Olympic Data Feed

Ski Jumping
ODF Data Dictionary

Technology and Information Department
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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 this discipline.

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 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

2 Messages

2.1 Ski Jumping Overview

Messages in each event
All jumps are always detailed in a single unit.
Individual Events - Ski Jumping
* There will be a DT_RESULT for each jump in trial/training and competition in as well as a DT_CURRENT. DT_CUMULATIVE_RESULT provides the overall competition score.
Individual Events - Nordic Combined
* There will be a DT_RESULT for each jump in trial/training and competition in as well as a DT_CURRENT.
Team Events - Ski Jumping
* There will be a DT_RESULT for each jump in trial/training (individual message format) and competition in as well as a DT_CURRENT. DT_CUMULATIVE_RESULT provides the overall competition score.
Team Events - Nordic Combined
* There will be a DT_RESULT for each jump in trial/training (individual message format) and competition in as well as a DT_CURRENT.
Training and trials
* Note that trials in teams events are sent as individual results, not as team message.

Schedule
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message for qualification will include the qualification unit only which matches DT_RESULTS
* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message for finals will include the phase (S) and each jump (Y). DT_RESULTS is at jump level.
* In the case of training, each training consists of three jumping rounds. The RSC for the training (Y) and each round (S) in the training are included in DT_SCHEDULE/DT_SCHEDULE_UPDATE.

2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\ nextended
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 /	List of teams / List of teams update	X

DT_PARTIC_TEAMS_UPDATE		
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	

2.3 Messages

2.3.1 List of participants by discipline / List of participants by discipline update

2.3.1.1 Description

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

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

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one 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.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full 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. Ascending 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.

		See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

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

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

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Participant (1,N)			
		Code		
		Parent		
		Status		
		GivenName		
		FamilyName		
		PassportGivenName		
		PassportFamilyName		
		PrintName		
		PrintInitialName		
		TVName		
		TVInitialName		
		TVFamilyName		
		LocalFamilyName		
		LocalGivenName		
		Gender		
		Organisation		
		BirthDate		
		Height		
		PlaceofBirth		
		CountryofBirth		
		PlaceofResidence		
		CountryofResidence		

	Nationality		
	MainFunctionId		
	Current		
	OlympicSolidarity		
	ModificationIndicator		
	Discipline (1,1)		
		Code	
		IFId	
		RegisteredEvent (0,N)	
			Event

2.3.1.5 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 (Participants)

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

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

			Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that 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".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
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.
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.
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: Competition /Participant /Discipline (1,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline. 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: Competition /Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event In the Olympic Games the athletes are initially only assigned to a single generic event at discipline level. This generic event should be removed on an athlete by athlete basis as soon as the athlete is inscribed in a competition event.

2.3.1.6 Message Sort

The message is sorted by Participant @Code

2.3.2 List of teams / List of teams update

2.3.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will 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.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full 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. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

There is no DT_PARTIC_TEAMS message in this discipline.
The teams are created in OVR and sent as DT_PARTIC_TEAMS_UPDATE to create the teams.

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.

2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		ShortName		
		TVTeamName		
		Gender		
		Current		
		TeamType		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (0,N)	
				Code
				Order
		Discipline (0,1)		
			Code	
			IFId	
			RegisteredEvent (0,1)	
				Event

2.3.2.5 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 /Team (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading	Team's ID

		zeroes	
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 name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @SportGender	Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
TeamType	M	SC @TeamType	Send the team type. This is how the name is constructed to allow clients to build in other languages. Always use ORG in these disciplines.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Competition /Team /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	M	Numeric 0	Team member order

Element: Competition /Team /Discipline (0,1)

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the Discipline
IFId	O	S(16)	Federation number for the corresponding discipline.

Element: Competition /Team /Discipline /RegisteredEvent (0,1)

Each current team is assigned to one event.

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

2.3.2.6 Message Sort

The message is sorted by Team @Code.

2.3.3 Event Unit Start List and Results

2.3.3.1 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.

Note that trials in teams events are sent as individual results, not as team message.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit, send according to the ODF Common Codes.
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL PROTESTED
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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

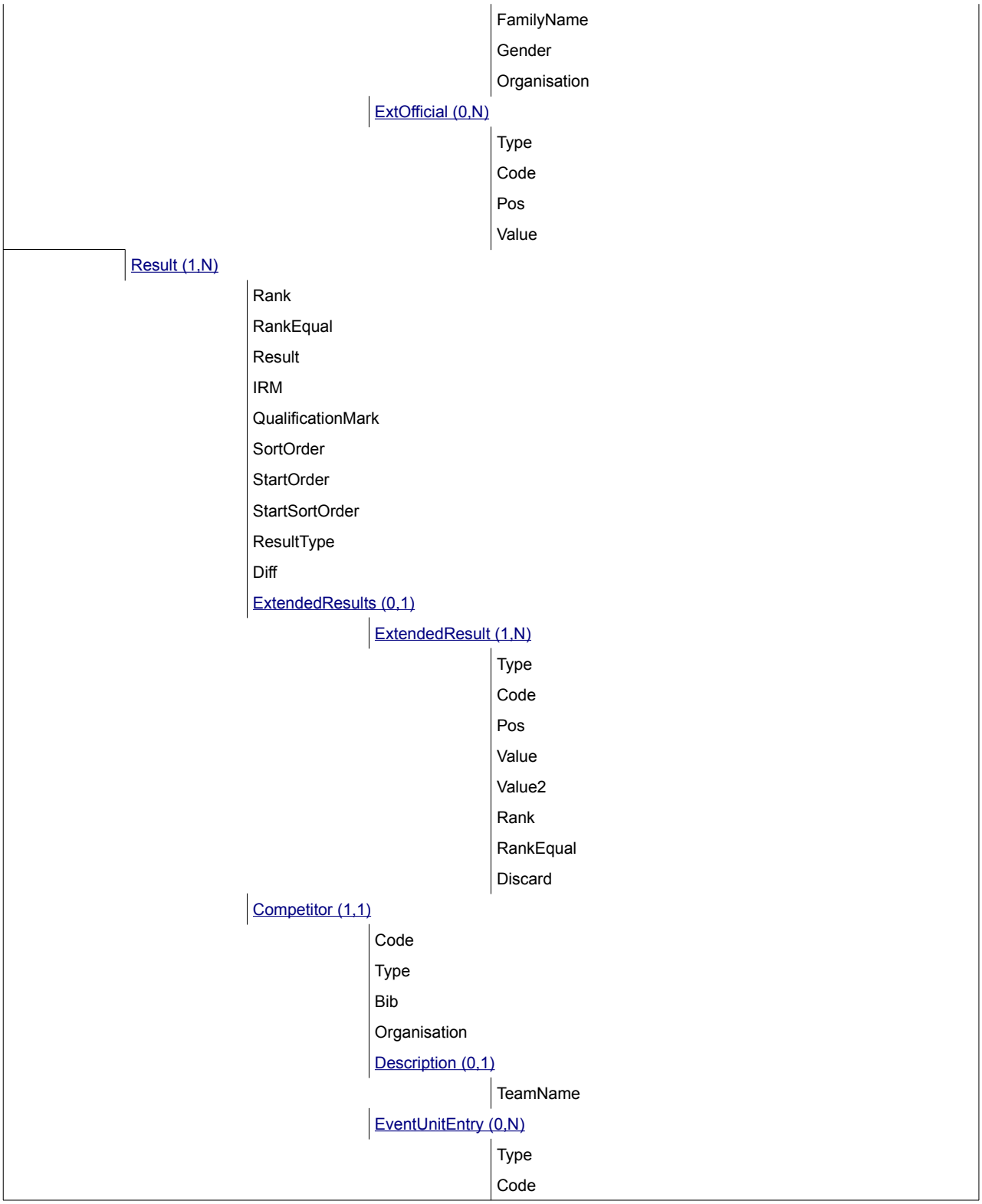
This message is sent:
* As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
* When the competition starts and after every athlete and any other updates except data for the current

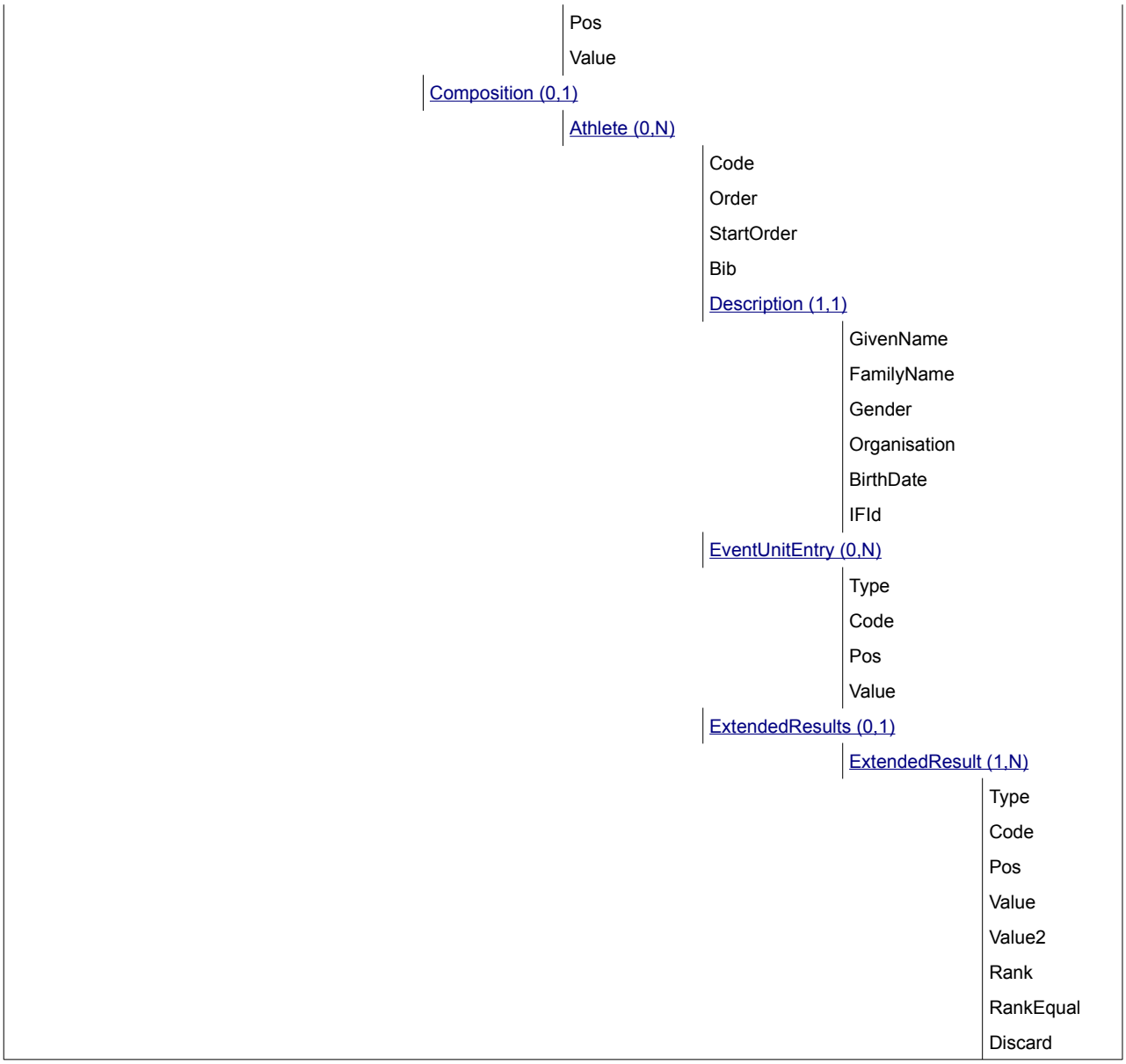
athlete during the attempt and before the result (rank and points) is known (LIVE)
* After the unit is finished (UNOFFICIAL / OFFICIAL/ PROTESTED) as applicable. In detail:
 - UNOFFICIAL: At least until the end of the Equipment Control, which should be finished approximately five (5) minutes after the end of a round
 - PROTESTED: If a protest has been announced within five (5) minutes, until its resolution
 - OFFICIAL: If no protest has been logged during the five (5) minutes during the protest period, and after all protests have been resolved
* After any change (except data during the current athlete attempt)

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			Description (1,1)				
				GivenName			


FamilyName
Gender
Organisation
ExtOfficial (0,N)
Type
Code
Pos
Value
Result (1,N)
Rank
RankEqual
Result
IRM
QualificationMark
SortOrder
StartOrder
StartSortOrder
ResultType
Diff
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
Rank
RankEqual
Discard
Competitor (1,1)
Code
Type
Bib
Organisation
Description (0,1)
TeamName
EventUnitEntry (0,N)
Type
Code



2.3.3.5 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 /ExtendedInfos /UnitDateTime (0,1) Actual start date and time / end date and time. (do not include until unit starts)			
Attribute	**M/O**	**Value**	**Description**
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)				
Type		**Code**	**Pos**	**Description**
UI		LAST_QUAL	N/A	Element Expected: When available in the qualification and first round and from when the fourth competitor has jumped only.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) with no leading zeroes.	Send the last qualifying place competitor ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place. This does not mean for sure qualified, and is not intended to.
UI		BASE_GATE	Numeric 0	Pos Description: For team events: send the number of the group (1,2,3,4) For individual events: send 0. Element Expected: When available (just before the competition, not with initial START_LIST).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Base Gate matching @Pos in DT_CONFIG.
UI		STARTERS	N/A	Element Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Sent the number of competitors on the start list. For teams, this is the number of teams
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Always after status START_LIST and at least one competitor has completed the unit without IRM.**			
	Attribute	**Value**	**Description**	
	Code	COMPLETE		
	Pos	Numeric 0	Only include for teams, send the current group.	
	Value	Numeric ##0	In individual, send the number of competitors whose event unit is completed (includes IRMs). In teams, send the number of teams completed in the group @Pos	
DISPLAY		LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE or UNOFFICIAL.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the last athlete to compete and receive a result.

Sample (Individual)

```
<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: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
Gender	M	CC @SportGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes

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

Venue Names in Text.

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

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function (example: referee, etc.).
Order	M	Numeric	Order of officials.

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

Officials extended information.

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

Element: Competition /Officials /Official /ExtOfficial (0,N)

Type	Code	Pos	Description
EO	POSITION	N/A	Element Expected:

				Always for Judges and Start Controller else do not send.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(2)	Send the position for the judge (A-E) or SC (Start Controller).

Sample (Officials)

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

Element: Competition /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	Numeric ###0.0	Result for the event unit.
IRM	O	SC @IRM	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Not applicable in NCB
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.
StartOrder	O	Numeric ##0	The start order of the competitors in the unit as displayed.
StartSortOrder	M	Numeric ##0	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	Numeric	Points behind the leader in the unit or Time behind the leader

		###0.0 or +m:ss	for Nordic Combined. In this case send 0:00 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		DIST	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump distance in metres.
	Value2	M	Numeric ##0.0	Jump distance points. Can be negative.
	Rank	O	String	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if distance rank is equaled (only send in training and trials) else do not send.
ER		SPEED	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Maximum in kmh
	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled (only send in training and trials).
ER		IRF	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if in run fall else do not send.
ER		FALL	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if a fall (not IRF)
ER		IRM_RULE	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number if disqualified.
	Value2	O	String	Send rule description if disqualified.
JUDGE		A, B, C, D, E, TOT	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**

	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.
COMPEN		GATE_NUM	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gate number, matching Pos in DT_CONFIG.
	Value2	O	Numeric #0.0 or -#0.0	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00 or -#0.00	Wind speed.
	Value2	M	Numeric #0.0 or -#0.0	Wind compensation points.
COMPEN		TOT	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0 or -#0.0	Total compensation.
COMPEN		NO_COMP	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if no compensation given If no coach request > not sent If coach request & distance is OK > not sent If coach request & distance is not OK > send Y If coach request & distance is not OK but base gate has already been changed > compensation given for the base gate, but not for the coach request > send Y
COMPEN		GATE_CHANGE_COACH	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if gate change requested by the coach.

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" Value2="79.0" Rank="2" />
    <ExtendedResult Type="ER" Code="SPEED" Value="90.7" Rank="7" />
    <ExtendedResult Type="JUDGE" Code="A" Pos="1" Discard="Y" Value="15.5" />
    <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" Discard="Y" Value="17.0" />
    <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
    <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
    <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
    <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
  </ExtendedResults>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /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(2)	Bib number of the team in team competitions. Does not apply in individual events.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)

Used in Team events only.

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

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

For team event only

Type	Code	Pos	Description
EUE	PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance. Send CCS for Cross Country Performance. Element Expected: Always when available in Nordic Combined Teams competition for the Team.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Numeric value 0-10.

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric 0	Order of the athletes within the team. This is the same as the athlete group.
StartOrder	O	Numeric ##0	Only included in team competition This is the jumping order for all athletes in all groups from 1-n (not with-in groups). If the order is changed after group 3 then this value will be updated.
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /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: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Individual athletes entry information.				
Type		**Code**	**Pos**	**Description**
EUE		GROUP_ORDER	N/A	Element Expected: Only in team competitions.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Jump order within the group. (This is the same as start order except in final group in final round).
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 and included in both team and individual events.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Numeric value 0-10.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
Type		**Code**	**Pos**	**Description**
ER		PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump points for the athlete.
	Rank	M	S(2)	Rank based on points within the group.
	RankEqual	O	S(1)	Send 'Y' if points rank is equaled else not sent.
ER		DIST	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump distance in metres.
	Value2	O	Numeric ##0.0	Jump distance points. Can be negative.
ER		SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Maximum speed in kmh.
ER		IRF	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if in run fall else do not send.
ER		FALL	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if a fall (not IRF)
ER		IRM_IND	N/A	Element Expected: If applicable and only for individuals in team events (not trial) if athlete disqualified.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send IRM code.
ER		IRM_RULE	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**

	Value	M	String	Send rule number if disqualified.
	Value2	O	String	Send rule description if disqualified.
JUDGE		A, B, C, D, E, TOT	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.
COMPEN		GATE_NUM	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gate number matching @Pos in DT_CONFIG.
	Value2	O	Numeric #0.0 or -#0.0	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00 or -#0.00	Wind speed.
	Value2	M	Numeric #0.0 or -#0.0	Wind compensation points.
COMPEN		TOT	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0 or -#0.0	Total compensation.
COMPEN		NO_COMP	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if no compensation given If no coach request > not sent If coach request & distance is OK > not sent If coach request & distance is not OK > send Y If coach request & distance is not OK but

				base gate has already been changed > compensation given for the base gate, but not for the coach request > send Y
COMPEN		GATE_CHANGE_COACH	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if gate change requested by the coach.

Sample (Team)

```
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5" StartSortOrder="5" >
  <Competitor Code="SJPMLHTEAM4-POL01" Type="T" Bib="9" Organisation="POL" >
    <Description TeamName="Poland" />
    <Composition>
      <Athlete Code="2001402" Bib="9-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="POL" BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="GROUP_ORDER" Value="5" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PTS" Value="128.0" Rank="2" />
          <ExtendedResult Type="ER" Code="DIST" Value="104.5" Value2="79.0" Rank="2" />
          <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" Discard="Y" />
          <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" Discard="Y" />
          <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
          <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
          <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
          <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
        </ExtendedResults>
      </Athlete>
```

2.3.3.6 Message Sort

Sort by Result @SortOrder

2.3.4 Current Information

2.3.4.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information. The message only includes the previous, current and next competitors.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Unit	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

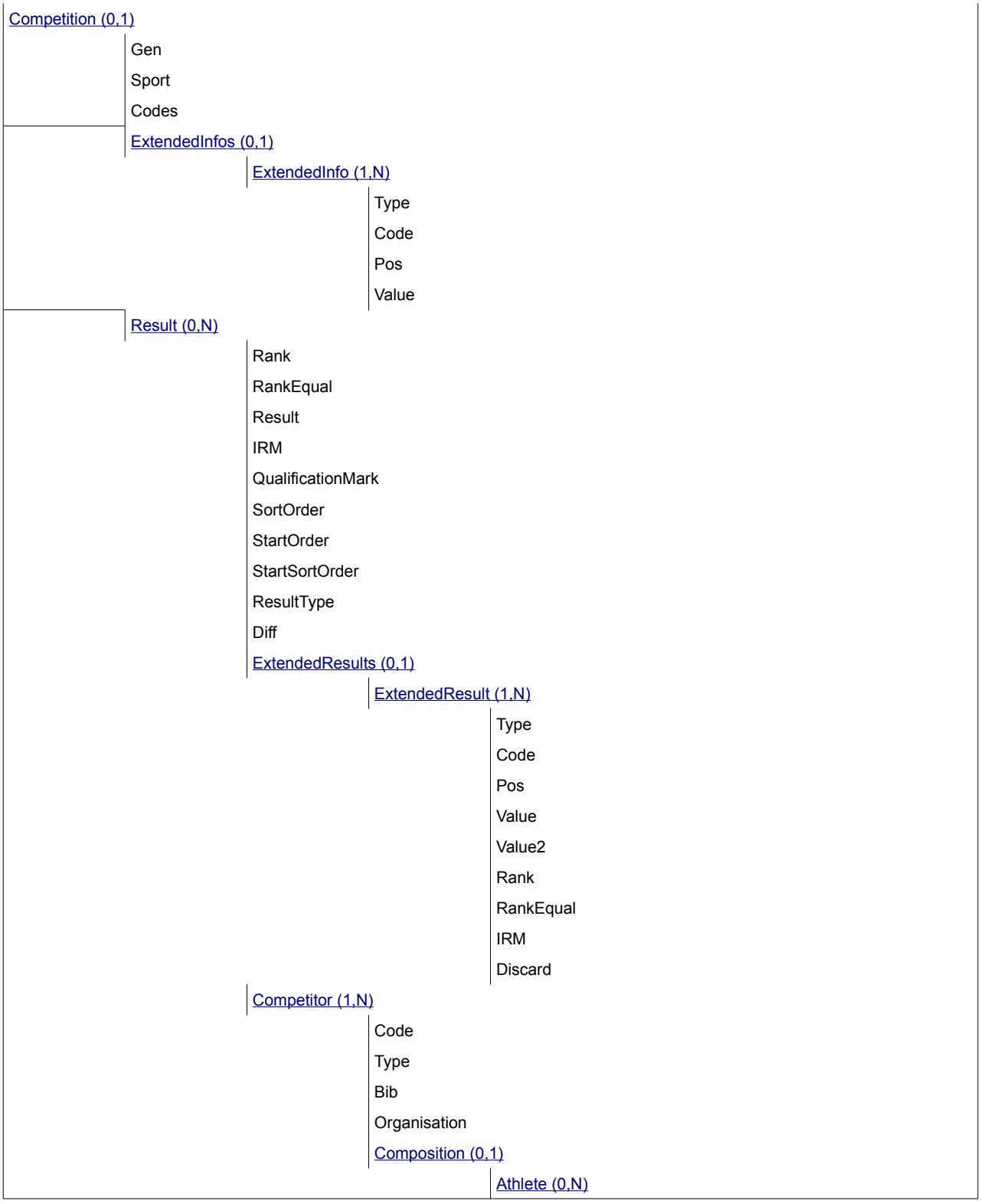
2.3.4.3 Trigger and Frequency

This message is sent:
* When an athlete becomes current
* When start light changes colour
* When countdown clock starts/stops during the starting procedure
* Every 5 secs from the point when start light becomes green to the point where the athlete passes the speed trap
* When the athlete passes speed trap, approx. 10m before take-off
* When the athlete receives the distance
* When scores received for the current athlete including score data without changing Previous/Current/Next
* If there is any interruption or break in the competition

2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8


Competition (0,1)
Gen
Sport
Codes
ExtendedInfos (0,1)
ExtendedInfo (1,N)
Type
Code
Pos
Value
Result (0,N)
Rank
RankEqual
Result
IRM
QualificationMark
SortOrder
StartOrder
StartSortOrder
ResultType
Diff
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
Rank
RankEqual
IRM
Discard
Competitor (1,N)
Code
Type
Bib
Organisation
Composition (0,1)
Athlete (0,N)

Code
Order
Bib
ExtendedResults (0,1)
ExtendedResult (1,N)
Type
Code
Pos
Value
Value2
Rank
RankEqual
Discard

2.3.4.5 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 /ExtendedInfos /ExtendedInfo (1,N)				
Type		**Code**	**Pos**	**Description**
UI		GATE	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the current gate number, matching @Pos in DT_CONFIG.
UI		START_INDIC	N/A	Element Expected: When start indicator changes colour.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @StartIndicator	Send 'GREEN', 'YELLOW' or 'RED' to indicate the light.
DISPLAY		PREVIOUS	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the previous athlete. An athlete only becomes Previous when there is a new Current (green light) or if there is a delay.

DISPLAY		CURRENT	N/A	Element Expected: When available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current athlete. An athlete becomes Current when advancing on to the bar with the green light.
	Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension **Expected Only when start light becomes green, when the athlete passes the speed trap and every 5 secs in between.**			
	Attribute	**Value**	**Description**	
	Code	TO_BEAT		
	Pos	Numeric 0	Send the rank which the competitor is trying to beat (1..3)	
	Value	Numeric ##0.0	Send the distance needed (to beat) for the corresponding rank (in @Pos) in metres for the competitor.	
WIND		SPEED	N/A	Element Expected: Only when start light becomes green, when the athlete pass speed trap and every 5 secs in between.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric [+/-]#0.0 or 0.0	Send the wind speed in M/S.
DISPLAY		NEXT	N/A	Element Expected: When available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(20) without leading zeroes	Send the competitor ID of the next athlete to jump. An athlete becomes next when the one before becomes Current.

Sample (Ski Jump)

```
<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="89.0" />
    <Extension Code="TO_BEAT" Pos="2" Value="87.0" />
    <Extension Code="TO_BEAT" Pos="3" Value="84.0" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="5554545" />
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Rank of the competitor in the event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.

Result	O	Numeric ###0.0	Result for the event unit.
IRM	O	SC @IRM	IRM for the event unit. Send only in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates the qualification of the competitor for the next round of the competition. Not applicable in NCB
SortOrder	M	Numeric See table comment	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric See table comment	The start order of the competitors in the unit as displayed.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	Numeric ###0.0 or +m:ss	Points behind the leader in the unit or Time behind the leader for Nordic Combined. In this case send 0:00 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		**Code**	**Pos**	**Description**
ER		CUMULATIVE	N/A	Element Expected: When data is available after the jump in the competition round (not qualification). For team events in both rounds, for individual, only in the final round.
	Attribute	**M/O**	**Value**	**Description**
	Value	O	Numeric ###0.0	Cumulative score of the competitor (team or individual depending on the event)
	Rank	O	String	Cumulative rank of the competitor after the jump (team or individual depending on the event)
	IRM	O	SC @IRM	The invalid result mark if applicable
ER		DIST	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump distance in metres.
	Value2	M	Numeric ##0.0	Jump distance points. Can be negative.
	Rank	O	String	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if distance rank is equaled (only send in training and trials) else do not send.
ER		SPEED	N/A	Element Expected: When data is available.

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Maximum in kmh
	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled (only send in training and trials).
ER		IRF	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if in run fall else do not send.
ER		FALL	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if a fall (not IRF)
JUDGE		A, B, C, D, E, TOT	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.
COMPEN		GATE_NUM	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gate number, matching @Pos in DT_CONFIG.
	Value2	O	Numeric #0.0 or -#0.0	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate.
	Sub Element: Competition /Result /ExtendedResults /ExtendedResult /Extension Expected If applicable and only for current athlete.			
	Attribute	**Value**	**Description**	
	Code	GATE_CHANGE		
	Pos	N/A		
	Value	SC @GateChange	Send code (J or C) to indicate the trigger for a gate change for the current athlete	
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00 or -#0.00	Wind speed.
	Value2	M	Numeric	Wind compensation points.

			#0.0 or -#0.0	
COMPEN		TOT	N/A	Element Expected: When data is available.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0 or -#0.0	Total compensation.

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" Value2="79.0" />
    <ExtendedResult Type="ER" Code="SPEED" Value="90.7" />
    <ExtendedResult Type="JUDGE" Code="A" Pos="1" Discard="Y" Value="15.5" />
    <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" Discard="Y" Value="17.0" />
    <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
    <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
    <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
    <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
  </ExtendedResults>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1" />
    </Composition>
  </Competitor>
</Result>
```

Element: Competition /Result /Competitor (1,N)			
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(2)	Bib number of the team in team competitions.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,N) **Only include current athlete in a team, not all team members**			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric 0	Order of the athletes within the team. This is the same as the athlete group.
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
Type		**Code**	**Pos**	**Description**
ER		PTS	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump points for the athlete.
	Rank	M	S(2)	Rank based on points within the group.
	RankEqual	O	S(1)	Send 'Y' if points rank is equaled else not sent.
ER		DIST	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Jump distance in metres.
	Value2	O	Numeric ##0.0	Jump distance points. Can be negative.
	Rank	O	String	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if distance rank is equaled (only send in training and trials).
ER		SPEED	N/A	Element Expected: When data is available only in team competition
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Maximum speed in kmh.
	Rank	O	String	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	S(1)	Send 'Y' if speed rank is equaled (only send in training and trials).
ER		IRF	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if in run fall else do not send.
ER		FALL	N/A	Element Expected: If applicable
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send 'Y' if a fall (not IRF)
ER		IRM_IND	N/A	Element Expected:

				If applicable and only for individuals in team events (not trial) if athlete disqualified.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @IRM	Send IRM code.
ER		IRM_RULE	N/A	Element Expected: If applicable.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	String	Send rule number if disqualified.
	Value2	O	String	Send rule description if disqualified.
JUDGE		A, B, C, D, E, TOT	S(1)	Code Description: Send Judge Position (A..E) or TOT for total judge score. Pos Description: Judge order 1..5 or 6 for TOT. Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.
COMPEN		GATE_NUM	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Gate number matching @Pos in DT_CONFIG.
	Value2	O	Numeric #0.0 or -#0.0	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available (but not training or trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00 or -#0.00	Wind speed.
	Value2	M	Numeric #0.0 or -#0.0	Wind compensation points.
COMPEN		TOT	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.0 or -#0.0	Total compensation.

2.3.4.6 Message Sort

Sort by Result @StartSortOrder.

2.3.5 Cumulative Results

2.3.5.1 Description

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

In Ski Jumping the Cumulative Results message is used to send the cumulative results of the competition. The message does not apply in Nordic Combined.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Phase	Full RSC of the phase, send according to the ODF Common Codes document. Note that this message is not applicable to trainings or trials. Not applicable in Nordic Combined
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	It indicates the status of the results START_LIST LIVE after each athlete completes a jump INTERMEDIATE after round OFFICIAL UNOFFICIAL PROTESTED
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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

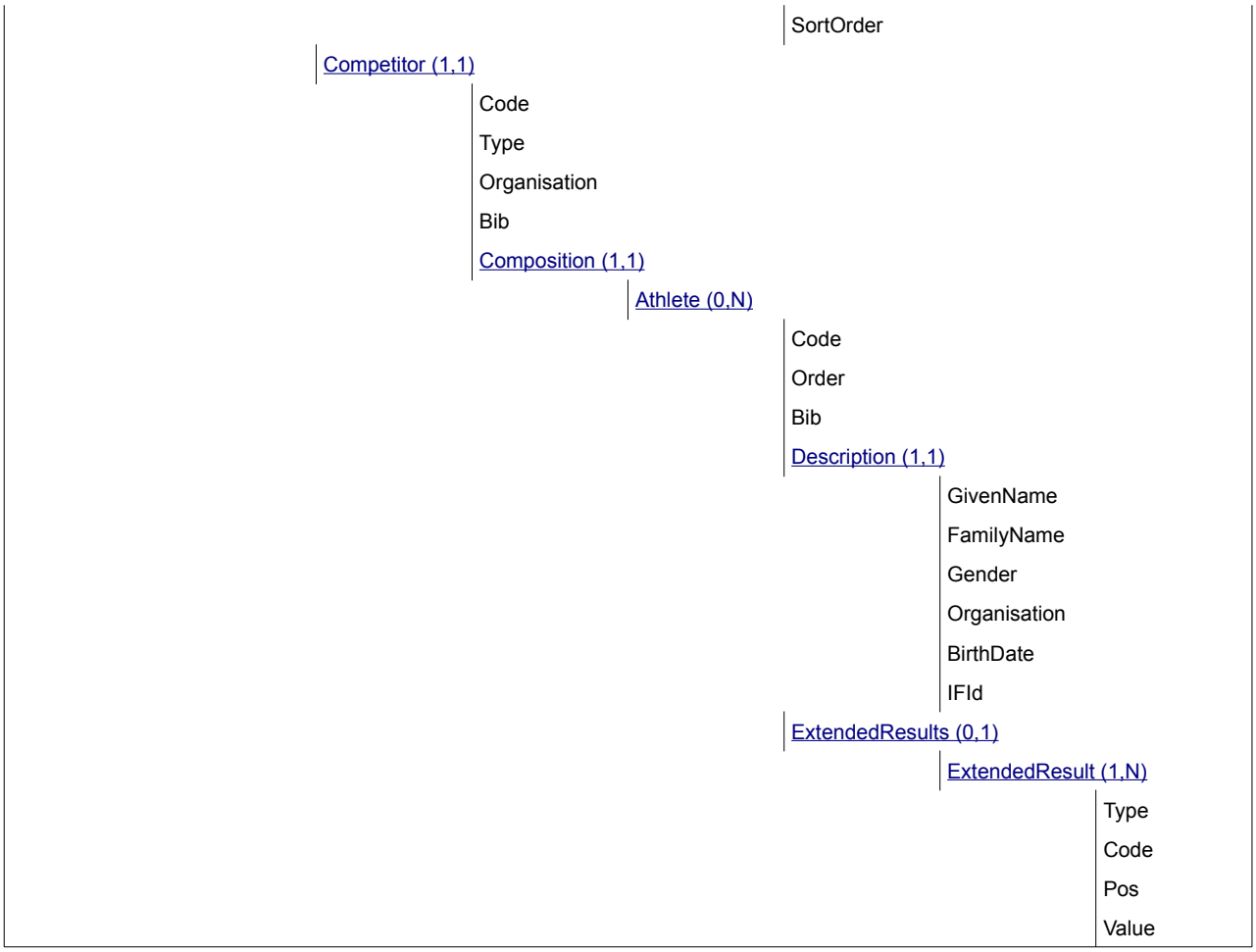
2.3.5.3 Trigger and Frequency

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		Progress (0,1)					
			LastUnit				
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
			Location				
			LocationName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		Diff					
		SortOrder					
		ResultItems (0,1)					
			ResultItem (1,N)				
				Unit			
				Order			
				Result (1,1)			
					Rank		
					RankEqual		
					ResultType		
					Result		
					IRM		
					QualificationMark		



2.3.5.5 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 /ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	Phase ENG Description (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @SportGender	Gender code for the event unit

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

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

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the cumulative result
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ###0.0	Cumulative result. Send when the @ResultType is POINTS.
IRM	O	SC @IRM	Invalid result mark (IRM) for the cumulative result if applicable. Only send where @ResultType is IRM
Diff	O	Numeric ###0.0	Cumulative points behind the leader. Send 0.0 for the leader.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

Attribute	M/O	Value	Description
Unit	M	Full RSC Unit or Full RSC Phase	Full RSC
Order	M	Numeric 0	Logical order of the sub-units, chronological.

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

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit or phase identified by /ResultItems /ResultItem.
Result	O	Numeric ###0.0	The result of the competitor for the event unit or phase identified by /ResultsItems /ResultItem. Send when the @ResultType is POINTS.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which indicates the competitor is qualified for the next round.
SortOrder	M	Numeric #0	Used to sort all results in an unit or phase identified by /ResultItems /ResultItem.

Element: Competition /Result /Competitor (1,1)

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
Organisation	M	CC @Organisation	Competitor's organisation
Bib	O	S(2)	Bib number

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute used to sort team members in a team or 1 if single athlete.
Bib	O	S(5)	Athlete's bib number. In case of a team member it will be constructed from team's bib and the order within the team. (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /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: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) **Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".**				
Type		**Code**	**Pos**	**Description**
ER		CUM_TOT	N/A	Element Expected: When data is available in the team competition.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0.0	Cumulative points for the individual in the team competition.

Sample (Team)

```
<Result Rank="1" ResultType="POINTS" Result="1041.1" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SJPMLHTEAM4----------FNL-0001SJ--">
      <Result Rank="1" ResultType="POINTS" Result="519.0" QualificationMark="Q" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="SJPMLHTEAM4----------FNL-0002SJ--">
      <Result Rank="2" ResultType="POINTS" Result="522.1" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SJMLHTEAM4-GER01" Type="T" Bib="11" Organisation="GER" >
    <Description TeamName="Germany" />
    <Composition>
      <Athlete Code="2028758" Bib="11-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="121.0" >
      </Athlete>
      <Athlete Code="2028738" Bib="11-2" Order="2">
        <Description GivenName="Jon" FamilyName="Black" Gender="M" Organisation="GER" BirthDate="1993-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="122.5" >
      </Athlete>
      <Athlete Code="2028740" Bib="11-3" Order="3">
        <Description GivenName="Jack" FamilyName="Jones" Gender="M" Organisation="GER" BirthDate="1993-11-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="118.0" >
      </Athlete>
      <Athlete Code="2028756" Bib="11-4" Order="4">
        <Description GivenName="Bill" FamilyName="Towner" Gender="M" Organisation="GER" BirthDate="1992-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="120.5" >
      </Athlete>
    </Composition>
  </Competitor>
```

Sample (Individual)

```
<Result Rank="2" ResultType="POINTS" Result="246.2" SortOrder="2">
  <ResultItems>
    <ResultItem Unit="SJPWNH----------FNL-0001SJ--">
      <Result Rank="5" ResultType="POINTS" Result="120.2" QualificationMark="Q" SortOrder="5" />
    </ResultItem>
    <ResultItem Unit="SJPWNH----------FNL-0002SJ--">
      <Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

2.3.5.6 Message Sort

The ResultItems should be ordered in the same order in which they took place, earliest to latest.
Result @SortOrder will be the attribute used to sort the results.
During a unit (particularly units where athletes participate one-by-one) the order should be:
1) All athletes finished the current unit ordered by overall rank
2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
3) All athlete still to start in the current unit (start order)
4) All athletes not qualified, but having a score from previous units
5) All athletes with IRM (sorting according to Discipline/ORIS standard order)

2.3.6 Event Final Ranking

2.3.6.1 Description

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

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

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event	Sent for all the competition events, full RSC of the Event One message is sent for each event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. PARTIAL 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

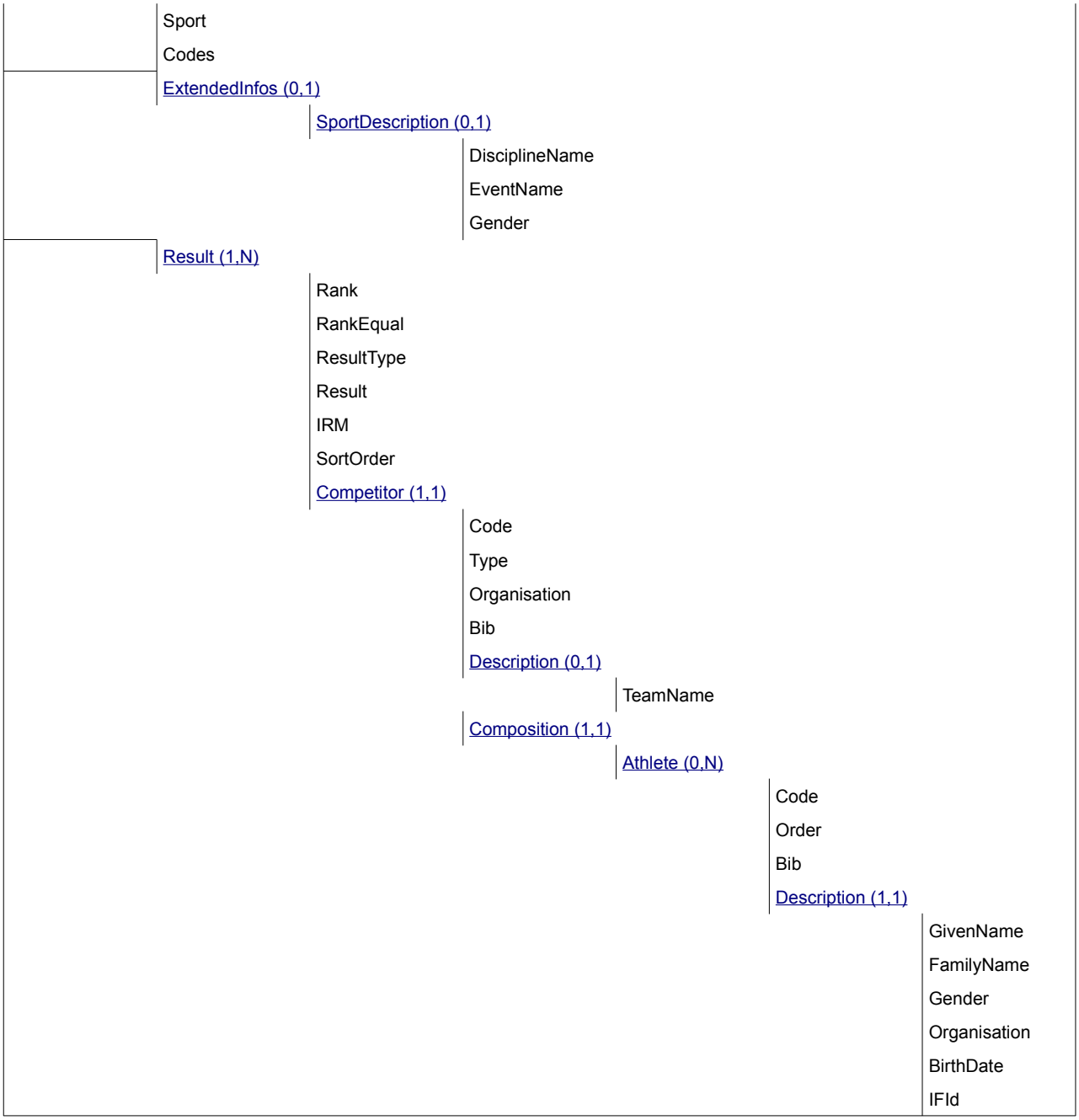
This message is only triggered after a unit which affects the final ranking is official and that ranking is not subject to change.
Send as PARTIAL after Qualification and again after the First Round of the Final

Trigger also after any change.

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					



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

Element: Competition /Result (1,N) **For any event final ranking message, there should be at least one competitor being awarded a result for the event.**			
Attribute	**M/O**	**Value**	**Description**
Rank	O	String	Final rank of the competitor in the corresponding event .It is optional because the competitor can have an IRM.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ###0.0	Final result for the competitor. Do not send qualification result.
IRM	O	SC @IRM	Send if the competitor has an invalid result mark (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.

Element: Competition /Result /Competitor (1,1)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID. "NO_AWARD" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for team
Organisation	O	CC @Organisation	Competitor's organisation if known
Bib	O	S(2)	Competitor Bib

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	**M/O**	**Value**	**Description**

Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /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 (Biathlon)

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

2.3.6.6 Message Sort

Sort by Result @SortOrder

2.3.7 Configuration

2.3.7.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However, it may be possible that the configuration for one event, phase or event unit is not known in advance.

In Ski Jumping discipline and Ski Jumping part of Nordic Combined, DT_CONFIG is generated at Event level and at Unit level.
* At Event level, the DocumentCode is the Event RSC and the content is hill data.
* At Unit level, the DocumentCode is the Unit RSC and the content is qualification criteria for the specific Unit, if qualification criteria are applied.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Event CC @Unit	Send one message per unit with qualification criteria (only in SJP and First Round). Send one message per event with hill information (in SJP and NCB). Note: Even if the hill changes due to weather the RSC remains the same.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one discipline (ODF Sport Data Dictionary).

Trigger also after any major change, but considering that, if possible, the configuration for one event, phase or 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.

2.3.7.4 Message Structure

The following table defines the structure of the message.

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

2.3.7.5 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 /Configs /Config (1,N)			
Attribute	**M/O**	**Value**	**Description**
Unit	M	CC @Unit CC @Event	Full RSC. RSC is the Event RSC when DocumentCode is at Event level RSC is the Unit RSC when DocmentCode is at Unit level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type		**Code**	**Pos**	**Description**
HILL		HILL_TYPE	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @HillType	Hill type (Normal Hill or Large Hill).
HILL		HILL_SIZE	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Hill size in metres.

HILL		HILL_SIZE_95	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ###0.0 or ###0	95% of the hill size (HS) in metres. Use decimal point only when 95% of Hill Size is measured to the level of decimeters.
HILL		K_POINT	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	K-point in metres.
HILL		GATE_FACTOR	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Gate factor (points per metre).
HILL		METRE_VALUE	N/A	Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric 0.0	Metre value (points per metre).
HILL		WIND_FACTOR	S(1)	Pos Description: Send H for Head Wind Factor and T for Tail Wind Factor. Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0.00	Wind factor in points per m/s
HILL		GATE	Numeric #0	Pos Description: Send from 1...n to identify each gate. Element Expected: Always in event level message.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(5)	The official number of the gate.
	Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always			
	Attribute	**Value**	**Description**	
	Code	IR		
	Pos	N/A		
	Value	Numeric #0.00	In-run length of the gate.	
NC		PTS_MIN	N/A	Element Expected: Always for Nordic Combined.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0	Points per minute calculation.

NC		SEC_PTS	N/A	Element Expected: Always for Nordic Combined.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric	Seconds per point calculation.
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable, send by unit in SJP Qualification and First Round
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	N/A	Element Expected: When applicable, send by unit in SJP Qualification and First Round.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION		QUAL_RULE	N/A	Element Expected: For SJP Qualification and 1st Round.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @QualRule	Send the code for the qualification rule.

Sample (Unit level message Document code is at Unit Level)

```
<Configs>
  <Config Unit="SJPMNH----------QUAL0001SJ--">
    <ExtendedConfig Type="QUALIFICATION" Code="FROM_RANK" Value="1" />
    <ExtendedConfig Type="QUALIFICATION" Code="TO_RANK" Value="50" />
    <ExtendedConfig Type="QUALIFICATION" Code="QUAL_RULE" Value="TOP50" />
  </Config>
```

Sample (Event level message Document code at Event Level)

```
<Configs>
  <Config Unit="SJPMNH----------------------------">
    <ExtendedConfig Type="HILL" Code="HILL_TYPE" Value="NH" />
    <ExtendedConfig Type="HILL" Code="HILL_SIZE" Value="101" />
    <ExtendedConfig Type="HILL" Code="HILL_SIZE_95" Value="96" />
    <ExtendedConfig Type="HILL" Code="K_POINT" Value="95" />
    <ExtendedConfig Type="HILL" Code="METRE_VALUE" Value="2.0" />
    <ExtendedConfig Type="HILL" Code="GATE_FACTOR" Value="6.36" />
    <ExtendedConfig Type="HILL" Code="WIND_FACTOR" Pos="H" Value="7.00" />
    <ExtendedConfig Type="HILL" Code="WIND_FACTOR" Pos="T" Value="3.00" />
    <ExtendedConfig Type="HILL" Code="GATE" Pos="1" Value="01" >
      <ExtendedConfigItem Code="IR" Value="69.50" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="2" Value="02" >
      <ExtendedConfigItem Code="IR" Value="70.00" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="3" Value="03" >
      <ExtendedConfigItem Code="IR" Value="70.50" />
    </ExtendedConfig>
    <ExtendedConfig Type="HILL" Code="GATE" Pos="4" Value="04" >
      <ExtendedConfigItem Code="IR" Value="71.00" />
    </ExtendedConfig>
...
  </Config>
```

2.3.7.6 Message Sort

There is no general message sorting rule.

2.3.8 Weather conditions

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @Discipline	Full RSC at discipline level
DocumentSubcode	CC @Location	Location code (venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

The message is sent for each session:
* 30 - 60 minutes before the start of the session and then hourly until the end of the session

2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	

		Wind_Direction	
		Condition (0,3)	
			Code
			Value
		Temperature (0,N)	
			Code
			Unit
			Value
		Wind (0,N)	
			Code
			Unit
			Value

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	SC @WeatherPoint	Weather Points, send GEN only
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction

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

Element: Competition /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: Competition /Weather /Conditions /Wind (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(5)	Wind Speed, send SPEED
Unit	M	SC @WindUnit	Unit for Wind. Use MS and KMH
Value	M	Numeric ##0.0	Wind speed

Sample (Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" 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>
</Weather>
```

2.3.8.6 Message Sort

There is no special sort order requirement for this message.

3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_PARTIC_NAME		x				
	DT_SCHEDULE		x		o		o
	DT_PDF C08 Competition Schedule (by VRM)		x				
	DT_PDF C35 Competition Officials (by VRM)		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
If there are changes in officials data	DT_PDF C35 Competition Officials (by VRM)		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Competition Schedule (by OVR)		x				
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAM_UPDATE		x				
2 hours before the 1st Team Captains' meeting	DT_PDF C30 Number of Entries by NOC		x				
	DT_PDF C32A (Gender RSC level)		x				
After the Draw/Team Captain's Meeting	DT_CONFIG			x	o		
	DT_RESULT	START_LIST					x
	DT_CUMULATIVE_RESULTS (competition rounds only)	START_LIST			x		
	DT_PDF C51xxx				x		x

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (-5 minutes)	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o

When the unit starts and after every update	DT_RESULT	LIVE					x
	DT_CURRENT						x
	DT_CUMULATIVE_RESULTS (competition rounds only)	LIVE			x		

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete receives scores)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNOFFICIAL					x
When competition finishes in the first unit (last athlete receives scores)	DT_CUMULATIVE_RESULTS (competition rounds only)	INTERMEDIATE			x		
When competition finishes in the last unit (last athlete receives scores)	DT_CUMULATIVE_RESULTS (competition rounds only)	UNOFFICIAL			x		
When competition finishes (last athlete receives scores)	DT_PDF C73xx Results	UNOFFICIAL					x
When there is a protest	DT_RESULT	PROTESTED					x
	DT_CUMULATIVE_RESULTS (competition rounds only)	PROTESTED			x		
After Training, Trial or Competition Round results units are approved	DT_RESULT	OFFICIAL					x
Results are approved after first unit	DT_CUMULATIVE_RESULTS (competition rounds only)	INTERMEDIATE			x		
Results are approved after last unit	DT_CUMULATIVE_RESULTS (competition rounds only)	OFFICIAL			x		
Results are approved	DT_PDF C73xx Results	OFFICIAL					x
After qualification & first competition round	DT_RANKING	PARTIAL		x			
After final round	DT_RANKING	OFFICIAL		x			
Before Victory/Venue Ceremony when results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92A, B, X Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				
Use Sport Code (NEV)	DT_PDF C97 FIS Nordic Events Medal Standings		x				

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

4 Document Control

Version history		
Version	**Date**	**Comments**
V0.1	20 Feb 2020	First version, including OVR review.
V0.2	10 Jul 2020	Updated after PT0
V1.0	14 Aug 2020	Updated
V1.1	20 Nov 2020	Updated with CR020707
V1.2	11 Dec 2020	Timeline added
V1.3	15 Jan 2021	Updated with CR021213
V1.4	5 Mar 2021	Updated
V1.5	9 Aug 2021	Updated after Homologation

File Reference: WOG-2022-SJP-1.5 APP

Change Log		
Version	**Status**	**Changes on version**
V0.1	SFR	First version
V0.2	SFA	Applicable Message: Updated list DT_PARTIC: Participant/Weight removed DT_PARTIC: Update to clarify no historical athletes DT_PARTIC: Update Description at Participant /Discipline /RegisteredEvent /Event DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Add PROTESTED as possible ResultStatus in header values DT_RESULT: Update Description at Result/QualificationMark DT_RESULT: Remove ER/DIFF_TIME at Result /ExtendedResults /ExtendedResult DT_RESULT: Result /Competitor /Composition /Athlete /StartOrder DT_RESULT: Update Description of COMPEN/NO_COMP at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Description of COMPEN/NO_COMP at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update Expected at EUE/PERFORM at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update UI/STARTERS including COMPLETED at ExtendedInfos /ExtendedInfo to clarify teams (to behave like scoreboard) DT_RESULT: Update Value2 at COMPEN/GATE_NUM at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Value2 at COMPEN/GATE_NUM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CURRENT: Update Value2 at COMPEN/GATE_NUM at Result /ExtendedResults /ExtendedResult DT_CURRENT: Update Value2 at COMPEN/GATE_NUM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CURRENT: Remove ER/PTS at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to be the same as in DT_RESULT DT_CURRENT: Remove ER/GROUP at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_CURRENT: Correct WIND/SPEED at ExtendedInfos /ExtendedInfo DT_CURRENT: Update expected for Result /Competitor /Composition /Athlete to clarify not all team members expected DT_CUMULATIVE_RESULT: Update Documentcode Description in the header values DT_CUMULATIVE_RESULT: Remove UNCONFIRMED as a ResultStatus in the header values DT_CUMULATIVE_RESULT: Update Description at Resylt/Diff DT_RANKING: Update triggering DT_CONFIG: Update Description at QUALIFICATION/TO_RANK at Configs /Config /ExtendedConfig Update M/O throughout as appropriate Editorial improvements as needed

		DT_PARTIC_TEAMS: Update Triggering DT_PARTIC_TEAMS: Add Team/Discipline/IFId DT_RESULT: Update UI/LAST_QUAL at ExtendedInfos /ExtendedInfo DT_RESULT: Update Expected at UI/BASE_GATE at ExtendedInfos /ExtendedInfo DT_RESULT: Update message description re trials in teams DT_RESULT: Update Result/QualificationMark DT_CURRENT: Update Result/QualificationMark DT_RANKING: Update Result /Competitor /Code DT_CONFIG: Update DocumentCode in header values DT_CONFIG: Update Expected for QUALIFICATION/FROM_RANK and TO_RANK at Configs /Config /ExtendedConfig
V1.0	APP	Add section 2.1, Overview. DT_CONFIG: Correct typo at QUALIFICATION/QUAL_RULE (from incorrect EC/QUAL_RULE)
V1.1	APP	DT_RESULT: Add extended results FALL DT_CURRENT: Add extended results FALL DT_CURRENT: Update COMPEN/GATE_NUM/GATE_CHANGE at Result /ExtendedResults /ExtendedResult DT_CUMULATIVE_RESULT: Add START_LIST as a possible ResultsStatus in the message header DT_CURRENT: Update Value or UI/START_INDIC at ExtendedInfos /ExtendedInfo (no change in data sent, only for translation)
V1.2	APP	Timeline added
V1.3	APP	DT_CURRENT: Add ER/CUMULATIVE at Result /ExtendedResults /ExtendedResult (OSRP CR021213)
V1.4	APP	DT_RESULT: Change wind speed compensation to 2 decimals to match OVR implementation (typographical error) DT_CURRENT: Change wind speed compensation to 2 decimals to match OVR implementation (typographical error) DT_WEATHER: Update triggering [CR021512]
V1.5	APP	DT_CURRENT: Update DISPLAY/CURRENT/TO_BEAT at ExtendedInfos /ExtendedInfo /Extension to always send [HPQC198215] DT_CURRENT: Update triggering and message description [HPQC197864] DT_CURRENT: Add DISPLAY/PREVIOUS and update DISPLAY/CURRENT and DISPLAY/NEXT at at ExtendedInfos /ExtendedInfo [HPQC197864] Timeline: Update for status in C51(typographical error HPQC197457)