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ODF WOG-2022-SJP-0.2 SFA

# OLYMPIC DATA FEED

## **ODF Ski Jumping Data Dictionary**

Beijing 2022 - XXIV Olympic Winter Games

Technology and Information Department

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ODF WOG-2022-SJP-0.2 SFA

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# 1 Introduction

## 1.1 This document

This document includes the ODF Ski Jumping Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for ski jumping.

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

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

## 1.5 Related Documents

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



## 2 Messages

### 2.1 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message 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 extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Results	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
DT_WEATHER	Weather	X
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	
DT_BCK	Background Document	
DT_BIO_PAR	Athlete Bio	
DT_NEWS	News Article	
DT_PIC	Participant photo	
DT_ESL	Extended Start List, if provided	
DT_PRESENTER	Medal Presnter	



## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one 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.



### 2.2.1.2 Header Values

The following table describes the message header attributes.

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

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_UPDATE messages are sent.

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



## 2.2.1.4 Message Values

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

### Sample

```
<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-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	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>



Element: Participant (1,N)			
Attribute	M/O	Value	Description
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(25)	TV family name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. Do not send attribute if data 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





Element: Participant (1,N)			
Attribute	M/O	Value	Description
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	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF ID (competitor's federation number for the discipline).



Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. **Historical athletes are not registered to any event.**

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event <b>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.</b>

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the 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.

### 2.2.2.2 Header Values

The following table describes the message header attributes.

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



Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.2.3 Trigger and Frequency

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.

### 2.2.2.4 Message Values

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



Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline 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
IFld	O	S(16)	Competitor's federation number for the corresponding discipline

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

Each current team is assigned to one event. ~~Historical teams will not be registered to any event.~~

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

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.



## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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 <b>PROTESTED</b>
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.3.3 Trigger and Frequency

This message is sent:

- 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)

### 2.2.3.4 Message Values

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

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	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 <b>and from when the fourth competitor has jumped only.</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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 <b>(just before the competition, not with initial START_LIST).</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0 Base Gate matching @Pos in DT_CONFIG.
UI	STARTERS	N/A	Element Expected: Always <b>after status START_LIST.</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0 <b>For teams, this is the number of teams</b>
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: Always after status START_LIST <b>and at least one competitor has completed the unit without IRM.</b></b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	COMPLETE	
	Pos	<b>Numeric 0</b>	<b>Only include for teams, send the current group</b>
	Value	Numeric ##0	<b>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</b>
DISPLAY	LAST_COMP	N/A	Element Expected: When available and only when the unit is LIVE, UNCONFIRMED or UNOFFICIAL.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeroes Send the competitor ID of the last athlete to compete and receive a result.

**Sample**

```
<ExtendedInfos>
  <UnitDate Time 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 @DisciplineGender	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 short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(2)
			<b>Description</b>
			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. <b>Not applicable in NCB</b> <b>Note: This will be included in the start list for pre-qualified athletes. Send as soon as known and the value is not subject to change.</b>
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 <b>0:00</b> for the leader.



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	DIST	N/A	Element Expected: When data is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' if in run fall else do not send.
	Value2	O	S(1)	Send 'Y' if in run fall else do not send.
ER	IRM_RULE	N/A	Element Expected: If applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send rule number if disqualified.
	Value2	O	String	Send rule description if disqualified.
ER	DIFF_TIME	N/A	Element Expected: For Nordic Combined only.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	miss	Send the time difference from the leader. Send 0:00 for the leader.
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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
COMPEN	GATE_NUM	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
	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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.0
	Value2	M	Numeric #0.0
			Wind speed. May be negative. Wind compensation points. May be negative.
COMPEN	TOT	N/A	Element Expected: When data is available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.0
			Total compensation. May be negative.
COMPEN	NO_COMP	N/A	Element Expected: If applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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 <b>er</b> <b>TBD or NOCOMP</b>	Competitor's ID
Type	M	S(1)	T for team, A for athlete
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 (1,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 athlete's entry information.

Type	Code	Pos	Description
EUE	GROUP_ORDER	N/A	Element Expected: Only in team competitions.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Description
	Value	M	Jump order within the group. (This is the same as start order except in final group in final round).
EUE	PERFORM	S(3)	Pos Description: Send SJP for Ski Jump performance. Send CCS for Cross Country Performance. Element Expected: Always when available in Nordic Combined <b>and included in both team and individual events.</b>
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Description
	Value	M	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).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0
	Rank	<b>M</b>	S(2)
	RankEqual	O	S(1)
			Description
	Value	M	Jump points for the athlete.
	Rank	<b>M</b>	Rank based on points within the group.
	RankEqual	O	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).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0
	Value2	O	Numeric ##0.0
			Description
	Value	M	Jump distance in metres.
	Value2	O	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).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0.0
			Description
	Value	M	Maximum speed in kmh.





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

Type	Code	Pos	Description
ER	IRF	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @IRM	Send IRM code.
ER	IRM_RULE	N/A	Element Expected: If applicable.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	String	Send rule number if disqualified.
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).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#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).
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
Type	Code	Pos	Description	
COMPEN	WIND_SPEED	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Total compensation. May be negative.
COMPEN	NO_COMP	N/A	Element Expected: If applicable.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send 'Y' if 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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	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="SJPMMLHTEAM4-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>
  </Composition>
</Competitor>
</Result>
```

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Current Results

### 2.2.4.1 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.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

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



### 2.2.4.3 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

### 2.2.4.4 Message Values

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

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
UI	GATE	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 current gate number, matching @Pos in DT_CONFIG.
UI	START_INDIC	N/A	Element Expected: When start indicator changes colour.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(6)	Send 'GREEN', 'YELLOW' or 'RED' to indicate the light.
DISPLAY	CURRENT	N/A	Element Expected: When available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeroes	Send the competitor ID of the current athlete result.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: Only when start light becomes green, when the athlete passes the speed trap and every 5 secs in between.</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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.	



Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
WIND	SPEED	N/A	Element Expected: Only when start light becomes green, when the athlete pass speed trap and every 5 secs in between.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric + #0.0 or - #0.0 or 0.0	Send the wind speed in M/S.
DISPLAY	NEXT	N/A	Element Expected: When available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20) without leading zeroes	Send the competitor ID of the next athlete to jump.

#### Sample (ExtendedInfo)

```
<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)	Send 'Y' if the rank is equaled else do not send.
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. <b>Not applicable in NCB</b>
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Prior to the unit the order is the same as StartSortOrder.
StartOrder	O	Numeric	The start order of the competitors in the unit as displayed.



Element: Result (0,N)			
Attribute	M/O	Value	Description
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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Judge score.
	Discard	O	S(1)	Send 'Y' if this score is discarded else do not send.



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
COMPEN	GATE_NUM	N/A	Element Expected: When data is available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.
	<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			<b>Expected: If applicable and only for current athlete.</b>
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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 or TBD	Competitor's ID
Type	M	T,A	T for team, A for athlete
Bib		S(2)	Bib number of the team in team competitions.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,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).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	GROUP	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value			Not sent
	Rank	M	S(2)	Rank of the athlete within the group.
		RankEqual	O	S(1)



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Team member extended result.				
Type	Code	Pos	Description	
ER	IRF	N/A	Element Expected: When data is available only in team competition (but not team training or team trials).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @IRM	Send IRM code.
ER	IRM_RULE	N/A	Element Expected: If applicable.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Send rule number if disqualified.
	Value2	O	String	Send rule description if disqualified.
JUDGE	A	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).	
	B			
	C			
	D			
	E			
	TOT			
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#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).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.0	Wind speed. May be negative.
	Value2	M	Numeric	Wind compensation points. May be negative.



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

Type	Code	Pos	Description
COMPEN	TOT	#0.0 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.

### 2.2.4.5 Message Sort

Order by StartSortOrder



## 2.2.5 Cumulative Results

### 2.2.5.1 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.

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent according to the ODF Common Codes document. Note that this message is not applicable to trainings or trials. <b>Not applicable in Nordic Combined</b>
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
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 <b>UNCONFIRMED</b> 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.



Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.5.3 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 (UNCONFIRMED/UNOFFICIAL / OFFICIAL as appropriate)

### 2.2.5.4 Message Values

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

Element: 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)**

**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
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

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

**Venue Names in Text. DO NOT INCLUDE unless all at single venue.**

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

**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)	Send Y in case of the Rank has been equalled else do not send.
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. <b>Send 0.0 for the leader.</b>
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.



<b>Element: Result /ResultItems /ResultItem (1,N)</b>			
<b>Identifier of the unit which is included the result summary. ResultItem /Result will be for one previous unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Unit	M	Full RSC Unit or Full RSC Phase	Full RSC
Order	M	Numeric 0	Logical order of the sub-units, chronological.

<b>Element: Result /ResultItems /ResultItem /Result (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit or phase identified by /ResultItems /ResultItem.
Result	O	Numeric ###0.0	The result of the competitor for the event unit or phase identified by /ResultsItems /ResultItem. Send when the @ResultType is POINTS.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem. Send in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which indicates the competitor is qualified for the next round.
SortOrder	M	Numeric #0	Used to sort all results in an unit or phase identified by /ResultItems /ResultItem

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team, A for athlete
Bib	O	S(2)	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
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)			
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

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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ###0.0



### Sample (Team)

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



### **2.2.5.5 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)



## 2.2.6 Event Final Ranking

### 2.2.6.1 Description

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

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

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	Sent for all the competition events.  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. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.



### 2.2.6.3 Trigger and Frequency

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.

### 2.2.6.4 Message Values

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

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

Element: 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
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)	T for Team, A for athlete
Organisation	O	CC @Organisation	Competitors' 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 (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Team members 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

```
<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>
```

### 2.2.6.5 Message Sort

Sort by Result @SortOrder



## 2.2.7 Weather

### 2.2.7.1 Description

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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

### 2.2.7.3 Trigger and Frequency

The message is sent

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





### 2.2.7.4 Message Values

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

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

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

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

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

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



**Sample**

```
<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>
```

### 2.2.7.5 Message Sort

There is no special sort order requirement for this message.



## 2.2.8 Configuration

### 2.2.8.1 Description

The Configuration is a message containing general configuration.

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

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.

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	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.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.



### 2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF 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.

### 2.2.8.4 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit 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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @HillType	Hill type (Normal Hill or Large Hill).
HILL	HILL_SIZE	N/A	Element Expected: Always in event level message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Hill size in metres.
HILL	HILL_SIZE_95	N/A	Element Expected: Always in event level message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	K-point in metres.



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
HILL	GATE_FACTOR	N/A	Element Expected: Always in event level message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0.00	Gate factor (points per metre).
HILL	METRE_VALUE	N/A	Element Expected: Always in event level message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(5)	The official number of the gate.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Always.				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Points per minute calculation.
NC	SEC_PTS	N/A	Element Expected: Always for Nordic Combined.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric	Seconds per point calculation.
QUALIFICATION	FROM_RANK	N/A	Element Expected: When applicable, send by unit <b>in SJP Qualification and First Round</b>	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the qualifying rank to indicate first rank to qualify.



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	TO_RANK	N/A	Element Expected: When applicable, send by unit in SJP Qualification and First Round.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric #0	Send the qualifying rank to indicate last rank to qualify.
EC	QUAL_RULE	N/A	Element Expected: For SJP Qualification and 1st Round.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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>
```

**2.2.8.5 Message Sort**

There is no message sorting rule.



### 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 PT0

File Reference: ODF WOG-2022-SJP-0.2 SFA

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFA	<p>Applicable Message: Updated list</p> <p>DT_PARTIC: Participant/Weight removed</p> <p>DT_PARTIC: Update to clarify no historical athletes</p> <p>DT_PARTIC: Update Description at Participant /Discipline /RegisteredEvent /Event</p> <p>DT_PARTIC_TEAM: Add Team/ShortName and Team/TeamType [CR19497]</p> <p>DT_RESULT: Add PROTESTED as possible ResultStatus in header values</p> <p>DT_RESULT: Update Description at Result/QualificationMark</p> <p>DT_RESULT: Remove ER/DIFF_TIME at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Result /Competitor /Composition /Athlete /StartOrder</p> <p>DT_RESULT: Update Description of COMPEN/NO_COMP at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Update Description of COMPEN/NO_COMP at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Update Expected at EUE/PERFORM at Result /Competitor /Composition /Athlete /EventUnitEntry</p> <p>DT_RESULT: Update UI/STARTERS including COMPLETED at ExtendedInfos /ExtendedInfo to clarify teams (to behave like scoreboard)</p> <p>DT_RESULT: Update Value2 at COMPEN/GATE_NUM at Result /ExtendedResults /ExtendedResult</p> <p>DT_RESULT: Update Value2 at COMPEN/GATE_NUM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update Value2 at COMPEN/GATE_NUM at Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update Value2 at COMPEN/GATE_NUM at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Remove ER/PTS at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult to be the same as in DT_RESULT</p> <p>DT_CURRENT: Remove ER/GROUP at Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Correct WIND/SPEED at ExtendedInfos /ExtendedInfo</p> <p>DT_CURRENT: Update expected for Result /Competitor /Composition /Athlete to clarify not all team members expected</p>



		<p>DT_CUMULATIVE_RESULT: Update Documentcode Description in the header values</p> <p>DT_CUMULATIVE_RESULT: Remove UNCONFIRMED as a ResultStatus in the header values</p> <p>DT_CUMULATIVE_RESULT: Update Description at Resylt/Diff</p> <p>DT_RANKING: Update triggering</p> <p>DT_CONFIG: Update Description at QUALIFICATION/TO_RANK at Configs /Config /ExtendedConfig</p> <p>Update M/O throughout as appropriate</p> <p>Editorial improvements as needed</p> <p>DT_PARTIC_TEAMS: Update Triggering</p> <p>DT_PARTIC_TEAMS: Add Team/Discipline/IFId</p> <p>DT_RESULT: Update UI/LAST_QUAL at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update Expected at UI/BASE_GATE at ExtendedInfos /ExtendedInfo</p> <p>DT_RESULT: Update message description re trials in teams</p> <p>DT_RESULT: Update Result/QualificationMark</p> <p>DT_CURRENT: Update Result/QualificationMark</p> <p>DT_RANKING: Update Result /Competitor /Code</p> <p>DT_CONFIG: Update DocumentCode in header values</p> <p>DT_CONFIG: Update Expected for QUALIFICATION/FROM_RANK and TO_RANK at Configs /Config /ExtendedConfig</p>