

Olympic Data Feed



ODF Ski Jumping Data Dictionary

Lillehammer 2016 – Winter Youth Olympic Games

Technology and Information Department

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



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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.

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

- **IF –** International Federation
- IOC International Olympic Committee
- NOC National Olympic Committee
- ODF Olympic Data Feed
- **RSC –** Results System Codes
- SJ Ski Jumping
- WNPA World News Press Agencies

1.5 Related Documents

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



Sport Codes

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

Results Functions (proposed, to be confirmed)

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



2 Messages

2.1 Applicable Messages

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

- The column "Message type" indicates the DocumentType that identifies a message
- The column "Message name" is the message name identified by the message type
- The column "Message used in this sport" indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.
- The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the "Message used in this sport column". If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message name	Message used in this sport	Message extended in this document
DT_SCHEDULE	Competition schedule	Х	
DT_SCHEDULE_UPDATE	Competition schedule update	Х	
DT_PARTIC	List of participants by discipline	Х	Х
DT_PARTIC_UPDATE	List of participants by discipline update	Х	Х
DT_PARTIC_TEAMS	List of Teams	Х	Х
DT_PARTIC_TEAMS_UPDATE	List of Teams Update	Х	Х
DT_MEDALLISTS_DAY	Medallists of the day	Global	
DT_GLOBAL_GM	Global good morning	Global	
DT_GLOBAL_GN	Global good night	Global	
DT_RESULT	Event Unit Start List and Results	Х	Х
DT_CURRENT	Current Information	Х	Х
DT_CUMULATIVE_RESULT	Cumulative Results	Х	Х
DT_RANKING	Event Final ranking	Х	Х
DT_MEDALLISTS	Medallists of one event	Х	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	Х	
DT_COMMUNICATION	Official Communication	Х	
DT_LOCAL_ON	Discipline/venue start transmission	Х	
DT_LOCAL_OFF	Discipline/venue stop transmission	Х	
DT_CONFIG	Configuration	Х	Х
DT_WEATHER	Event Unit Weather conditions		
DT_KA	Keep Alive	Х	



2.1.1 List of participants by discipline/ List of participants by discipline update

2.1.1.1 Description

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

2.1.1.2 Header Values

As defined in the header values document.

2.1.1.3 Trigger and Frequency

Follow the general definition.

2.1.1.4 Message Structure

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

2.1.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Participant /Discipline	IFId	0	S(16)	Competitor's federation number for the
				corresponding discipline (include if the discipline assigns international federation codes to athletes).
Participant /Discipline /RegisteredEvent	Event	М	CC @Event	

2.1.1.6 Message sort

Please, follow the general definition.



2.1.2 List of Teams / List of Teams Update

2.1.2.1 Description

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

2.1.2.2 Header Values

As defined in the header values document.

2.1.2.3 Trigger and Frequency

Follow the general definition.

2.1.2.4 Message Structure

There are no optional elements defined for this message.

2.1.2.5 Message Values

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

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

2.1.2.6 Message sort

Please, follow the general definition.



2.1.3 Event Unit Start List and Results

2.1.3.1 Description

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

2.1.3.2 Header Values

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

2.1.3.3 Trigger and Frequency

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

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the competition starts and after every athlete and any other updates except data for the current athlete during the attempt and before the result (rank and points) is known (LIVE)
- After the unit is finished (UNCONFIRMED / UNOFFICIAL / OFFICIAL) as applicable.
- After any change (except data during the current athlete attempt)

2.1.3.4 Message Structure

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

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

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



2.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	М	S(40)	Text description from common codes
/SportDescription	EventName	М	S(40)	Text short description, not code
	SubEventName	М	S(40)	Text short description of the Event Unit, not code
	Gender	М	CC @DisciplineGender	
ExtendedInfos	Venue	М	CC @VenueCode	Venue Code
/VenueDescription	VenueName	М	S(25)	Text short description, not code
	Location	М	CC @Location	Location Code
	LocationName	Μ	S(30)	Text short description, not code
Officials /Official	Code	М	S(20) with no leading zeroes	Officials code
	Function	М	CC @ResultsFunction	Officials Function
	Order	0	Numeric	Order of officials.
Result	Rank	0	String	Rank of the competitor in the event unit.
	RankEqual	0	S(1)	Send 'Y' if the rank is equalled else do not send.
	ResultType	0	SC @ResultType	Result type.
	IRM	0	SC @IRM	IRM for the event unit
				Send only in the case @ResultType is IRM
	Result	0	Numeric ###0.0	Result for the particular event unit.
	Diff	0	Numeric ###0.0	Points behind the leader in the unit.
	QualificationMark	0	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition Note: This will be included in the start list for pre-qualified athletes. Send as soon as known and cannot change.
	SortOrder	Μ	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	0	Numeric	The start order of the competitors in the unit as displayed.
	StartSortOrder	М	Numeric	
Result /Competitor	Code	М	S(20) with no leading zeroes	Competitor's ID
	Туре	М	T,A	T for team A for athlete
	Bib	0	S(2)	Bib number of the team in team competitions. Does not apply in individual events.
	Organisation	0	CC @Organisation	Competitor's organisation
Result /Competitor /Composition	Code	М	S(20) with no leading zeroes	Athlete ID
/Athlete	Order	М	Numeric	Order of the athletes within the team. This is the same as the athlete group.
	Bib	0	S(4)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: "11-2" means team with bib 11 and this is the second jumper of the team).

The following table describes in more detail the ExtendedInfo element.

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



Element: E	xtendedInfo					
				leading	For @Code:	qualification
				zeroes	Send proposed code	and first round.
					For @Pos:	-
					Do not send anything	
					For @Value:	-
					Send the last qualifying place	
					competitor ID.	
					In the situation where	
					insufficient competitors have	
					participated to show the last	
					qualifying position then show	
					the current last place	
	BASE_GATE		Numeric		For @Type:	When available
			0		Send proposed type	
					For @Code:	
					Send proposed code	
					For @Pos:	
					For team events: send the	
					number of the group (1,2,3,4)	
					For individual events: send 0	_
					For @Value:	
					Base Gate	
	STARTERS			Numeric	For @Type:	Always after
				##0	Send proposed type	status
					For @Code:	START_LIST
					Send proposed code	_
					For @ Pos:	
					Do not send anything	-
					For @Value:	
					Sent the number of competitors	
				Numerie	on the start list	Alwaya oftar
		CONPLETE		HHO	For Code.	Always aller
				##0	Send proposed code	
					FOI @ POS.	START_LIST
						-
					Sond the number of competitors	
					whose event unit is completed	
					(includes IRMs)	
	LAST COMP			S(20)		When available
				without	Send proposed type	and only when
				leading	For @Code:	the unit is LIVF
				zeroes	Send proposed code	
					For @Pos:	-
					Do not send anything	
					For @Value:	-
					Send the competitor ID of the	
					last athlete to compete and	
					receive a result.	

Sample

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

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



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

Sample

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

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

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

Element: Result /ExtendedResults /ExtendedResult



Element: R	esult /ExtendedResul	Its /ExtendedRe	esult			
					For RankEqual:	
					Send "Y" if speed rank is	
					equalled. (only send in	
	105			0(4)	training and trials)	16 P 1 1
	IRF			5(1)	For @Type: Sond proposed type	If applicable
					For @Code	
					Send proposed code	
					For @Pos:	
					Do not send anything.	
					For @Value:	
					Send "Y" if in run fall else	
				Otaria a	do not send.	lf annliaghta
	IRM_RULE			Sung	Send proposed type	II applicable
					For @Code:	
					Send proposed code	
					For @Pos:	
					Do not send anything.	
					For @Value:	
					Send rule number if	
				String	disqualified.	If appliable
	IRIM_RULE_IEXI			Sung	Send proposed type	
					For @Code:	
					Send proposed code	
					For @Pos:	
					Do not send anything.	
					For @Value:	
					Send rule description if	
				m:00	disqualified.	For Nordio
				111.55	Send proposed type	
					For @Code:	Combined only
					Send proposed code	
					For @Pos:	
					Do not send anything.	
					For @Value:	
					Send the time different	
					for the leader	
JUDGE	[Judge Positon		S(1)	#0.0	For @Type:	When data is
	(AE) or TOT]		- ()		Send proposed type	available
					For @Code:	
					Send Judge Position (AE)	
					or TOT for total judge	_
					Score.	
					Judge order 1 5 or 6 for	
					TOT.	
					For @Value:	
					Judge score.	
		DISCARDED		S(1)	For @Code:	If applicable
					Send proposed code	
					Do not send anything	
					For @Value:	
					Send "Y" if this score is	
					discarded else do not send	
COMPEN	GATE_NUM			Numeric	For @Type:	When data is
				#0	Send proposed type	available
					For @Code:	
					Sena proposed code	
					Do not send anything	
					For @Value:	
					Gate number, matching	
					Pos in DT_CONFIG.	
	GATE_PTS			Numeric	For @Type:	When data is
				#0.0	Send proposed type	available
					For @Code:	
					Sena proposea code	



I	Element: Result /ExtendedResults /Exter	ndedResult		
ľ			For @Pos:	
			Do not send anything	
			For @Value:	
			Gate compensation points	
			Send empty when base	
			gate else send applicable	
			compensation pts May be	
			negative.	
	WIND SPEED	Numeric	For @Type:	When data is
	_	#0.0	Send proposed type	available
			For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Wind speed. May be	
			negative.	
	WIND_PTS	Numeric	For @Type:	When data is
		#0.0	Send proposed type	available
			For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	-
			For @Value:	
			Wind compensation points.	
			May be negative.	
	TOT	Numeric	For @Type:	When data is
		#0.0	Send proposed type	available
			For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Total compensation. May	
		- (1)	be negative.	
	NO_COMP	S(1)	For @Type:	If applicable
			Send proposed type	
			For @Code:	
			Send proposed code	
			For @Pos:	
			Do not send anything	
			For @Value:	
			Send Y if no compensation	
			given due to gate change	
1			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"</pre>
BirthDate="1994-12-15" />
    </Athlete>
   </Composition>
 </Competitor>
</Result>
```

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

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

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

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



Element: R	esult /Competitor/ Co	mposition /Athlete /E>	tendedResult	ts /ExtendedResult	
SL	JUMP_ORDER		Numeric	For @Type:	When data is
			#0	Send proposed type	available, need
				For @Code:	to be in
				Send proposed code	START_LIST
				For @Pos:	
				Do not send anything.	
				For @Value:	
				Jump order of athletes	
				over all groups	
ER	PTS		Numeric	For @Type:	When data is
			##0.0	Send proposed type	available
				For @Code:	
				Send proposed code	
				For @Pos [.]	-
				Do not send anything	
				For @Value:	
				lump points for the athlete	
				For @Rank:	-
				Rank based on points	
				within the group	
				For BankEqual:	-
				Send "Y" if noints rank is	
				equalled	
	חופד		Numorio	Equalicu.	When data is
	DIGT			Send proposed type	available
			##0.0	For @Codo:	avaliable
				Sond proposed code	
					-
				FOI @POS.	
					-
				For @value:	
				Jump distance in metres	
				For @Rank:	
				Jump distance rank of all	
				competitors (only send in	
				training and triais)	
				For RankEqual:	
				Send "Y" if distance rank is	
				equalled. (only send in	
	DIGT DTO		NI :	training and triais)	
	DIST_PTS		Numeric	For @Type:	When data is
			##0.0	Send proposed type	available
				For @Code:	
				Send proposed code	_
				For @Pos:	
				Do not send anything.	-
				For @Value:	
				Jump distance points for	
				the athlete. Can be	
				negative	
	SPEED		Numeric	For @Type:	When data is
			##0.0	Send proposed type	available
				For @Code:	
				Send proposed code	-
				For @Pos:	
				Do not send anything.	-
				For @Value:	
				Maximum speed in kmh	-
				For @Rank:	
				Speed rank of all	
				competitors (only send in	
				training and trials)	-
				For RankEqual:	
				Send "Y" if speed rank is	
				equalled. (only send in	
				training and trials)	
	GROUP		Numeric	For @Type:	When known in
			#0	Send proposed type	team
				For @Code:	competitions
				Send proposed code	
				For @Pos:	
				Do not send anything.	
				For @Value:]
				Do not send anything.	



Element: Re	esult /Competitor/ Co	mposition /Ath	lete /Ex	tendedResul	ts /ExtendedResult	
					For @Rank: Rank of the athlete within the group For RankEqual: Send "Y" if group rank is equalled	
	IRF			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send "Y" if in run fall else do not cond	If applicable
	IRM_IND			SC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send IRM code.	If applicable and only for individuals in team events (not trial) is athlete disqualified.
	IRM_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send rule number if disqualified.	If applicable
	IRM_RULE_TEXT			String	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Send rule description if disqualified.	If applicable
JUDGE	[Judge Positon (AE) or TOT]		S(1)	#0.0	For @Type: Send proposed type For @Code: Send Judge Position (AE) or TOT for total judge score. For @Pos: Judge order 15 or 6 for TOT. For @Value: Judge score.	When data is available
		DISCARDED		S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send "Y" if this score is discarded else do not send	If applicable
COMPEN	GATE_NUM			Numeric #0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate number	When data is available
	GATE_PTS			Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything	When data is available



Element: Result /Competitor/ C	omposition /Athlete /Ex	tendedRe <u>sul</u>	ts /ExtendedResult	
			For @Value: Gate compensation points Send empty when base gate else send applicable compensation pts May be negative.	
WIND_SPEED		Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind speed. May be negative.	When data is available
WIND_PTS		Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind compensation points. May be negative.	When data is available
ТОТ		Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total compensation. May be negative.	When data is available
NO_COMP		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if no compensation given due to gate change and not making 95%	If applicable



Sample (Team)

```
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5"
StartSortOrder="5" >
 <Competitor Code="SJM490POL01" Type="T" Bib="9" Organisation="POL" >
  <Description TeamName="Poland" />
  <Composition>
    <Athlete Code="2001402" Bib="9-1" Order="1">
      <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="POL"</pre>
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>
```

2.1.3.6 Message sort

Please, follow the general definition.



2.1.4 Current Information

2.1.4.1 Description

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

2.1.4.2 Header Values

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

2.1.4.3 Trigger and Frequency

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

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

2.1.4.4 Message Structure

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

- Result /ExtendedResults /ExtendedResult
- Result /Competitor /Athlete /EventUnitEntry
- Result /Competitor /Athlete / ExtendedResults /ExtendedResult



2.1.4.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	0	String	Rank of the competitor in the event unit.
	RankEqual	0	S(1)	Send 'Y' if the rank is equalled else do not
				send.
	ResultType	0	SC @ResultType	Result type.
	IRM	0	SC @IRM	IRM for the event unit
				Send only in the case @ResultType is IRM
	Result	0	Numeric ###0.0	Result for the particular event unit.
	Diff	0	Numeric ###0.0	Points behind the leader in the unit.
	QualificationMark	0	SC @QualificationMark	Indicates the qualification of the competitor
				for the next round of the competition
	SortOrder	M	Numeric	This attribute is a sequential number with the
				order of the results for the particular event
				unit, if they were to be presented. It is mostly
				based on the rank, but it should be used to
				sort out rank ties as well as results without
				as StartSortOrdor
	StartOrder	0	Numeric	The start order of the competitors in the unit
	otartorder	U	Numerie	as displayed.
	StartSortOrder	М	Numeric	
Result /Competitor	Code	М	S(20) with no leading	Competitor's ID
			zeroes	
	Туре	М	T,A	T for team
				A for athlete
	Bib	0	S(2)	Bib number of the team in team competitions
	Organisation	0	CC @Organisation	Competitor's organisation
Result /Competitor /Composition	Code	М	S(20) with no leading zeroes	Athlete ID
/Athlete	Order	Μ	Numeric	Order of the athletes within the team. This is
				the same as the athlete group.
	Bib	0	S(4)	Bib number.
				In case of a team member it will be
				constructed from team's bib and the order
				within the team (e.g.: for team event:
				"11-2" means team with bib 11 and this is
				the second jumper of the team).

The following table describes in more detail the ExtendedInfo element.

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



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

Sample

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

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

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



Element: Re	esult /ExtendedResu	Its /ExtendedRe	esult			
					For @Rank:	
					Jump distance rank of all	
					competitors (only send in	
					training and triais)	-
					Send "Y" if distance rank is	
					equalled. (only send in	
					training and trials)	
	DIST_PTS			Numeric	For @Type:	When data is
				##0.0	Send proposed type	available
					For @Code:	
					Send proposed code	-
					Do not send anything	
					For @Value:	-
					Jump distance points. Can	
					be negative	
	SPEED			Numeric	For @Type:	When data is
				##0.0	Send proposed type	available
					For @Code:	
					For @Pos:	-
					Do not send anything.	
					For @Value:	-
					Maximum speed in kmh	
					For @Rank:	
					Speed rank of all	
					competitors (only send in	
					For RankEqual	
					Send "Y" if speed rank is	
					equalled. (only send in	
					training and trials)	
	IRF			S(1)	For @Type:	If applicable
					Send proposed type	-
					For @Code:	
					For @Pos:	-
					Do not send anything.	
					For @Value:	1
					Send "Y" if in run fall else	
					do not send.	
JUDGE	[Judge Positon		S(1)	#0.0	For @Type:	When data is
	(AE) of 101]				Send proposed type	avallable
					Send Judge Position (AE)	-
					or TOT for total judge	
					score.	
					For @Pos:	
					Judge order 15 or 6 for	
					101.	
					ludge score	
		DISCARDED	_	S(1)	For @Code:	If applicable
				-(.)	Send proposed code	
					For @Pos:	-
					Do not send anything	_
					For @Value:]
					Send "Y" if this score is	
COMPEN	GATE NUM			Numeric	Eor @Type:	When data is
				#0	Send proposed type	available
					For @Code:	
					Send proposed code	
					For @Pos:	
					Do not send anything	-
					For @Value:	
					Pos in DT_CONFIG	
		CHG JURY		S(1)	For @Code:	If applicable
				- ()	Send proposed code	and only for
					For @Pos:	current athlete
					Do not send anything	



Element: Result /Exte	endedResults /ExtendedRe	esult		
			For @Value: Send Y if this is a gate change by the jury else do not send.	
	CHG_COA	S(1)	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this is a gate change by the coach else do not send.	If applicable and only for current athlete
GATE_P	TS	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Gate compensation points Send empty when base gate else send applicable compensation pts May be negative.	When data is available
WIND_SI	PEED	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind speed. May be negative.	When data is available
WIND_P	rs	Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Wind compensation points. May be negative.	When data is available
тот		Numeric #0.0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total compensation. May be negative.	When data is available



Sample (Individual)

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

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

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

Element: Result /Competitor/ Composition /Athlete /ExtendedResults /ExtendedResult



Element: Re	esult /Competitor/ Co	mposition /Athl	ete /Ext	endedResult	s /ExtendedResult	
	DIST_PTS			Numeric	For @Type:	When data is
				##0.0	For @Code:	avaliable
					Send proposed code	
					For @Pos:	-
					Do not send anything.	_
					For @Value:	
					be negative	
	SPEED			Numeric	For @Type:	When data is
				##0.0	Send proposed type	available
					For @Code:	
					Send proposed code	-
					Do not send anything.	
					For @Value:	1
					Maximum speed in kmh	-
					For @Rank:	
					competitors (only send in	
					training and trials)	
					For RankEqual:	-
					Send "Y" if speed rank is	
					equalled. (only send in	
	GROUP			Numeric	For @Type:	When known in
				#0	Send proposed type	team
					For @Code:	competitions
					Send proposed code	
					For @Pos: Do not send anything	
					For @Value:	
					Do not send anything.	
					For @Rank:	
					Rank of the athlete within	
					the group For BankEqual:	
					Send "Y" if group rank is	
				0 (1)	equalled.	
	IRF			S(1)	For @Type:	If applicable
					Send proposed type	-
					Send proposed code	
					For @Pos:	-
					Do not send anything.	_
					For @Value:	
					do not send	
	IRM_IND			SC @IRM	For @Type:	If applicable
	_				Send proposed type	and only for
1					For @Code:	individuals in
1					Send proposed code	(not trial) is
1					Do not send anvthing.	athlete
					For @Value:	disqualified.
1					Send IRM code.	
	IRM_RULE			String	For @Type:	If applicable
					Sena proposea type	_
					Send proposed code	
					For @Pos:	-
					Do not send anything.	-
					For @Value:	
					Sena rule number it	
	IRM RULE TEXT			String	For @Type:	If applicable
				9	Send proposed type	
1					For @Code:]
					Send proposed code	-
					FOR @POS:	
					Do not senu anything.	



Element: R	esult /Competitor/ Co	omposition /Ath	lete /Ex	tendedResul	ts /ExtendedResult	
					For @Value:	
					disqualified.	
JUDGE	[Judge Positon		S(1)	#0.0	For @Type:	When data is
	(AE) or TOT]				Send proposed type	available
					Send Judge Position (A E)	
					or TOT for total judge	
					score.	_
					For @Pos:	
					For @Value:	-
				- (Judge score.	
		DISCARDED		S(1)	For @Code:	If applicable
					For @Pos:	-
					Do not send anything	
					For @Value:	
					Send "Y" if this score is	
COMPEN	GATE NUM			Numeric	For @Type:	When data is
	_			#0	Send proposed type	available
					For @Code:	
					Send proposed code	-
					Do not send anything	
					For @Value:	
		CHANCE		C (1)	Gate number	If applicable
		CHANGE		5(1)	Send proposed code	If applicable and only for current athlete
					For @Pos:	
					Do not send anything	
					For @Value:	
					change.	
	GATE_PTS			Numeric	For @Type:	When data is
				#0.0	Send proposed type	available
					For @Code: Send proposed code	-
					For @Pos:	
					Do not send anything	
					For @Value:	
					Send empty when base	
					gate else send applicable	
					compensation pts May be	
	WIND SPEED			Numeric	For @Type:	When data is
				#0.0	Send proposed type	available
					For @Code:	
					Send proposed code	
					Do not send anything	
					For @Value:	-
					Wind speed. May be	
	WIND PTS			Numeric	For @Type:	When data is
				#0.0	Send proposed type	available
					For @Code:	1
					Send proposed code	-
					Do not send anything	
					For @Value:	-
					Wind compensation points.	
	ΤΟΤ			Numeric	Iviay be negative.	When data is
				#0.0	Send proposed type	available
					For @Code:	
					Send proposed code	_
					For @Pos: Do not send anything	
L					bo not sona anything	



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

Sample (Team)

<pre><result <="" pre="" rank="1" result="522.6" resulttype="POINTS" sortorder="1" startorder="5"></result></pre>
<pre>StartSortOrder="5" ></pre>
<competitor bib="9" code="SJM490POL01" organisation="POL" type="T"></competitor>
<composition></composition>
<athlete bib="9-1" code="2001402" order="1"></athlete>
<extendedresults></extendedresults>
<pre><extendedresult code="JUMP_PTS" type="ER" value="154.5"></extendedresult></pre>
<pre><extendedresult code="DIST" type="ER" value="104.5"></extendedresult></pre>
<pre><extendedresult code="DIST_PTS" type="ER" value="79.0"></extendedresult></pre>
<pre><extendedresult code="SPEED" type="ER" value="90.7"></extendedresult></pre>
<extendedresult code="GROUP" rank="2" type="ER"></extendedresult>
<extendedresult code="A" pos="1" type="JUDGE" value="15.5"></extendedresult>
<extension code="DISCARDED" value="Y"></extension>
<extendedresult code="B" pos="2" type="JUDGE" value="16.0"></extendedresult>
<extendedresult code="C" pos="3" type="JUDGE" value="16.0"></extendedresult>
<extendedresult code="D" pos="4" type="JUDGE" value="17.0"></extendedresult>
<extendedresult code="E" pos="5" type="JUDGE" value="17.0"></extendedresult>
<extension code="DISCARDED" value="Y"></extension>
<pre><extendedresult code="TOT" pos="6" type="JUDGE" value="49.0"></extendedresult></pre>
<extendedresult code="GATE_NUM" type="COMPEN" value="39"></extendedresult>
<pre><extendedresult code="GATE PTS" type="COMPEN" value=""></extendedresult></pre>
<pre><extendedresult code="WIND_SPEED" type="COMPEN" value="0.29"></extendedresult></pre>
<pre><extendedresult code="WIND_PTS" type="COMPEN" value="-2.0"></extendedresult></pre>
<pre><extendedresult code="TOT" type="COMPEN" value="-2.0"></extendedresult></pre>

2.1.4.6 Message sort

Please, follow the general definition.



2.1.5 Cumulative Results

2.1.5.1 Description

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

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

2.1.5.2 Header Values

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

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

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

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

2.1.5.3 Trigger and Frequency

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

2.1.5.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos /ExtendedInfo
- Result /ResultItems /ResultItem

2.1.5.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	M	S(40)	Text description from common codes
/SportDescription	EventName	M	S(40)	Text short description, not code
	Gender	M	CC @DisciplineGender	
	SubEventName	0	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
ExtendedInfos	Venue	M	CC @VenueCode	Venue code
/VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	0	S(2)	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	0	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	0	CC @ResultType	Result type
	IRM	0	CC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
	Result	0	Numeric ###0.0	Cumulative result Send when the @ResultType is POINTS
	Diff	0	Numeric ###0.0	Cumulative points behind the leader.



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result /ResultItems /ResultItem /Result	Rank	0	Text	Rank of the competitor in the result for the unit identified by /ResultItems /ResultItem.
	RankEqual	0	S(1)	Send Y in case of the Rank has been equalled else do not send.
	ResultType	0	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	0	Numeric ###0.0	The result of the competitor for the event unit identified by /ResultsItems /ResultItem Send when the @ResultType is POINTS
	QualificationMark	0	CC @QualificationMark	The code which indicates the competitor is qualified for the next round.
	IRM	0	CC @IRM	The invalid rank mark, in case it is assigned for the event unit. Send in the case @ResultType is IRM
	SortOrder	М	Numeric #0	Used to sort all results in an event unit identified by /ResultItems /ResultItem
Result /Competitor /Composition	Code	М	S(20) with no leading zeroes	Athlete's ID
/Athlete	Order	М	Numeric	
	Bib	0	S(4)	Athlete's bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: "11-2" means team with bib 11 and this is the second jumper of the team).

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

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

Sample (Team)

```
<Result Rank="1" ResultType="POINTS" Result="1041.1" SortOrder="1">
  <ResultItems>
     <ResultItem Unit="SJM490201">
        <Result Rank="1" ResultType="POINTS" Result="519.0" QualificationMark="Q"</pre>
SortOrder="1" />
     </ResultItem>
     <ResultItem Unit="SJM490202">
         <Result Rank="2" ResultType="POINTS" Result="522.1" SortOrder="2" />
     </ResultItem>
  </ResultItems>
  <Competitor Code="SJM490GER01" Type="T" Bib="11" Organisation="GER" >
     <Description TeamName="Germany" />
     <Composition>
         <Athlete Code="2028758" Bib="11-1" Order="1">
           <Description GivenName="Jon" FamilyName="Smith" Gender="M"</pre>
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"</pre>
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"</pre>
Organisation="GER" BirthDate="1992-12-15" />
            <ExtendedResult Type="ER" Code="CUM TOT" Value="120.5" >
         </Athlete>
      </Composition>
  </Competitor>
</Result>
```

Sample (Individual)

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

2.1.5.6 Message sort

Please, follow the general definition.



2.1.6 Event Final Ranking

2.1.6.1 Description

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

2.1.6.2 Header Values

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

One message is sent for each event.

2.1.6.3 Trigger and Frequency

Please, follow the general definition.

2.1.6.4 Message Structure

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

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription

2.1.6.5 Message Values

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

Element	Attribute	M/O	Value	Comments
ExtendedInfos	DisciplineName	М	S(40)	Text description from common codes
/SportDescription	EventName	M	S(40)	Text short description, not code
	Gender	М	CC @DisciplineGender	
ExtendedInfos	Venue	М	CC @VenueCode	Venue Code
/VenueDescription	VenueName	Μ	S(25)	Text short description, not code
Result	Rank	0	String	Final rank of the competitor in the corresponding event .It is optional because the competitor can have an IRM
	RankEqual	0	S(1)	Send Y if the rank is equalled, else do not send
	Result	0	Numeric ###0.0	Final result for the competitor. Do not send qualification result.
	ResultType	0	SC @ResultType	Result type, for the corresponding event
	IRM	0	SC @IRM	Send if the competitor has been disqualified or is not known.
	SortOrder	М	Numeric	This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.



Sample

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

2.1.6.6 Message sort

Please, follow the general definition



2.1.7 Weather Conditions

2.1.7.1 Description

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

2.1.7.2 Header Values

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

2.1.7.3 Trigger and Frequency

Please, follow the general definition.

2.1.7.4 Message Structure

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

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

2.1.7.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Conditions	Code	M	SC @WeatherPoint	Weather points, send GEN only
	Humidity	М	Numeric ##0	Humidity in %
	Wind_Direction	Μ	CC @WindDirection	Wind direction
Weather	Code	M	S(4)	Weather condition type, send SKY and SNOW
/Conditions /Condition	Value	М	CC @WeatherCondition CC @SnowConditions	Use CC @WeatherConditions for SKY Use CC @SnowConditions for SNOW
Weather	Code	M	S(4)	Temperature type, send AIR, SNOW
/Conditions /Temperature	Unit	М	SC @TemperatureUnit	Unit for temperature, send both Celsius and Fahrenheit
	Value	М	Numeric #0.0	Temperature of the @Code. Negative is applicable
Weather	Code	M	S(5)	Wind Speed, send SPEED
/Conditions	Unit	Μ	SC @WindUnit	Unit for Wind. Use MS and KMH
/Wind	Value	Μ	Numeric ##0.0	Wind speed in @Unit degrees. According to the requirements, the Base Wind will be always 0.00

Sample

```
<Weather>
  <Conditions Code="GEN" Humidity="75" Wind_Direction="SE" >
      <Condition Code="SKY" Value="cldy" />
      <Condition Code="SNOW" Value="cmp" />
      <Temperature Code="AIR" Unit="C" Value="6.2" />
      <Temperature Code="SNOW" Unit="C" Value="-3.0" />
      <Temperature Code="SNOW" Unit="F" Value="43.2" />
      <Temperature Code="SNOW" Unit="F" Value="4.00" />
      <Wind Code="SPEED" Unit="KMH" Value="4.00" />
      </Conditions>
<//weather>
```

2.1.7.6 Message sort

Please, follow the general definition.



2.1.8 Configuration

2.1.8.1 Description

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

2.1.8.2 Header Values

Send one message per event unit with qualification criteria.

Send one message per event unit with hill information.

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

2.1.8.3 Trigger and Frequency

Please, follow the general definition.

2.1.8.4 Message Structure

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

• ExtendedConfigItem

2.1.8.5 Message Values

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

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

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



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



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

Samples

Unit Level Message

Event Level Message

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



2.1.8.6 Message sort

Follow the general definition.



2.2 Message Timeline

2.2.1 **Preparation Phase**

Trigger	Message	Status	D	Ε	Ρ	S	U
OVR gets Initial data	DT_PARTIC		Х	0			
	DT_PARTIC_TEAM		Х	0			
OVR sends	DT_CONFIG		Х	0	0		0
	DT_PDF C08 Schedule		Х	0	0	0	0
After changes of athlete data	DT_PARTIC_UPDATE		Х	0			
After changes of team data	DT_PARTIC_TEAM_UPDATE		Х	0			
When athlete/team data is confirmed	DT_RESULT	START_LIST					Х
Startlist is known (after TCM)	DT_PDF C51A Start List				Х		Х
	DT_PDF C32A Entry List by NOC			Х			
	DT_PDF C32C Entry List by Event			Х			

2.2.2 Before and During each round

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

2.2.3 After each round

Trigger	Message	Status	D	Ε	Ρ	S	U
Last score/result	DT_RESULT	LIVE					Х
	DT_CUMULATIVE_RESULT	LIVE			Х		0
	DT_SCHEDULE_UPDATE	FINISHED					Х
All athletes finished	DT_RESULT	UNOFFICIAL					Х
	DT_CUMULATIVE_RESULT	UNOFFICIAL			Х		0
Official Results confirmed	DT_RESULT	OFFICIAL					Х



Trigger	Message	Status	D	Ε	Ρ	S	U
	DT_CUMULATIVE_RESULT	OFFICIAL			Х		0
	DT_PDF C73 Results						Х

2.2.4 At the end of the event

Trigger	Message	Status	D	Ε	Ρ	S	U
After last event unit is official	DT_MEDALLIST	OFFICIAL		Х			0
	DT_MEDALLIST_DISCIPLINE		Х	0			
	DT_RANKING	OFFICIAL		Х			
	DT_PDF C92x Medallist			Х			

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



3 Document Control

Version history						
Version	Date	Comments				
WYOG-2016-SJP/NCB-SJP-v1.0	16 Jul 2015	First Version				
WYOG-2016-SJP/NCB-SJP-v1.1	11 Sep 2015	Minor update				
WYOG-2016-SJP/NCB-SJP-v1.1	3 Dec 2015	Approved with no changes				
WYOG-2016-SJP/NCB-SJP-v1.2	5 Feb 2016	Approved with small changes				

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

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



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