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WOG-2022-SJP-1.0 APP

Olympic Data Feed



Ski Jumping ODF Data Dictionary

Technology and Information Department
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WOG-2022-SJP-1.0 APP
14 August 2020



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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 and each jump. DT_RESULTS is at jump level.

* In the case of training, each training consists of three jumping rounds. The RSC for the training and each round 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 should follow the general definition rules.
- Message responsibilities appears in the ODF Foundation Principles Appendices

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



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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	Full_RSC (discipline level)	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.



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



			<p>Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
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 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 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 be different teams.

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

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 IFld 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 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 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 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 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



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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	Full RSC	Sent 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. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). Expected statuses are: START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) 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:

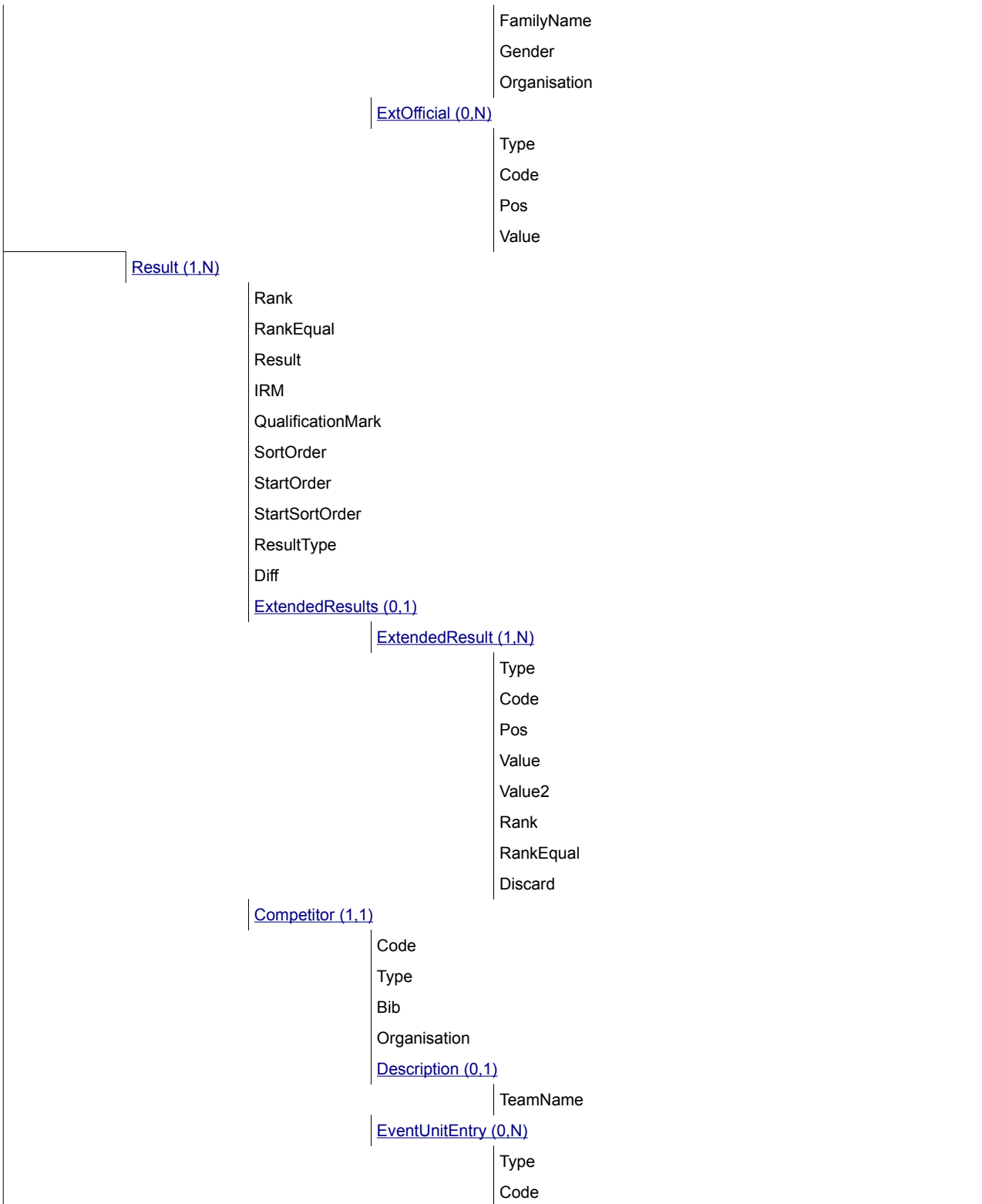
- UNOFFICIAL: At least until the end of the Equipment Control, which should be finished approximately five (5) minutes after the end of a round
- PROTESTED: If a protest has been announced within five (5) minutes, until its resolution
- OFFICIAL: If no protest has been logged during the five (5) minutes during the protest period, and after all protests have been resolved

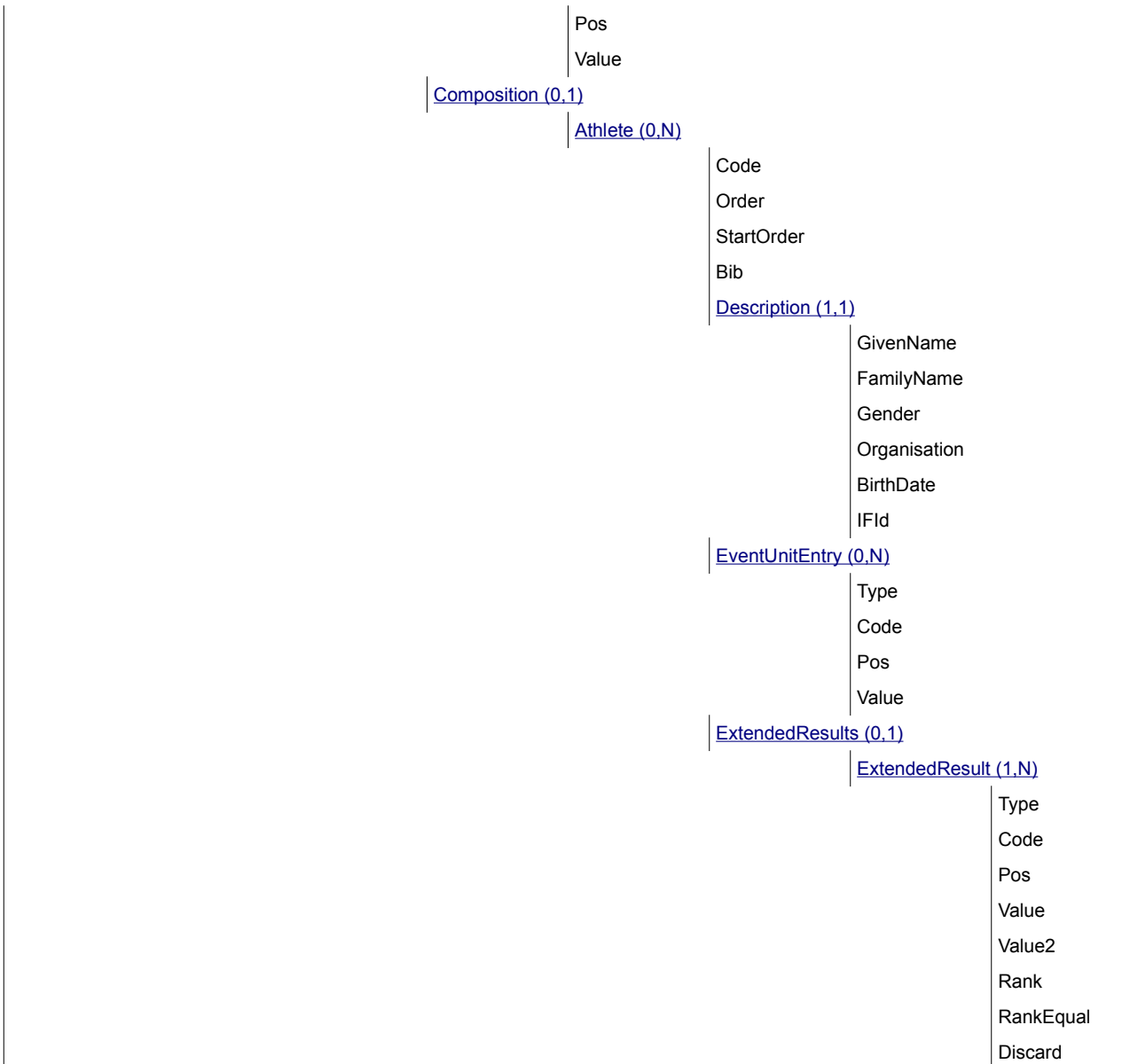
* After any change (except data during the current athlete attempt)

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		





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 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 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
	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
	Value	M	Numeric #0
			Base Gate matching @Pos in DT_CONFIG.
UI	STARTERS	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Sent the number of competitors on the start list. For teams, this is the number of teams
	Sub Element 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" />
</ExtendedInfos>
```

Element ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

Element ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element Officials /Official (1,N)

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

Element Officials /Official /Description (1,1)

Officials extended information.

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



Element 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 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 ###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 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		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	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Wind speed. May be negative.
	Value2	M	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available.
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Total compensation. May be negative.
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 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 Result /Competitor /Description (0,1)			
Used in Team events only.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

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

Element Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	GROUP_ORDER	N/A	Element Expected: Only in team competitions.
	Attribute	M/O	Value
	Value	M	Numeric #0
EUE	PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance. Send CCS for Cross Country Performance. Element Expected: Always when available in Nordic Combined and included in both team and individual events.



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

Element 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	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	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Wind speed. May be negative.
	Value2	M	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Total compensation. May be negative.



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 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	Full RSC	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	SC @Source	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

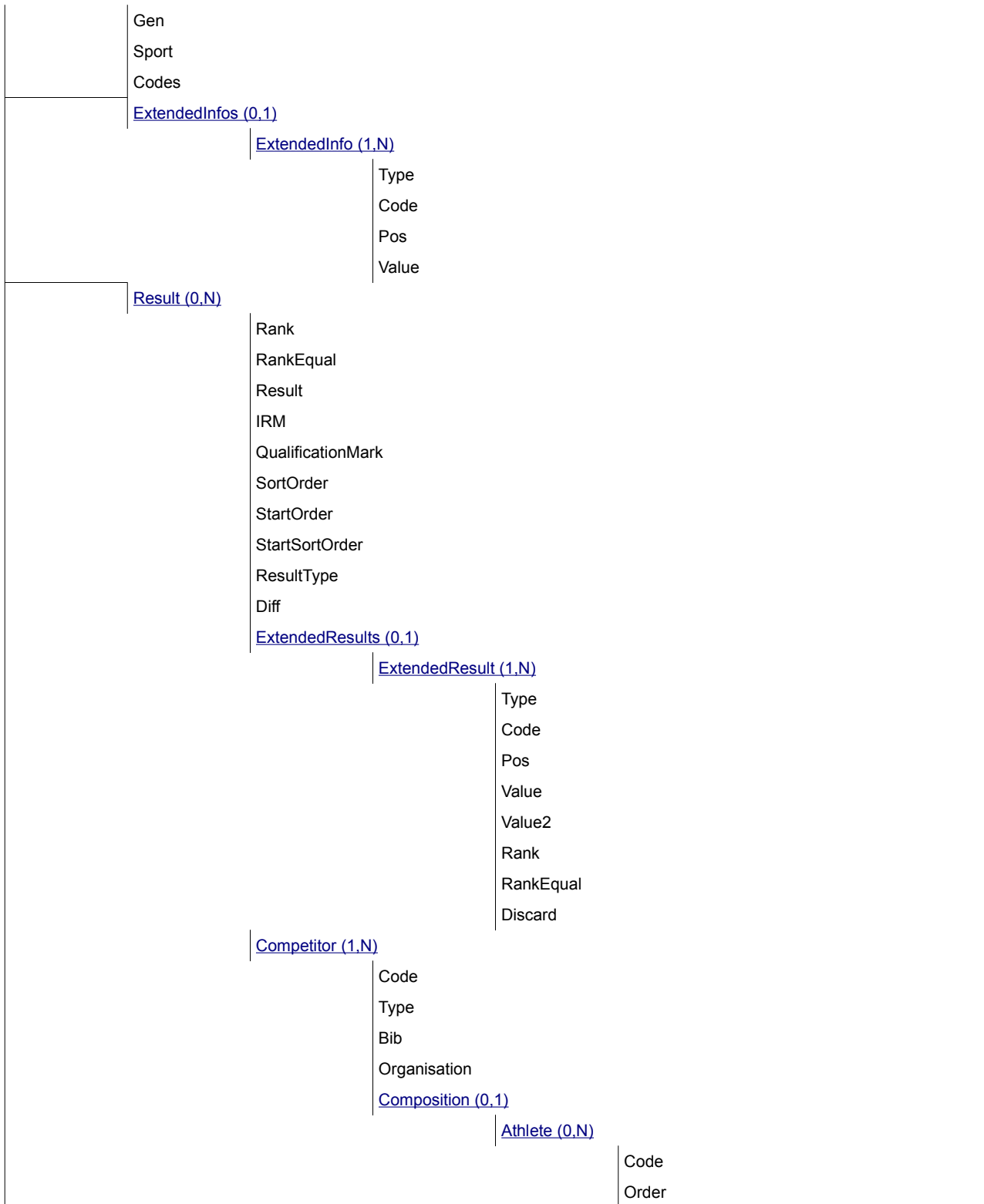
This message is sent:

- * 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

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)							





	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 ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
UI	GATE	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	Numeric #0
	Description		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
	Value	M	S(6)
	Description		Send 'GREEN', 'YELLOW' or 'RED' to indicate the light.
DISPLAY	CURRENT	N/A	Element Expected: When available
	Attribute	M/O	Value
	Value	M	S(20) without leading zeroes
	Description		Send the competitor ID of the current athlete result.
Sub Element 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 in the final round.
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.

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 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	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be



		See table comment	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 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.
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	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate. May be negative.
Sub Element Result /ExtendedResults /ExtendedResult /Extension Expected If applicable and only for current athlete.			
Attribute	Value	Description	
Code	CHG_JURY		
Pos	N/A		
Value	S(1)	Send 'Y' if this is a gate change by the jury else do not send.	
COMPEN	WIND_SPEED	N/A	Element Expected: When data is available.
Attribute	M/O	Value	Description
Value	M	Numeric #0.0	Wind speed. May be negative.
Value2	M	Numeric #0.0	Wind compensation points. May be negative.
COMPEN	TOT	N/A	Element Expected: When data is available.
Attribute	M/O	Value	Description
Value	M	Numeric #0.0	Total compensation. May be negative.

Sample (Individual)



```
<Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" StartOrder="5" StartSortOrder="5" > <ExtendedResults>
  <ExtendedResult Type="ER" Code="DIST" Value="104.5" 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 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 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 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		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	Gate compensation points Send compensation points if applicable. Not sent when jumping from base gate. May be negative.
COMPEN		WIND_SPEED	N/A	Element Expected: When data is available (but not training or trials).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Wind speed. May be negative.
	Value2	M	Numeric #0.0	Wind compensation points. May be negative.
COMPEN		TOT	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
	Attribute	M/O	Value	Description
	Value	M	Numeric #0.0	Total compensation. May be negative.

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	Full RSC	Sent 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. Ascendant number
ResultStatus	SC_@ResultStatus	It indicates the status of the results 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

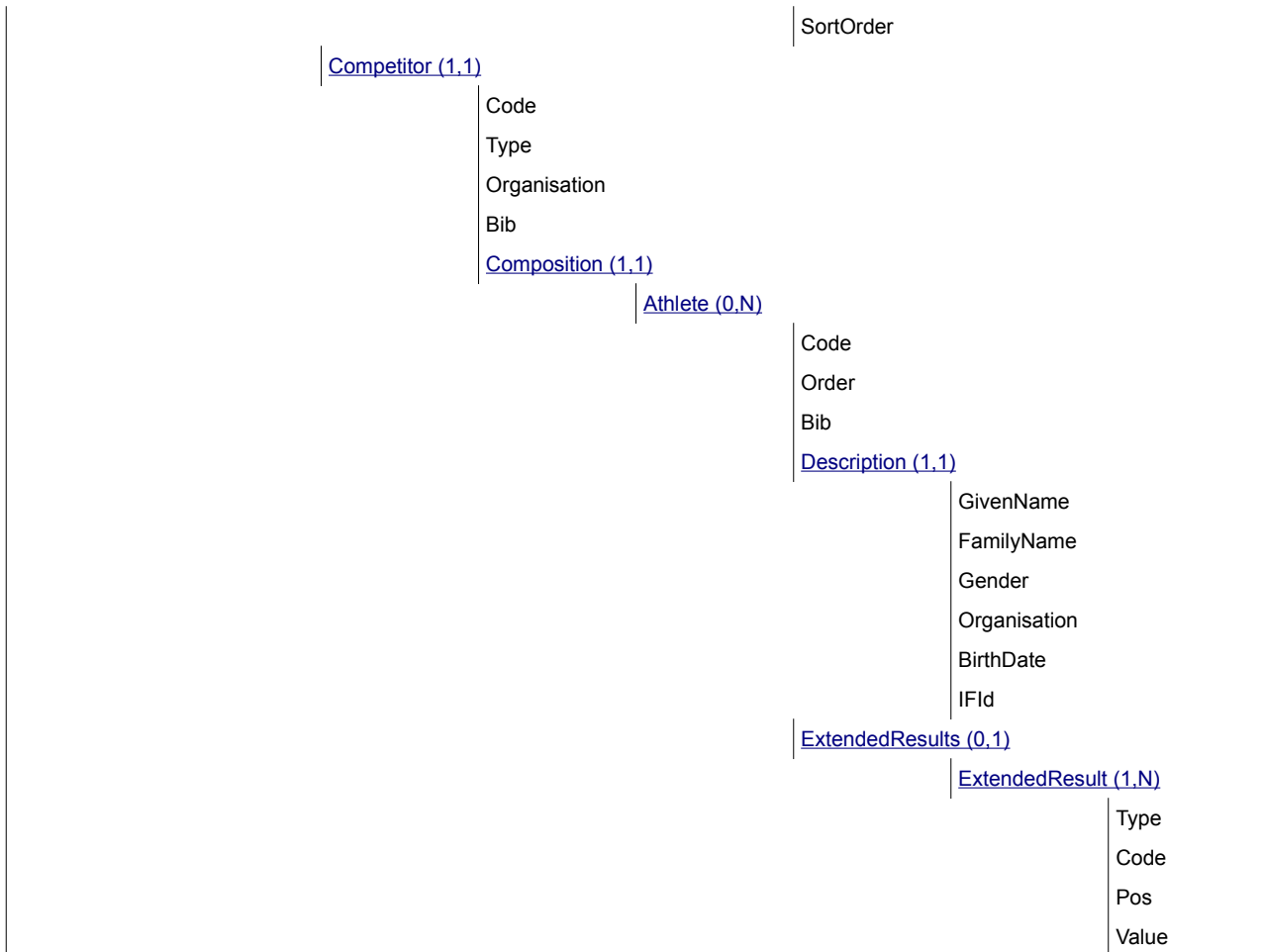
- * Send when the start list of the first unit is sent (INTERMEDIATE)
- * Send after each athlete completes a jump (LIVE)
- * Send after round (INTERMEDIATE)
- * Send after the last round is complete (UNOFFICIAL / OFFICIAL as appropriate)



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 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 ExtendedInfos /SportDescription (0,1)



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

Element ExtendedInfos /VenueDescription (0,1)

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

Element Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	S(2)	Rank of the competitor in the cumulative result
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 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 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 /ResultItems /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 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 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 Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

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



Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element Result /Competitor /Composition /Athlete /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
	Value	M	Numeric ###0.0
			Description
			Cumulative points for the individual in the team competition.

Sample (Team)

```
<Result Rank="1" ResultType="POINTS" Result="1041.1" SortOrder="1">
  <ResultItems>
    <ResultItem Unit="SJPLHTEAM4-----FNL-0001SJ--">
      <Result Rank="1" ResultType="POINTS" Result="519.0" QualificationMark="Q" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="SJPLHTEAM4-----FNL-0002SJ--">
      <Result Rank="2" ResultType="POINTS" Result="522.1" SortOrder="2" />
    </ResultItem>
  </ResultItems>
  <Competitor Code="SJMLHTEAM4-GER01" Type="T" Bib="11" Organisation="GER" >
    <Description TeamName="Germany" />
    <Composition>
      <Athlete Code="2028758" Bib="11-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="GER" BirthDate="1994-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="121.0" >
      </Athlete>
      <Athlete Code="2028738" Bib="11-2" Order="2">
        <Description GivenName="Jon" FamilyName="Black" Gender="M" Organisation="GER" BirthDate="1993-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="122.5" >
      </Athlete>
      <Athlete Code="2028740" Bib="11-3" Order="3">
        <Description GivenName="Jack" FamilyName="Jones" Gender="M" Organisation="GER" BirthDate="1993-11-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="118.0" >
      </Athlete>
      <Athlete Code="2028756" Bib="11-4" Order="4">
        <Description GivenName="Bill" FamilyName="Towner" Gender="M" Organisation="GER" BirthDate="1992-12-15" />
        <ExtendedResult Type="ER" Code="CUM_TOT" Value="120.5" >
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

Sample (Individual)



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

2.3.5.6 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	Full RSC of the Event	Sent for all the competition events. One message is sent for each event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC_@ResultStatus	Result status, indicates whether the data is official or partial. 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.

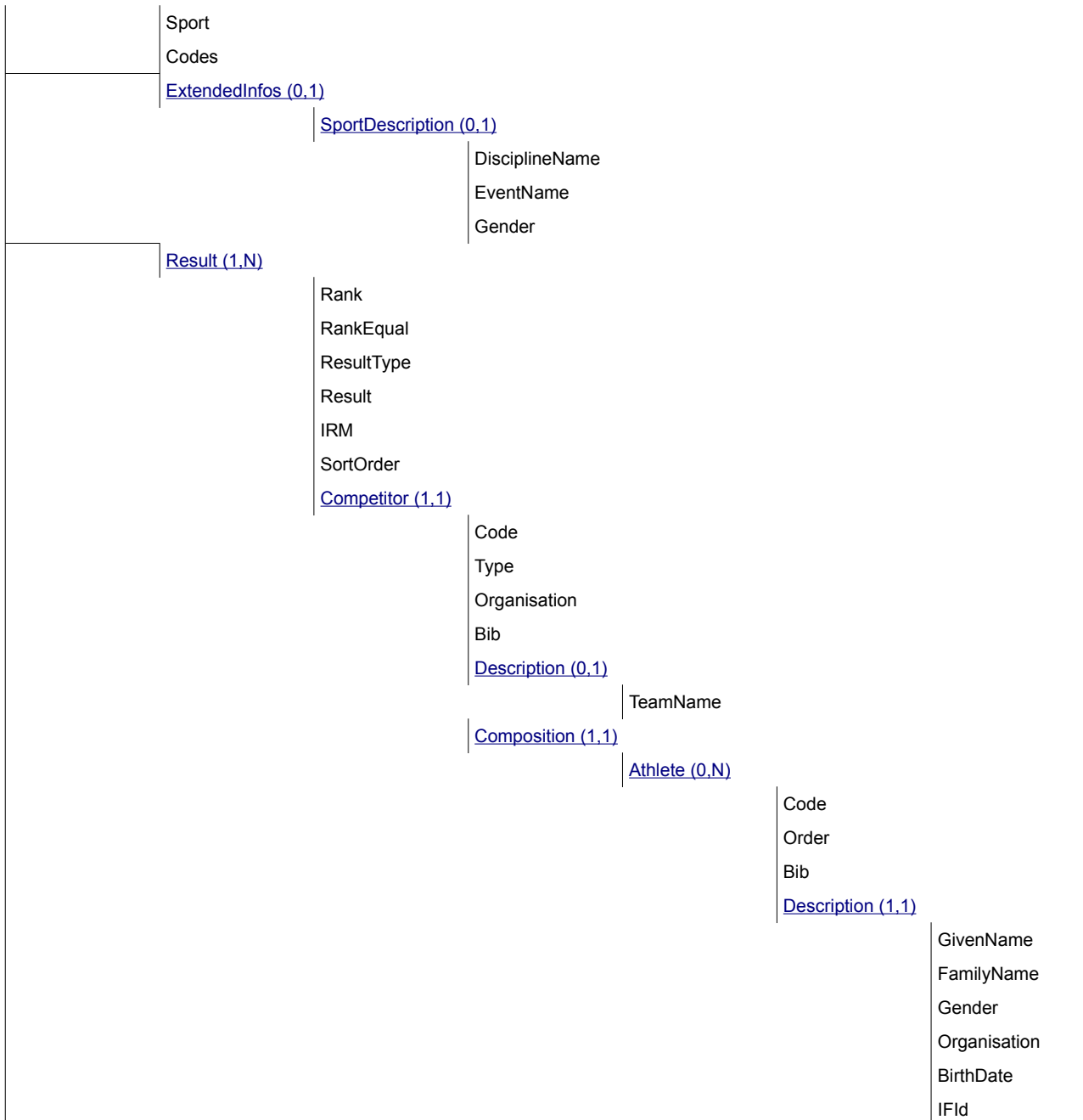
Send as PARTIAL after Qualification and again after the First Round of the Final

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 ExtendedInfos /SportDescription (0,1)

Sport Description in text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit.

Element Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	String	Final rank of the competitor in the corresponding event .It is optional because the competitor can have an IRM.
RankEqual	O	S(1)	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 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 Result /Competitor /Description (0,1)

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

Element 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 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	Full RSC	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 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 DocumentCode is at Unit level.

Element 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
	Value	M	SC @HillType
	Description		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 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	Full RSC	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. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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

* once per session (approximately 30 minutes before start of session)

* when conditions change significantly during 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 Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

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

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



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

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



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3 Document Control

Version history		
Version	Date	Comments
V0.1	20 Feb 2020	First version, including OVR review.
V0.2	10 Jul 2020	Updated after PTO
V1.0	14 Aug 2020	Updated

File Reference: WOG-2022-SJP-1.0 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/IFld 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



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		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)