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WOG-2022-NCB-0.4 SFA

# Olympic Data Feed



## Nordic Combined ODF Data Dictionary

Technology and Information Department  
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WOG-2022-NCB-0.4 SFA  
4 August 2020



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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

Note: All messages related to the ski jumping component of nordic combined are defined in the ski jumping document, this includes DT\_RESULT, DT\_CURRENT, DT\_WEATHER and DT\_CONFIG.

Messages in each event

All jumps are always detailed in a single unit.

Individual Events

\* There will be a DT\_RESULT for each jump in trial/training and competition in as well as a DT\_CURRENT. There will also be a DT\_RESULT for the cross country which contains the final results.

Team Events

\* There will be a DT\_RESULT for each jump in trial/training (individual message format) and competition in as well as a DT\_CURRENT. There will also be a DT\_RESULT for the cross country which contains the final results.

Training and trials

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

Schedule

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message will include the competition jump and the cross country separately. DT\_RESULTS is at jump / cross country.

### 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 DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	X
DT_RESULT	Event Unit Start List and Results	X
DT_IMAGE	Image	X



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DT_PRESSPHOTOFINISH_LK	Press Photofinish	
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 particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes regardless of status.

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

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

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC (discipline level)	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
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### 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
<a href="#">Competition (0.1)</a>	Gen Sport Codes			
	<a href="#">Participant (1.N)</a>	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	
<a href="#">Discipline (1,1)</a>	
	Code
	IFId
	<a href="#">RegisteredEvent (0,N)</a>
	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-NCB-1.10" Codes="SOG-2020-1.20" >
```

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



			<p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "." may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function



			In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	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	<a href="#">CC.@Discipline</a>	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	<a href="#">CC.@Event</a>	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 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	<a href="#">CC @Competition</a>	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	<a href="#">SC @Source</a>	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
<a href="#">Competition (0,1)</a>	Gen Sport Codes			
	<a href="#">Team (1,N)</a>	Code Organisation Number Name ShortName TVTeamName Gender Current TeamType ModificationIndicator		
		<a href="#">Composition (0,1)</a>	<a href="#">Athlete (0,N)</a>	Code Order
		<a href="#">Discipline (0,1)</a>	Code IFld <a href="#">RegisteredEvent (0,1)</a>	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	<a href="#">CC @Organisation</a>	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	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 this discipline.
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	O	Numeric 0	Team member order

**Element Team /Discipline (0,1)**

Discipline is expected unless ModificationIndicator="D"

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	Full RSC of the Discipline
IFld	O	S(16)	Competitor's federation number for the corresponding discipline.

**Element Team /Discipline /RegisteredEvent (0,1)**



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Each current team is assigned to one event.

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	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.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes, one message per race.
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	<a href="#">SC @ResultStatus</a>	Indicates whether the result is official or unofficial (or intermediate, live, etc). Expected statuses are (though any in GEN are possible): START_LIST (as soon as the start list is available and any changes [inc. IRMs]) LIVE (when the unit starts and after every update [intermediates etc.]). INTERMEDIATE (used after the competition has started and is not finished but not currently live, only for exceptional circumstances) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) UNOFFICIAL OFFICIAL 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

This message is sent:

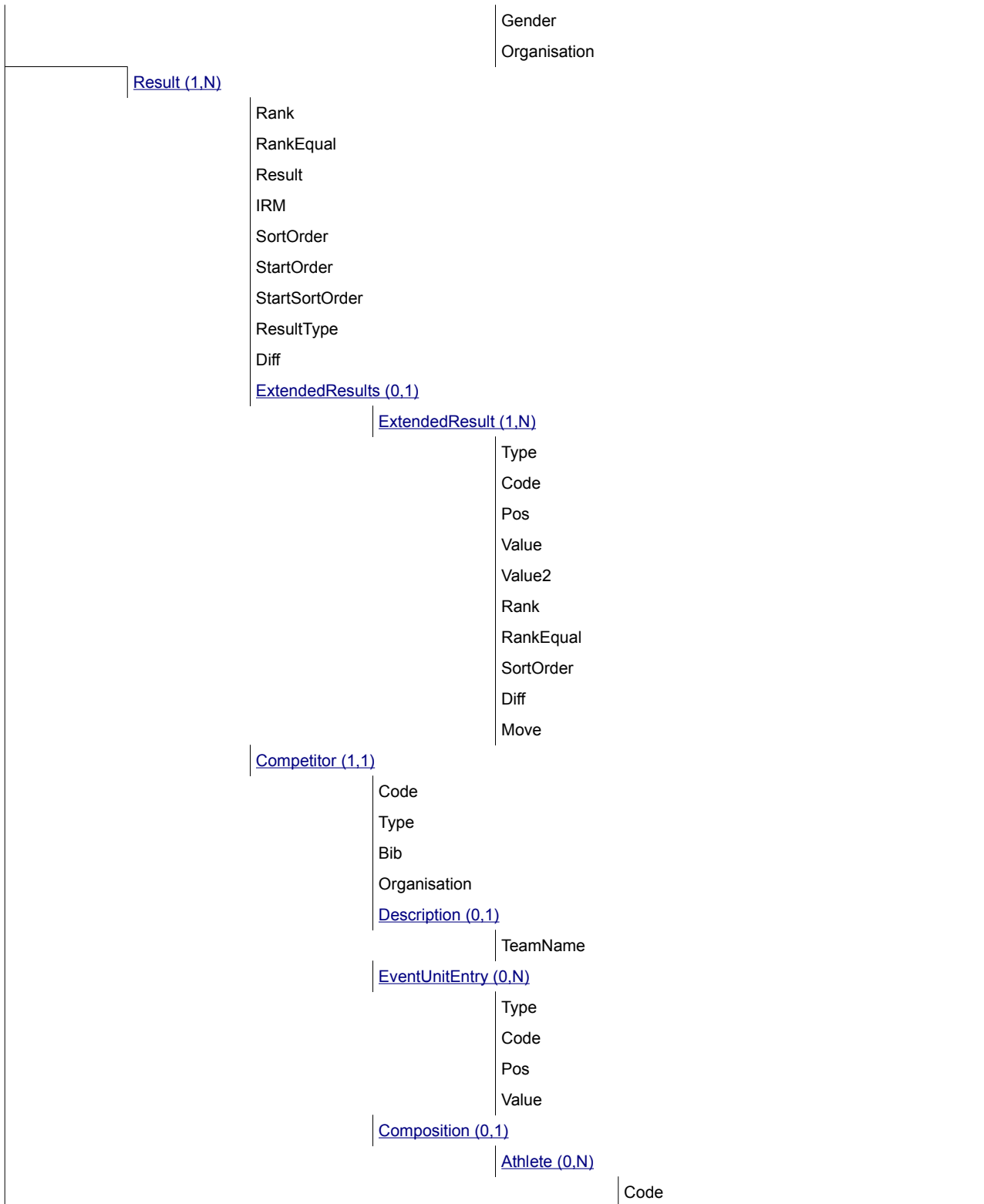


- \* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)
- \* Send with all updates during the unit (LIVE)
- \* Send after each athlete (with all intermediate data and judge data) completes the course (and has all data) (LIVE)
- \* After the unit is finished (UNCONFIRMED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

### 2.3.3.4 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
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">UnitDateTime (0.1)</a>					
			StartDate				
		<a href="#">ExtendedInfo (0.N)</a>					
			Type				
			Code				
			Pos				
			Value				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		<a href="#">VenueDescription (0.1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Officials (0.1)</a>						
		<a href="#">Official (1.N)</a>					
			Code				
			Function				
			Order				
			<a href="#">Description (1.1)</a>				
				GivenName			
				FamilyName			





Order	
Bib	
<a href="#">Description (1,1)</a>	
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
<a href="#">EventUnitEntry (0,N)</a>	
	Type
	Code
	Pos
	Value
<a href="#">ExtendedResults (0,1)</a>	
	<a href="#">ExtendedResult (1,N)</a>
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	SortOrder
	Diff

### 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	STARTERS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the number of competitors on the start list.
<b>Sub Element ExtendedInfos /ExtendedInfo /Extension</b> Expected Always where status is not START_LIST and at least one competitor has completed the unit without IRM.				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs).	
<b>Sub Element ExtendedInfos /ExtendedInfo /Extension</b> Expected Always after the first competitor passed the @Pos Intermediate point in individual events.				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	PASSED		
	Pos	S(2)	Intermediate point in the unit (1, 2...F).	
	Value	Numeric ##0	Send the number of competitors who have passed this intermediate point IRMs should also be included in the number. At the end this number will equal STARTERS.	
DISPLAY	INT_x	Numeric #0	Code Description: x = overall Intermediate Point, not LEG. Pos Description: Send a unique number for each competitor included (that is if two competitors updated send 1 & 2). Element Expected: When available and only when the unit is LIVE. Each competitor is only sent once at each intermediate (athlete in team events).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	S(20) without leading zeroes	Send the competitor ID of the last competitor(s) to reach the intermediate point (including F) to enable highlighting of recent changes.
LEADER	CURRENT	S(2)	Pos Description: Most recent intermediate point reached by the first competitor (1,2,3,..F). Finish line is considered as an intermediate point. The value should be according to the Pos defined in the INTERMEDIATES of the DT_CONFIG message. For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected:	



				Always
Attribute	M/O	Value	Description	
Value	M	S(20) without leading zeroes.	Send the competitor ID of the first competitor to reach the intermediate point (including F).	
DISPLAY		NEXT	N/A	Element Expected: In all NCB cross country
Attribute	M/O	Value	Description	
Value	M	S(20) without leading zeroes	Send the competitor ID of the next competitor to start.	
DISPLAY		STARTED	N/A	Element Expected: Always, send only once for each competitor.
Attribute	M/O	Value	Description	
Value	M	S(20) without leading zeroes	Send the competitor ID of the competitor most recently started.	
DISPLAY		CURR_LEG	N/A	Element Expected: Relay events.
Attribute	M/O	Value	Description	
Value	M	Numeric 0	Current Leg reached by the leading competitor updated at the exchange.	

### Sample (Individual)

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="27" >
    <Extension Code="COMPLETE" Value="9" />
  <ExtendedInfo Type="DISPLAY" Code="INT_2" Pos="1" Value="123456" />
</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	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue Description (not code) from Common Codes



Location	M	<a href="#">CC @Location</a>	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	<a href="#">CC @ResultsFunction</a>	Official's function. Can be different from the function sent in the DT_PARTIC message.
Order	M	Numeric ##0	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	<a href="#">CC @PersonGender</a>	Gender of the official
Organisation	M	<a href="#">CC @Organisation</a>	Officials' organisation

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



Element Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	STATUS	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC_@CompetitorStatus</a>	Race status for the competitor
ER	CURRENT	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Intermediate point where the competitor has most recently passed  If the competitor has an IRM: 1. In case the DNS or the competitor has an IRM before crossing the first intermediate point: send 0. 2. In other cases, send the Intermediate point that was crossed most recently. (Starting by 1. Start point (0) not considered if competitor athlete does not receive an IRM)
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: When data is available for individual events.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Rank	M	S(2)	Send the rank of the competitor at the intermediate point.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	M	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.
	Move	O	Numeric [+/-]#0	Send the rank progression in the current intermediate compared to the previous intermediate (i.e: "+2", "0", "-1", etc) + means improved position
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F). A section is between two intermediate points. For example 1 is from the start to intermediate 1. Element Expected:	





				When data is available for individual events
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.f	Section time at the intermediate point in the current race. Do not send hours or minutes if zero.
	Rank	O	S(2)	Send the rank of the competitor in the section.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind the leader for the section (not race leader). Do not send minutes if zero.
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send E for Evaluated, P for Pending, otherwise do not send. If pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,,4... and SortOrder = 1,2,3,4 ...
ER		RAW	N/A	Element Expected: Individual events
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.f	Raw total time (without start behind time, i.e. the different between finishing time and start behind time). Do not send leading zeros.
	Rank	M	S(2)	Send the rank of the competitor based on @Value.
	RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.
	SortOrder	M	Numeric	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+m:ss.f or 0.0	Send the time behind. Do not send minutes if zero.
ER		POT_DSQ	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if the competitor is a potential disqualification, time adjustment or protest in this unit else do not send.
		IRM_RULE	N/A	Element Expected:



ER				If applicable
Attribute	M/O	Value	Description	
Value	M	String	Send rule number if disqualified.	
Value2	O	String	Send rule description if disqualified.	

### Sample (Individual)

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

Element Result /Competitor (1,1)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	<a href="#">CC @Organisation</a>	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	LANE	N/A	Element Expected: Team Events



	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Lane number for the competitor
EUE		WAVE	N/A	Element Expected: If the competitor is in a wave start
	Attribute	M/O	Value	Description
	Value	M	m:ss	Time of the wave start for the competitor if applicable.
EUE		HCP_TIME	N/A	Element Expected: Always in team event
	Attribute	M/O	Value	Description
	Value	M	m:ss	Handicap time or start behind time.
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. Can belong to a team member or an individual athlete.	
Order	M	Numeric 0	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".	
Bib	O	S(5)	Bib number Numeric for individuals. ##0-0 for team members.	

Element Result /Competitor /Composition /Athlete /Description (1,1)				
Athletes extended information.				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete	
Organisation	M	<a href="#">CC @Organisation</a>	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	LANE	N/A	Element Expected: Individual events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Lane number for the competitor
EUE	WAVE	N/A	Element Expected: If the athlete is in a wave start in the individual event	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Time of the wave start for the competitor if applicable
EUE	HCP_TIME	N/A	Element Expected: Always in individual event	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	m:ss	Handicap time or start behind time
EUE	LEG_BIB	N/A	Element Expected: Team Events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Leg number of the Team member. For Relay should be 1,2,3,4
EUE	COLOUR	N/A	Element Expected: Team events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Bib colour ("b", "g", "r" or "y")
EUE	PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance Send CCS for Cross Country Performance Element Expected: Always when available in both team and individual events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Numeric value 0-10

Element Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member extended result.				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate	



				time is recorded (1, 2...F). This is the overall intermediate, not per leg. Element Expected: When data is available in team events.
Attribute	M/O	Value	Description	
Value	M	h:mm:ss.f	Cumulative time at the intermediate point in the current race. Do not send hours or minutes if zero.	
Value2	O	m:ss.ff	Time from the start of the leg ending at the intermediate point @Pos	
Rank	M	S(2)	Send the rank of the competitor at the intermediate point	
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.	
SortOrder	M	Numeric #0	Index based on the Rank to sort the competitor considering equals and IRMs.	
Diff	O	+h:mm:ss.f or 0.0	Send the time behind the leader in the unit at the point. Do not send hours or minutes if zero.	
PROGRESS	LEG_SPLIT	S(2)	Pos Description: Identifies the leg or round, from 1 to the total number of legs (1-4). Element Expected: When data is available in team events.	
Attribute	M/O	Value	Description	
Value	M	m:ss.f	Leg time in the @Pos leg for the team member in the leg. It is not cumulative.	
Rank	M	S(2)	Rank @Pos in the leg for the team member in the leg.	
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send.	
SortOrder	M	Numeric #0	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint) considering equals and IRMs.	
Diff	M	+m:ss.f or 0.0	Send the time behind the leader in the unit at the split.	

**Sample (Team)**



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```
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="53:02.7" Diff="0.0" StartOrder="10" StartSortOrder="10" >
  <Competitor Code="NCBMNH4X5KM---SWE01" Bib="2" Type="T" Organisation="SWE" >
    <Description TeamName="Sweden" />
    <Composition>
      <Athlete Bib="2-2" Code="2019490" Order="2">
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="NED" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="5" Value="18:21.3" Value2="4:23.3" Diff="+1.3"
Rank="5" SortOrder="5" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="20:44.1" Value2="6:26.8" Diff="+1.3"
Rank="7" SortOrder="7" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="7" Value="25:18.4" Value2="11:29.6" Diff="+0.4"
Rank="2" SortOrder="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="8" Value="28:21.6" Value2="14:29.8" Diff="+4.3"
Rank="3" SortOrder="3" />
          <ExtendedResult Type="PROGRESS" Code="LEG_SPLIT" Pos="1" Value="14:29.8" Diff="+4.3" Rank="3"
SortOrder="3" />
        </ExtendedResults>
      </Athlete>
      <Athlete Bib="2-2" Code="2014836" Order="2">
```

### 2.3.3.6 Message Sort

Sort by Result @SortOrder

## 2.3.4 Image

### 2.3.4.1 Description

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

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

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC of the unit
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

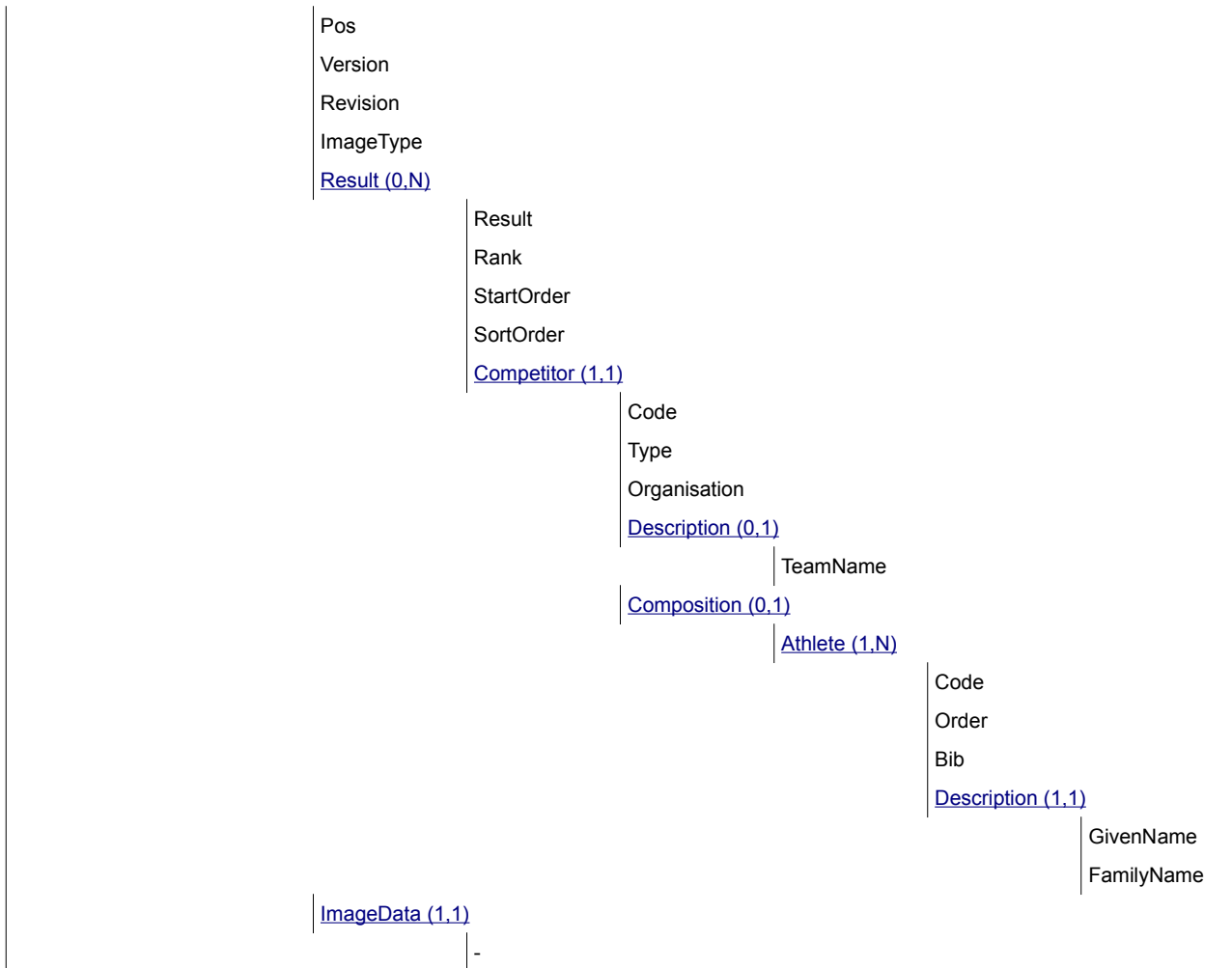
### 2.3.4.3 Trigger and Frequency

Trigger when image available and after any change.

### 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
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">Image (1.N)</a>						



### 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 /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Always send 1
Version	M	Numeric #0	Document Version





Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

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

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

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

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

Element Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name (Photofinish Name)
FamilyName	M	S(25)	Family name (Photofinish Name)

Element Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)



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### Sample (Image)

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

#### 2.3.4.6 Message Sort

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

## 2.3.5 Event Final Ranking

### 2.3.5.1 Description

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

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as others are unranked. All those who are in the start list in ski jumping are expected to be included.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events.
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates that the data is official. 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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

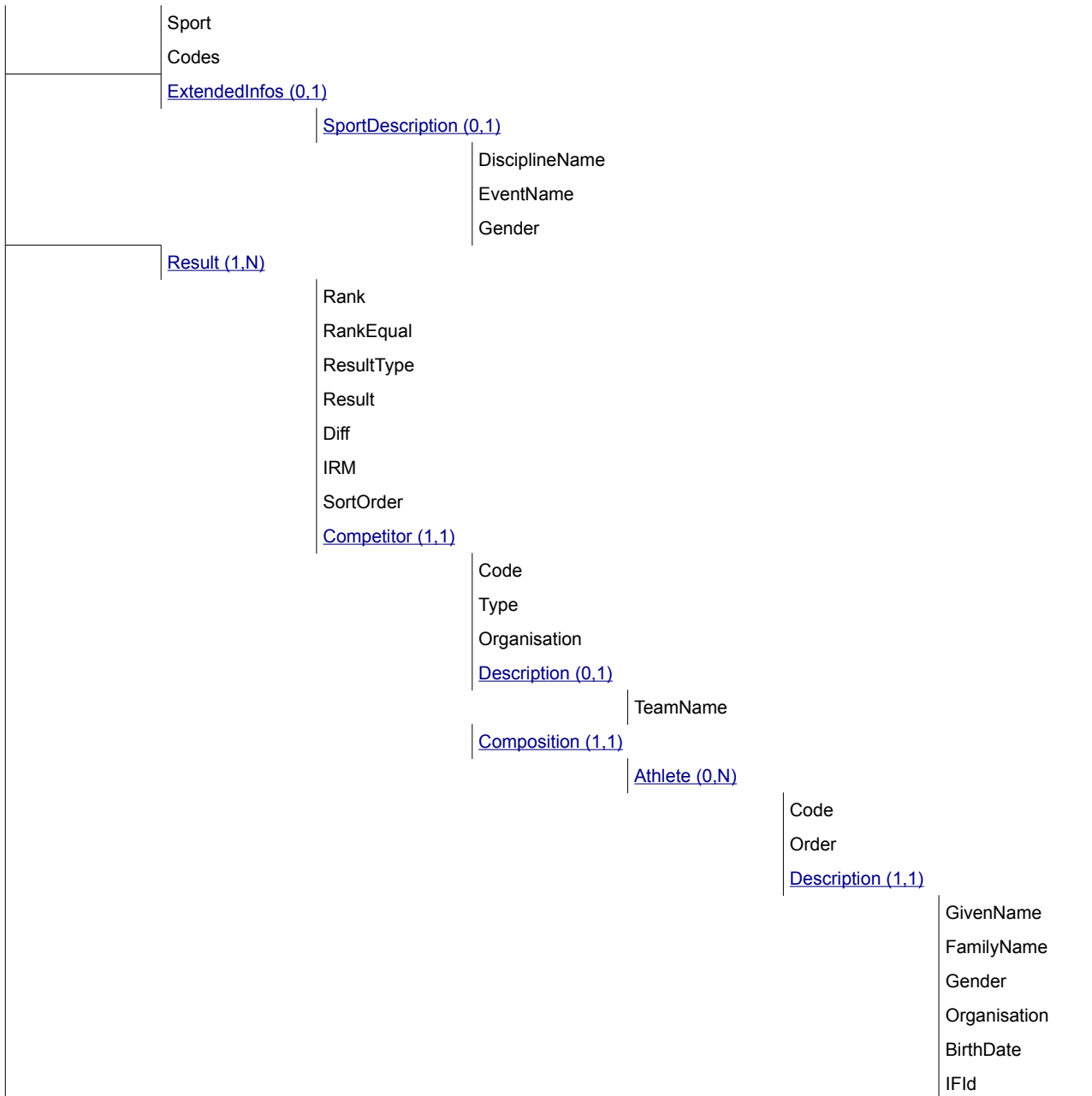
### 2.3.5.3 Trigger and Frequency

The message is expected only at the end of the Event.  
Trigger also after any change.

### 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
<a href="#">Competition (0.1)</a>						
	Gen					



### 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 /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. Must be included if it is a single gender

**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	S(3)	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	<a href="#">SC @ResultType</a>	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:ss.f	Time for the competitor. Do not send leading zeros or hours unless applicable.
Diff	O	+m:ss.f or 0.0 for winner	Time behind the leader when available.
IRM	O	<a href="#">SC @IRM</a>	Send if the competitor has an IRM.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

**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	<a href="#">CC @Organisation</a>	Competitor's organisation if known

**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.
Order	M	Numeric #0	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

```
<Result SortOrder="2" ResultType="TIME" Rank="2" Result="23:15.8" Diff="2.6" >
  <Competitor Code="2000691" Type="A" Organisation="RUS" >
    <Composition>
      <Athlete Code="2000691" Order="1" >
        <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="RUS" BirthDate="1994-11-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 2.3.5.6 Message Sort

Sort by Result @SortOrder



## 2.3.6 Configuration

### 2.3.6.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC. Send one message per unit with the unit level DocumentCode.
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	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

The message is sent prior to any ODF results message.

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

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

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>				
	Gen			
	Sport			
	Codes			



	<a href="#">Configs (1.1)</a>	<a href="#">Config (1.N)</a>	Unit	
			<a href="#">ExtendedConfig (1.N)</a>	
		Type		
		Code		
	Pos			
	Value			

### 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 Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the Unit. The applies to cross country, not ski jumping.

Element Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
FIS	CODEX	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	FIS Codex
COURSE	NAME	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Name of the course in ENG
COURSE	ALTITUDE	N/A	Element Expected: When available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Send the altitude of the stadium(start/finish) in metres





COURSE		HEIGHT_DIFF	Numeric 0	Pos Description: If there is more than one course in the race(skiathlon & relay) send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the total difference in height from the low point to the highest point. (metres)
COURSE		LENGTH	Numeric 0	Pos Description: If there is more than one course in the race send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send the total length of the course in meters.
COURSE		LAP	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ####0	Send the lap length in metres
<b>Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Number of laps for each athlete.	
COURSE		CLIMB	Numeric 0	Pos Description: If there is more than one course send 1 for the first course and 2 for the second. Do not include @Pos unless multiple courses. Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ###0	Course Total Climb in metres
<b>Sub Element Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



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



Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of legs

### Sample (Individual)

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

### Sample (Teams)

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

### 2.3.6.6 Message Sort

There is no message sorting rule.



## 2.3.7 Weather conditions

### 2.3.7.1 Description

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

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	Full RSC	Full RSC at discipline level
DocumentSubcode	<a href="#">CC @Location</a>	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	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 Trigger and Frequency

The message is sent

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

\* when conditions change significantly during the session

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0.1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Weather (1.1)</a>	Date		
		<a href="#">Conditions (1.N)</a>		
			Code	



Humidity			
Wind_Direction			
Prec_Type			
<a href="#">Condition (0,3)</a>			
		Code	
		Value	
<a href="#">Temperature (0,N)</a>			
		Code	
		Unit	
		Value	
<a href="#">Wind (0,N)</a>			
		Code	
		Unit	
		Value	

### 2.3.7.5 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 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	<a href="#">SC @WeatherPoint</a>	Weather points, send GEN only
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	<a href="#">CC @WindDirection</a>	Wind direction
Prec_Type	O	<a href="#">SC @PrecType</a>	Precipitation type (if applicable)

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	<a href="#">CC @WeatherConditions</a>	Codes that describe the Weather Condition.



		or CC @SnowConditions	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	<a href="#">SC @TemperatureUnit</a>	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	<a href="#">SC @WindUnit</a>	Unit for Wind. Use MS and KMH
Value	M	Numeric ##0.0	Wind speed in @Unit

### Sample (Weather)

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

### 2.3.7.6 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	29 Aug 2019	First version
V0.2	27 Feb 2020	Updated
V0.3	10 Jul 2020	Updated to align with CCS & PT0 review
V0.4	4 Aug 2020	Updated

#### File Reference: WOG-2022-NCB-0.4 SFA

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	DT_RESULT: Add PROGRESS/INTERMEDIATE/Move @ Result /ExtendedResults /ExtendedResult DT_RESULT: Add clarifications in intermediates DT_RESULT: Update IRM_RULE for consistency with SJP
V0.3	SFA	Applicable messages: Add note regarding the use of ski jumping document. Applicable Message: Updated list DT_PARTIC: Delete Participant/Weight DT_PARTIC: Update Participant /Discipline /RegisteredEvent /Event DT_PARTIC: Update to clarify no historical athletes DT_PARTIC: Remove Participant /Discipline /RegisteredEvent /Bib DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497] DT_RESULT: Update ResultStatus options in header values DT_RESULT: Update UI/STARTERS at ExtendedInfos /ExtendedInfo DT_RESULT: Add UI/STARTERS/PASSED at ExtendedInfos /ExtendedInfo DT_RESULT: Add LEADER/CURRENT at ExtendedInfos /ExtendedInfo DT_RESULT: Add DISPLAY/NEXT, STARTED & CURR_LEG at ExtendedInfos /ExtendedInfo DT_RESULT: Update Result/Result DT_RESULT: Add ER/STATUS at Result /ExtendedResults /ExtendedResult DT_RESULT: Update expected PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM and Value2, update Value and Diff at PROGRESS/INTERMEDIATE at Result /ExtendedResults /ExtendedResult DT_RESULT: Add PROGRESS/SECTION at Result /ExtendedResults /ExtendedResult DT_RESULT: Update Pos and expected description for PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Delete IRM, update Value and Diff at PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update Value2 at PROGRESS/INTERMEDIATE at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Update Pos description for PROGRESS/LEG_SPLIT at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult DT_RESULT: Remove IRM at PROGRESS/LEG_SPLIT at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update Expected at Result /Competitor /EventUnitEntry DT_RESULT: Update Expected at EUE/PERFORM at Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Update Expected at EUE/WAVE at Result /Competitor /Composition /Athlete /EventUnitEntry DT_CURRENT: Message removed DT_RANKING: Remove PARTIAL as possible value for ResultStatus in the header values DT_RANKING: Clarify who to include in the description of the message. DT_CONFIG: Update description DT_CONFIG: Update @Pos description throughout for clarity DT_CONFIG: Update expected for EC/INTERMEDIATE at Configs /Config /ExtendedConfig DT_CONFIG: Remove EC/LEG/CUMULATIVE at Configs /Config /ExtendedConfig





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		Review and update M/O as needed Editorial improvements throughout DT_PARTIC_TEAMS: Update Triggering DT_PARTIC_TEAMS: Remove Team /Discipline /RegisteredEvent /Bib DT_RESULT: Add ER/CURRENT at Result /ExtendedResults /ExtendedResult DT_RESULT: Update M/O DT_RANKING: Correct typo in sample DT_RANKING: Update Result /Competitor /Code DT_CONFIG: Update DocumentCode in the Header
V0.4	SFA	Section 2.1 (Overview) added DT_RESULT: Remove ExtendedInfos /ExtendedInfo /Competitor