



INTERNATIONAL  
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COMMITTEE

ODF WYOG-2020-NCB-0.3 SFR

# OLYMPIC DATA FEED

## **ODF Nordic Combined Data Dictionary**

Lausanne 2020 - Winter Youth Olympic Games

Technology and Information Department

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ODF WYOG-2020-NCB-0.3 SFR

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# 1 Introduction

## 1.1 This document

This document includes the ODF Nordic Combined Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Nordic combined.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.



## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS *	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Weather	X
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	

\* Indicates that this message is not relevant for Lausanne 2020 Winter Youth Olympics



## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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

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



### 2.2.1.2 Header Values

The following table describes the message header attributes.

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

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message before 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 Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message



Sample

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-NCB-1.10" Codes="SOG-2020-1.20" >

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	CC @ParticStatus	<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)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)





Element: Participant (1,N)			
Attribute	M/O	Value	Description
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
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.



Element: Participant (1,N)			
Attribute	M/O	Value	Description
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.
Element: Participant /Discipline (1,1)			
All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
Bib	O	S(5)	Bib number from OVR Numeric for individuals. ##0-0 for team members.

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the 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	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



Attribute	Value	Comment
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	SC @Source	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message 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 Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message



<b>Element: Team (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	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	M	S(73)	Team's name.
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
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

<b>Element: Team /Composition /Athlete (0,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 of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric 0	Team member order

<b>Element: Team /Discipline (0,1)</b>			
<b>Discipline is expected unless ModificationIndicator="D"</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	CC @Discipline	Full RSC of the discipline
IFId	O	S(16)	Competitor's federation number for the corresponding discipline



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

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.



## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes, one message per race.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



Attribute	Value	Comment
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	SC @Source	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

This message is sent:

This message is sent:

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





### 2.2.3.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always where status is not START_LIST.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
	<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always where status is not 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	INT_x (x = overall Intermediate Point, not LEG)	Numeric #0	Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2).  Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(20) without leading zeroes.
			Send the competitor ID of the last competitor(s) to reach the intermediate point (including F).

#### Sample (Individual event)

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



<b>Element: ExtendedInfos /ExtendedInfo /Competitor (0,N)</b> Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.			
Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisation ID
Order	M	Numeric #0	Order of the forerunner in the unit.

<b>Element: ExtendedInfos /SportDescription (0,1)</b> Sport Descriptions in Text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

<b>Element: ExtendedInfos /VenueDescription (0,1)</b> Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

<b>Element: Officials /Official (1,N)</b>			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric	Order of officials.

<b>Element: Officials /Official /Description (1,1)</b> Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation



Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	S(3)	Rank of the competitor in the event unit
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
Result	O	h:mm:ss.f	Time for the competitor. Do not send hours if not applicable or any leading zeros.
IRM	O	SC @IRM	IRM for the event unit Send only in the case @ResultType is IRM or IRM_TIME
SortOrder	M	Numeric ##0	This attribute is a sequential number with the order of the results for the event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder. Updated during the race with the current order.
StartOrder	O	Numeric ##0	Start order.
StartSortOrder	M	Numeric ##0	Unique number for sorting the start list.
ResultType	O	SC @ResultType	Result type.
Diff	O	+m:ss.f or 0.0	Time behind the leader. Send 0.0 for the leader.

Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events.
Attribute	M/O	Value	Description
Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
Value2	O	m:ss.ff	Time for the section ending at the intermediate point @Pos. (time from last intermediate to this one)
IRM	O	SC @IRM	IRM at the intermediate if applicable
Rank	O	S(2)	Send the rank of the competitor at the intermediate point
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send
SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs
Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero
ER	PHOTO	N/A	Element Expected: If applicable



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Evaluated, P for Pending, otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,4... and SortOrder = 1,2,3,4 ...
ER		RAW	N/A	Element Expected: Individual events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	Rank	O	S(2)	Send the rank of the competitor based on @Value
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		POT_DSQ	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
ER		IRM_RULE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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	M	String	Send rule description if disqualified.

**Sample (Individual)**



```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="1:08:15.4" StartOrder="12" StartSortOrder="12" Diff="0.0">
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="3:56.3" Value2="3:56.3" Diff="+5.1"
Rank="11" RankEqual="Y" SortOrder="12" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="9:11.6" Value2="5:15.3" Diff="+1.5"
Rank="5" SortOrder="5" />
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="13:02.3" Value2="3:50.7" Diff="+3.0"
Rank="7" SortOrder="7" />
    ...
    <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="1:08:15.4" Value2="3:50.7" Diff="0.0"
Rank="1" SortOrder="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="F" Value="4:55.9" Diff="0.0" Rank="1" SortOrder="1" />
  <Competitor Code="2040363" Type="A" Organisation="NED" >
    <Composition>
      <Athlete Code="2040363" Bib="21" Order="1">
        <Description GivenName="Jon" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Result /Competitor (1,1)  
Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)  
Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team (Team events)

Element: Result /Competitor /EventUnitEntry (0,N)  
For team event information

Type	Code	Pos	Description
EUE	LANE	N/A	Element Expected: Team Events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
EUE	WAVE	N/A	Element Expected: If the competitor is in a wave start
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss
EUE	HCP_TIME	N/A	Element Expected: Always in team event
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	m:ss



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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	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. Can belong to a team member or an individual athlete.
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.

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

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

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

Individual athlete entry information.

Type	Code	Pos	Description	
EUE	LANE	N/A	Element Expected: Individual events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Lane number for the competitor
EUE	WAVE	N/A	Element Expected: If the competitor is in a wave start	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Time of the wave start for the competitor if applicable
EUE	HCP_TIME	N/A	Element Expected: Always in individual event	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Handicap time or start behind time



EUE	<b>Attribute</b>	LEG_BIB	N/A	Element Expected: Team Events
	<b>Value</b>	M	Numeric 0	Leg number of the Team member. For Relay should be 1,2,3,4
EUE	<b>Attribute</b>	COLOUR	N/A	Element Expected: Team events
	<b>Value</b>	M	S(1)	Bib colour ("b", "g", "r" or "y")
EUE	<b>Attribute</b>	PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance Send CCS for Cross Country Performance Element Expected: Always when available
	<b>Value</b>	M	Numeric #0	Numeric value 0-10

**Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)**  
Team member extended result.

Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Value2	O	m:ss.ff	Time for the section ending at the intermediate point @Pos (from previous intermediate point to this one.
	IRM	O	SC @IRM	IRM at the intermediate if applicable
	Rank	O	S(2)	Send the rank of the competitor at the intermediate point
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	For @SortOrder: Index based on the Rank to sort the competitor considering equals and IRMs
	Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
PROGRESS	LEG_SPLIT	S(2)	Pos Description: Identifies the leg, from 1 to the total number of legs Element Expected: When data is available in team events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss.f	Leg time in the @Pos leg for the team member in the leg. It is not cumulative.
	IRM	O	SC @IRM	IRM at the intermediate if applicable



Rank	O	S(2)	Rank @Pos in the leg for the team member in the leg.
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
SortOrder	O	Numeric #0	Index based on the Rank to sort the team member in the leg considering equals and IRMs
Diff	O	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.

#### Sample (Athlete Extended Result)

```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
  <Competitor Code="NCBMNH4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <Composition>
      <Athlete Bib="2-1" Code="2019490" Order="1">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="4:23.3" Value2="4:23.3" Diff="+1.3"
Rank="5" SortOrder="5" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="6:56.8" Value2="2:33.5" Diff="+1.3"
Rank="7" SortOrder="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3" Value="11:29.6" Value2="4:32.8" Diff="+0.4"
Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="F" Value="14:09.8" Value2="2:40.2" Diff="+4.3"
Rank="3" SortOrder="3" />
          <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" Value="14:09.8" Diff="+4.3" Rank="3" SortOrder="3" />
        </ExtendedResults>
      </Athlete>
      <Athlete Bib="2-2" Code="2014836" Order="2">
```

#### 2.2.3.5 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 in 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	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent at event unit level.
DocumentSubcode	Not used	Not used
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	SC @Source	Code indicating the system which generated the message.



### 2.2.4.3 Trigger and Frequency

Send:

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

### 2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	0	S(20)	Version of the General Data Dictionary applicable to the message
Sport	0	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	0	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	NEXT	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor to start. Send athlete ID in team events
DISPLAY	STARTED	N/A	Element Expected: Send only once for each competitor	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Sent the competitor ID of the competitor most recently started
DISPLAY	CURR_LEG	N/A	Element Expected: Relay events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.
DISPLAY	CURR_INTERMEDIATE	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. Also consider intermediate points within legs

#### Sample

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



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#### **2.2.4.5 Message Sort**

Not applicable



## 2.2.5 Image

### 2.2.5.1 Description

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

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.



### 2.2.5.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

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

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	M	S(1)	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	O	CC @Organisation	Competitor's organisation

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



<b>Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)</b> Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	Numeric 0	Value is 1
Bib	O	S(5)	Bib

<b>Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)</b>			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)
<b>Element: Competition /Image /ImageData (1,1)</b>			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

### Sample

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
  <Result Result="3:26.23" Rank="1" StartOrder="5" SortOrder="1" >
    <Competitor Code="1234567" Type="T" Organisation="GBR" >
      <Description TeamName="Great Britain"/>
    </Result>
    <Result Result="3:26.26" Rank="2" StartOrder="3" SortOrder="2" >
      <Competitor Code="1234444" Type="T" Organisation="ESP" >
        <Description TeamName="Spain"/>
      </Result>
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
    </Image>
```

### 2.2.5.5 Message Sort

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



## 2.2.6 Event Final Ranking

### 2.2.6.1 Description

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

### 2.2.6.2 Header Values

The following table describes the message header attributes.

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

### 2.2.6.3 Trigger and Frequency

The message is expected only at the end of the Event.

Trigger also after any change.

### 2.2.6.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes





<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Rank	O	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Send 'Y' if the rank is equalled, otherwise do not send anything
ResultType	O	SC @ResultType	Result type, for the corresponding event, mandatory if Result or IRM is included
Result	O	h:mm:ss.f	Time for the competitor. Do not send leading zeros or hours unless applicable.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available
IRM	O	SC @IRM	Send if the competitor has an IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	LAST_PHASE	N/A	Element Expected: In individual and team sprint events.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	SC @ResultPhase	Last phase reached by the competitor.

<b>Element: Result /Competitor (1,1)</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. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	T for Team, A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team. Only applies for teams



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

#### Sample

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

### 2.2.6.5 Message Sort

Sort by Result @SortOrder



## 2.2.7 Weather

### 2.2.7.1 Description

The Weather Conditions is a message containing the current weather conditions in the venue.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in venue
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	SC @Source	Code indicating the system which generated the message.

### 2.2.7.3 Trigger and Frequency

The message is sent

- once per session (approximately 30 minutes before start of session)
- when conditions change significantly during the session



## 2.2.7.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint	Weather points, send GEN (Stadium), HIGH (middle of the course).
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type (if applicable)

Element: Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	S(4)	Weather condition type, send SKY and SNOW
Value	M	CC @WeatherConditions Or CC @SnowConditions	Codes that describe the Weather Condition. Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW

Element: Weather /Conditions /Temperature (0,N) If data available			
Attribute	M/O	Value	Description
Code	M	S(4)	Temperature type, send AIR, SNOW
Unit	M	SC @TemperatureUnit	Unit for temperature, send both Celsius and Fahrenheit.
Value	M	Numeric -#0.0 or #0.0	Temperature of the @Code. Negative if applicable

Element: Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
Value	M	Numeric	Wind speed in @Unit



		##0.0	
--	--	-------	--

### Sample

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="HIGH" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
  <Conditions Code="GEN" Humidity="37" Wind_Direction="VR">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="8.8" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0.3" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0.0" />
    <Wind Code="SPEED" Unit="MS" Value="0.0" />
  </Conditions>
</Weather>
```

### 2.2.7.5 Message Sort

There is no special sort order requirement for this message.



## 2.2.8 Configuration

### 2.2.8.1 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 event, phase or event unit is not known in advance.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

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



### 2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF results message.

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

If a DT\_CONFIG message is sent after a DT\_RESULT in a related unit then the next version of DT\_RESULT must be sent immediately.

### 2.2.8.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
FIS	CODEX	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	FIS Codex
COURSE	NAME	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Name of the course in ENG
COURSE	ALTITUDE	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Send the altitude of the stadium(start/finish) in metres
COURSE	HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race(skiathlon & relay) send 1 for the first course and 2 for the second Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Send the total difference in height from the low point to the highest point. (metres)



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
COURSE	LENGTH	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send the total length of the course in meters
COURSE	LAP	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second. Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send the lap length in metres
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: When available				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps	
COURSE	CLIMB	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second.Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Course Total Climb in metres
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	MAX		
	Pos	N/A		
	Value	Numeric ###0	Course maximum climb in metres	
EC	INTERMEDIATE	S(2)	Pos Description: Send the value that identifies the intermediate point, 1 to n for intermediates along the course and F for the finish point. Element Expected: Always for all intermediates including those with a leg in relays	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>





Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
Value	M	Numeric #0.0#	Distance from the start in km for the intermediate.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected: Team events only</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	LEG			
Pos	Numeric 0	Send the leg number of the team		
Value	S(2)	Send the INTERMEDIATE within the leg 1..F. If Pos = 2 and Value=F then it is the start point for leg 3 and the end point for leg 2		
EC	INTERMEDIATES_NUM	N/A	Element Expected: Always	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0	Send the total number of intermediate points where the time is recorded including F.	
EC	LEG	S(2)	Pos Description: Send the value that identifies the leg in the team event, 1 to n for each leg. Element Expected: Relay Events	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #0.0#	Distance from the start in km to the end of the leg.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected:</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	CUMULATIVE			
Pos	S(2)	Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end.		
Value	Numeric #0.0#	Distance from the start of the race in km for the intermediate.		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected:</b>				
<b>Attribute</b>	<b>Value</b>	<b>Description</b>		
Code	INTERMEDIATE			
Pos	S(2)	Send the value that identifies the intermediate point, 1,2.. to F for intermediates in the leg, including the end.		
Value	Numeric #0.0#	Distance from the start of the leg in km for the intermediate		
EC	LEGS_NUM	N/A	Element Expected: Team sprint and relay events	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
Value	M	Numeric #0	Number of legs	

**Sample (Individual)**

```
<Configs>
  <Config Unit="NCBWNH10KM-----FNL-0001CC--">
    <ExtendedConfig Type="COURSE" Code="NAME" Pos="1" Value="2.5 km Red" />
    <ExtendedConfig Type="COURSE" Code="HEIGHT_DIFF" Pos="1" Value="35" />
    <ExtendedConfig Type="COURSE" Code="LAP" Pos="1" Value="2500" >
      <ExtendedConfigItem Code="NUM" Value="4" />
    </ExtendedConfig>
    <ExtendedConfig Type="COURSE" Code="CLIMB" Pos="1" Value="280" >
      <ExtendedConfigItem Type="COURSE" Code="MAX" Value="42" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_NUM" Value="5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="1.7" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="3.75" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="5.4" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="7.5" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="F" Value="10.0" />
  </Config>
```

**Sample (Teams)**

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

**2.2.8.5 Message Sort**

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
V0.1		First version
V0.2	16 Aug 2019	Modifications for Lausanne2020
V0.3	06 Sept 2019	Update of a number of messages, add table of contents

File Reference: ODF WYOG-2020-NCB-0.3 SFR

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	Modifications for Lausanne2020
V0.3	SFR	DT_PARTIC - Element: Participant; Attribute: Olympic Solidarity DT_PARTIC_TEAMS - Element: Team; Attribute: Name DT_PARTIC_TEAMS - Element: Team; Attribute: TVTeamName