtendedInfos (0,1)</a>					
		<a href="#">SportDescription (0,1)</a>				
			DisciplineName			
			EventName			
			Gender			
		<a href="#">VenueDescription (0,1)</a>				
			Venue			
			VenueName			
	<a href="#">Result (1,N)</a>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		<a href="#">Competitor (1,1)</a>				
			Code			
			Type			



Organisation Bib <a href="#">Composition (1,1)</a>   <a href="#">Athlete (1,N)</a>   Code   Order   Bib   <a href="#">Description (1,1)</a>   GivenName   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	<a href="#">CC @DisciplineGender</a>	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	<a href="#">CC @VenueCode</a>	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 .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.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, for the corresponding event.
Result	O	Numeric ###0.0	Final result for the competitor. Do not send qualification result.
IRM	O	<a href="#">SC @IRM</a>	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.

**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.	Competitor's ID.
Type	M	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation
Bib	O	S(2)	Competitor Bib

**Element: Result /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	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).

**Element: Result /Competitor /Composition /Athlete /Description (1,1)**



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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation

**Sample (Result Event Final Ranking)**

```

....
<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>
...

```

**2.2.6.6 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	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Send one message per event unit with qualification criteria. Send one message per event with hill information. Note: Even if the hill changes due to weather the RSC remains the same.
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	<a href="#">SC @Source</a>	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, if requested by one particular discipline (ODF Sport Data Dictionary).

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or 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
<a href="#">Competition (0,1)</a>					
	<a href="#">Configs (1,1)</a>				
		<a href="#">Config (1,N)</a>			
			<a href="#">ExtendedConfig (1,N)</a>		
				Type	
				Code	
				Pos	
				Value	
				<a href="#">ExtendedConfigItem (0,N)</a>	
					Code
					Pos
					Value

### 2.2.7.5 Message Values

Element: <a href="#">Configs /Config /ExtendedConfig (1,N)</a>			
Type	Code	Pos	Description
HILL	HILL_TYPE	N/A	Element Expected: Always in event level message.
Attribute	M/O	Value	Description



	Value	O	<a href="#">SC @HillType</a>	Hill type (Normal Hill or Large Hill).
HILL		HILL_SIZE	N/A	Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Hill size in metres.
HILL		HILL_SIZE_95	N/A	Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	95% of the hill size (HS) in metres.
HILL		K_POINT	N/A	Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	K-point in metres.
HILL		GATE_FACTOR	N/A	Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0.00	Gate factor (points per metre).
HILL		METRE_VALUE	N/A	Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric 0.0	Metre value (points per metre).
HILL		WIND_FACTOR	S(1)	Pos Description: Send H for Head Wind Factor and T for Tail Wind Factor. Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(5)	The official number of the gate.



HILL		GATE	Numeric #0	Pos Description: Send from 1...n to identify each gate. Element Expected: Always in event level message.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(5)	The official number of the gate.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	IR		
	Pos	N/A		
	Value	Numeric #0.00	In-run length of the gate.	
NC		PTS_MIN	N/A	Element Expected: Always for Nordic Combined.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric ##0	Points per minute calculation.
NC		SEC_PTS	N/A	Element Expected: Always for Nordic Combined.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric	Seconds per point calculation.
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable, send by unit.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	N/A	Element Expected: When applicable, send by unit.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the number of pre-qualified jumpers.



QUALIFICATION	PREQUALIFIED	N/A	Element Expected: When applicable send by unit for qualification only.
Attribute	M/O	Value	Description
Value	O	Numeric #0	Send the number of pre-qualified jumpers.

**Sample (Unit level message)**

```

...
<Configs>
  <Config Unit="SJPMNH-----QUAL0001SJ--">
    <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>
...

```

**Sample (Event level message)**

```

....
<Configs>
  <Config Unit="SJPMNH-----">
    <ExtendedConfig Type="HILL" Code="HILL_TYPE" Value="NH" />
    <ExtendedConfig Type="HILL" Code="HILL_SIZE" Value="101" />
    <ExtendedConfig Type="HILL" Code="HILL_SIZE_95" Value="96" />
    <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" />
    <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" >
      <ExtendedConfigItem Code="IR" Value="69.50" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="2" Value="02" >
      <ExtendedConfigItem Code="IR" Value="70.00" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="3" Value="03" >
      <ExtendedConfigItem Code="IR" Value="70.50" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="4" Value="04" >
      <ExtendedConfigItem Code="IR" Value="71.00" />
    </ExtendedConfig>
  ...
</Config>
....

```



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### **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	<a href="#">CC @Competition</a>	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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>				
	<a href="#">Weather (1,1)</a>			
		<a href="#">Conditions (1,N)</a>		
			Code	
			Humidity	
			Wind_Direction	
			<a href="#">Condition (0,3)</a>	
				Code
				Value
			<a href="#">Temperature (0,N)</a>	
				Code
				Unit
				Value
			<a href="#">Wind (0,N)</a>	
				Code
				Unit
				Value

### 2.2.8.5 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	<a href="#">SC @WeatherPoint</a>	Weather points, send GEN only.
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction





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

<b>Element: Weather /Conditions /Temperature (0,N)</b>			
<b>Send with three different @Code in the case of Winter conditions.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(4)	Temperature type, send AIR, SNOW.
Unit	M	<a href="#">SC @TemperatureUnit</a>	Unit for temperature, send both Celsius and Fahrenheit.
Value	M	Numeric ##0.0	Temperature of the @Code. Negative is applicable.

<b>Element: Weather /Conditions /Wind (0,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(5)	Wind Speed, send SPEED.
Unit	M	<a href="#">SC @WindUnit</a>	Unit for Wind. Use MS and KMH.
Value	M	Numeric ##0.0	Wind speed in @Unit. According to the requirements, the Base Wind will be always 0.00.

**Sample (Weather)**

```

...
<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>
...

```



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### **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

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
	<a href="#">DT_PDF C08 Schedule</a>		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)	<a href="#">DT_PDF C51A Start List</a>				X		X
	<a href="#">DT_PDF C32A Entry List by NOC</a>			X			
	<a href="#">DT_PDF C32C Entry List by Event</a>			X			

#### 3.2 Before and During each round

Trigger	Message	Status	D	E	P	S	U
As soon as weather information is provided	DT_WEATHER						X
At scheduled start time (-30'')	DT_SCHEDULE_UPDATE	GETTING_READY	X			o	o
Event unit starts (0')	DT_CURRENT (traffic light)						X
	DT_SCHEDULE_UPDATE (first athlete green)	RUNNING	X			o	o
Athlete gets Data	DT_RESULT	LIVE					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							



### 3.3 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
	DT_CUMULATIVE_RESULT	OFFICIAL			X		o
	<a href="#">DT_PDF C73 Results</a>						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			o
	DT_MEDALLIST_DISCIPLINE		X	o			
	DT_RANKING	OFFICIAL		X			
	<a href="#">DT_PDF C92x Medallist</a>			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	24 Jan 2015	First version
v1.1	9 Mar 2015	Omega review
v1.2	31 Mar 2015	Omega review
v1.3	16 Jul 2015	Released
v1.4	11 Sept 2015	Minor update
v1.5	4 Jan 2016	Status Change
v1.6	24 March 2016	Updated
v1.7	19 May 2016	Updated. Status Change.
v2.0	2 Mar 2017	First version as a full document
v2.1	20 April 2017	Minor update.

### File Reference: ODF/INT422 R-WOG-2018-SJP- v2.1 APP

Change Log		
Version	Status	Changes on version
v1.0	Draft	First version
v1.1	Draft	Updated with comments
v1.2	SFR	Updated with comments
v1.3	SFR	Codes updated
v1.4	SFR	Added Head and Tail Wind Factors (DT_CONFIG) Added 'Performance' for entries (Nordic Combined)
v1.5	SFA	Status Change
v1.6	SFA	CR8930 - Change header in Cumulative messages CR8933 - Triggering of cumulative results.
v1.7	APP	At 2.1.8.2 correct typo to change 'event unit' to 'event' for the hill information. Correct typographical error in the DT_CONFIG sample. Message timeline update. Status Change.
v2.0	APP	First version as a full document
v2.1	APP	CR014741: DT_CONFIG: HILL_SIZE_95@ExtendedConfig added CR014935: DT_CURRENT: Triggering: Frequency while the green light is on reduced (3 secs from 2 secs). DT_RESULT: Triggering: Details added for ResultStatus use. Unconfirmed status removed as not applicable.



		Corrected: DT_RESULT: Clarified Diff attribute Value and Description for the Nordic Combined . RSCs in the xml samples of DT_CUMULATIVE_RESULTS and DT_CONFIG have been corrected. Message Timeline: Trigger DT_WEATHER added.
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