



Olympic Data Feed



Nordic Combined

ODF Data Dictionary

Technology and Information Department
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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
Language Guidelines and Participant Names	The document describes the different Name formats
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 part 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 for Cross Country part of NCB:

Each race is supported by a DT_RESULT

SCHEDULE

The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include the competition jump and the cross country separately (Y). 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message\ne xtended
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_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	X
DT_ENTRIES	List of entries by Event	X
DT_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	
DT_IMAGE	Image	X
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	
DT_AUDIO	Audio Message	
DT_ACHIEVEMENT	Achievements	



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 any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document “Language Guidelines & Participant Names”.

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.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A



FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message prior to the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent for any modification in the data. DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Participant (1,N)			
		Code		
		Parent		
		Status		
		GivenName		
		FamilyName		
		PassportGivenName		
		PassportFamilyName		
		PrintName		
		PrintInitialName		
		TVName		
		TVInitialName		
		TVFamilyName		
		LocalFamilyName		
		LocalGivenName		
		PSCBName		
		PSCBShortName		
		PSCBLongName		
		Gender		
		Organisation		



	BirthDate
	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId

2.3.1.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message
Attribute	M/O	Value	Description

Sample (ParticipantsVersions)

<Competition Gen="OWG2026-1.10" Sport="OWG2026-NCB-1.10" Codes="OWG2026-1.20" >

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



			The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	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. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY Id	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@DISCIPLINE_FUNCTION Id	Main function
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity / Scholarship Program



Element: Competition /Participant /Discipline (1,1)

All participating athletes or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each discipline.

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Discipline RSC, expected to be the same as the one used in OdfBody @DocumentCode.
IFId	O	S(16)	International Federation Id

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of teams / List of teams update

2.3.2.1 Description

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

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

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

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

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participant teams message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

Teams are managed directly by OVR and sent as DT_PARTIC_TEAMS_UPDATE to create or modify them. DT_PARTIC_TEAMS is never expected unless with DocumentSubtype SYNC to be distributed as a bulk message generated by the central systems.



2.3.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Team (1,N)			
		Code		
		Status		
		Organisation		
		Name		
		ShortName		
		TVTeamName		
		PSCBName		
		PSCBShortName		
		PSCBLongName		
		Gender		
		TeamType		
		Discipline (0,1)		
			Code	
			IFId	

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUSId	Team's entry status. To delete a team, a specific value of the Status attribute is used.
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name



PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	CGEN@TeamType Code	Team type. ORG is expected. This is how the name is constructed to allow clients to build in other languages.

Element: Competition /Team /Discipline (0,1)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE CODE	Full RSC of the Discipline
IFId	O	S(16)	IF Id for the discipline if it is assigned.

2.3.2.6 Message Sort

The message is sorted by Team @Code.



2.3.3 List of Entries by Event

2.3.3.1 Description

The participant may participate in one or more than one event of a discipline. This message just contains the entry information for the specific event of the message, listing the specific event entry information of the participant.

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

At the Olympic Games athletes are initially assigned at discipline level (DT_PARTIC).

The DT_ENTRIES 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 the entries information is updated in the venue and the bulk message is triggered by the OVR.

DT_ENTRIES message will be distributed once OVR becomes the owner of the data and based on the outcomes of the Team Captains' Meetings and will be additionally triggered upon any entry information change.

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	Level 9
Competition (0,1)								



	Gen		
	Sport		
	Codes		
	Entry (1,N)		
	Code		
	Type		
	Organisation		
	SortOrder		
	Description (0,1)		
	TeamName		
	Composition(0,1)		
	Athlete (0,N)		
	Code		
	Order		
	EntryStatus		
	Description (1,1)		
	GivenName		
	FamilyName		
	Gender		
	Organisation		
	BirthDate		
	IFid		

2.3.3.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M O	S(20) without leading zeros	Competitor ID. Mandatory except for individual generic gender events when there are no entries assigned anymore
Type	M O	A, T	A for athlete, T for team. Mandatory except for individual generic gender events when there are no entries assigned anymore
Organisation	M O	CC@ORGANISATION Id	Competitor's organisation. Mandatory except for individual generic gender events when there are no entries assigned anymore



SortOrder	M O	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc). Mandatory except for individual generic gender events when there are no entries assigned anymore
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Element: Competition /Entry /Description (0,1)			
Used in Team event only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	1 in individual events (if Competitor @Type="A"), or athlete starting order (1..n) within the team (if Competitor @Type="T").
EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status, if applicable

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

2.3.3.6 Message Sort

Sort by Entry @SortOrder



2.3.4 Event Unit Start List and Results

2.3.4.1 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.

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

This message is sent:

- START_LIST: as soon as the start list is available (including IRMs before the unit starts);
- LIVE with all updates during the unit and after each athlete completes the course;
- UNCONFIRMED/UNOFFICIAL/OFFICIAL: after the unit is finished as applicable.
- PROVISIONAL: if there is any pending decision by IOC, CAS, IF
- After any change (status as appropriate)



2.3.4.4 Message Structure

The following table defines the structure of the message.

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



Result (1,N)	
	Rank
	RankEqual
	Result
	IRM
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	PhotoFinish
	Diff
	ExtendedResults (0,1)
ExtendedResult (1,N)	
	Type
	Code
	Pos
	Value
	Value2
	Rank
	RankEqual
	SortOrder
	Diff
	IRM
	Move
	Arrive
Competitor (1,1)	
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
EventUnitEntry (0,N)	
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)



	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Move
	Arrive

2.3.4.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /ExtendedInfos /UnitDateTime (0,1)
Actual start date and time / end date and time. (do not include until unit starts)



Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date-time. Do not include until unit starts.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	STARTERS	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Positive Integer	Number of competitors on the start list.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always where status is not START_LIST and at least one competitor has completed the unit without IRM.			
Attribute	Value	Description	
Code	COMPLETE		
Pos	N/A		
Value	Positive Integer		Number of competitors whose event unit is completed (includes IRMs).
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected Always after the first competitor passed the @Pos Intermediate point			
Attribute	Value	Description	
Code	PASSED		
Pos	S(2)		Intermediate point in the unit (1, 2...F).
Value	Positive Integer		Number of competitors who have passed this intermediate point. IRMs are not included.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected as soon the first competitor has a valid time @Pos Intermediate point or the first competitor has started			
Attribute	Value	Description	
Code	IN_RACE		
Pos	S(2)		Intermediate point in the unit (1, 2...F) including S
Value	Positive Integer		Number of competitors (excluding IRMs) including the ones that have passed and the ones that are expected at @Pos.
DISPLAY	INT	Positive Integer	Code Description: is the overall intermediate point as defined in DT_CONFIG, not by LEG Pos Description: unique number for each competitor included (1 & 2 if more than one). Element Expected: always when the unit is LIVE. Each competitor's ID is expected only once at each intermediate. Remove in subsequent messages
Attribute	M/O	Value	Description
Value	O	S(20) with no leading zeros	Competitor individual ID (even for team) of the last competitor(s) to reach the intermediate point (including F).
LEADER	CURRENT	S(2)	Pos Description: most recent overall intermediate point, as defined in DT_CONFIG, reached by the first competitor (1, 2...F). For Relays it starts with 1 in leg 1, and finish with F in the last intermediate of the last leg. Element Expected:



				All events with intermediate points.
Attribute	M/O	Value	Description	
Value	M	S(20) with no leading zeros.	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) with no leading zeros	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) with no leading zeros	Competitor ID of the competitor most recently started.	
DISPLAY	CURR_LEG	N/A	Element Expected: relay events.	
Attribute	M/O	Value	Description	
Value	M	Positive Integer	Leg Number updated as soon as the leader crosses the first intermediate point of each leg	

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: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description .
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description



Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function. It can be different from the one sent in the DT_PARTIC message.
Order	M	Positive Integer	Order of officials.

Element: Competition /Officials /Official /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit Not expected in case of PhotoFinish pending
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
Result	O	h:mm:ss.F SC@ResultMark Code	Time for the competitor. LAP is a Result Mark (RM), not IRM. LAP competitors receive a Rank. LAP value may be sent when @ResultType is TIME. Not expected in case of PhotoFinish pending
IRM	O	SC @IRM Code	IRM for the event unit in the case @ResultType is IRM
SortOrder	M	Positive Integer	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	Positive Integer	Start Order
StartSortOrder	M	Positive Integer	Unique number for sorting the start list.
ResultType	O	SC @ResultType Code	Type of the @Result attribute. Not expected in case of PhotoFinish pending
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected.
Diff	O	+h:mm:ss.F	Time behind the leader. 0.0 for the leader. Not expected in case of LAP Not expected in case of PhotoFinish pending



Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		STATUS	N/A	Element Expected: always
	Attribute	M/O	Value	Description
	Value	M	SC @CompetitorStatus Code	Race status for the competitor
ER		CURRENT	N/A	Element Expected: always except if DNS
	Attribute	M/O	Value	Description
	Value	M	S(2)	Intermediate point where the competitor has most recently passed. If the competitor has an IRM (different from DNS): 1. before crossing the first intermediate point @Value is 0. 2. In other cases, @Value is the Intermediate point that was crossed most recently.
PROGRESS		INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F). Element Expected: when data are available for individual events, except for @Pos F while @PhotoFinish is P in Result element
	Attribute	M/O	Value	Description
	Value	M O	h:mm:ss.F SC@ResultMark Code	Cumulative time at the intermediate point in the current race or Result Mark received in the intermediate
	Rank	M O	Positive Integer	Rank of the competitor at the intermediate point.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	IRM	O	SC@IRM Code	IRM if applicable
	Diff	M	+h:mm:ss.F	Time behind the leader in the unit at the point. 0.0 for the leader.
	Move	O	+/-Integer	Variation in rank gained (+) or lost (-) since the previous intermediate point after the first one.
	Arrive	O	Positive Integer	Arrival order at the intermediate point
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.



	Rank	O	Positive Integer	Rank of the competitor in the section.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+mm:ss.F	Time behind the leader of the section (not race leader). 0.0 for the leader
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 difference between finishing time and start behind time).
	Rank	M	Positive Integer	Rank of the competitor based on @Value.
	RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
	SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
	Diff	O	+h:mm:ss.F	Time behind the leader. 0.0 for the leader.
ER		POT_DSQ	N/A	Element Expected: when applicable
	Attribute	M/O	Value	Description
	Value	M	Y	Y if the competitor is a potential disqualification, time adjustment or protest in this unit.
ER		JURY_DECISION	N/A	Element Expected: when applicable
	Attribute	M/O	Value	Description
	Value	M	SC@Infringement Note S(255)	Rule number if disqualified.
	Value2	O	SC@Infringement ENG Description S(255)	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: Competition /Result /Competitor (1,1)



Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number for the team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.

Element: Competition /Result /Competitor /EventUnitEntry (0,N)				
For team event only				
Type	Code	Pos	Description	
EUE	LANE	N/A	Element Expected: Team Events	
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	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	mm:ss	Time of the wave start for the competitor if applicable.
EUE	HCP_TIME	N/A	Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	mm:ss	Handicap time or start behind time.
EUE	SJP	Positive Integer	Pos Description: Rank of the team in ski jump. Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	###0.0	Result (points) of the team in ski jump
EUE	PERFORM	SJP, CCS	Pos Description: SJP for Ski Jump performance. CCS for Cross Country performance Element Expected: always	
	Attribute	M/O	Value	Description
	Value	M	#0	Numeric value 0-10

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID. Can belong to a team member or an individual athlete.



Order	M	Positive Integer	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: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	LANE	N/A	Element Expected: Individual events
	Attribute	M/O	Value
	Value	M	Positive Integer Lane number for the competitor
EUE	WAVE	N/A	Element Expected: If the competitor is in a wave start in the individual event
	Attribute	M/O	Value
	Value	M	mm:S Start time of the wave for the competitor
EUE	HCP_TIME	N/A	Element Expected: always in individual event
	Attribute	M/O	Value
	Value	M	mm:S Handicap time or start behind time
EUE	SJP	Positive Integer	Pos Description: rank of the competitor in SJP individual event. Element Expected: always
	Attribute	M/O	Value
	Value	M	###0.0 Result of the competitor in SJP (team and individual as appropriate)
EUE	LEG_BIB	N/A	Element Expected: team events
	Attribute	M/O	Value
	Value	M	1, 2 Leg number of the Team member. For Relay should be 1,2
EUE	COLOUR	N/A	Element Expected: team events
	Attribute	M/O	Value
	Value	M	SC@Colour Code Bib colour (Red or Blue)



EUE	PERFORM	SJP, CCS	Pos Description: SJP for Ski Jump performance CCS for Cross Country performance Element Expected: always when available
Attribute	M/O	Value	Description
Value	M	#0	Numeric value 0-10

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
PROGRESS	INTERMEDIATE	S(2)	Pos Description: Intermediate point where the intermediate time is recorded (1, 2...F) referring to the overall intermediate point identification. Element Expected: when data is available in team events except for @Pos F while @PhotoFinish is P in Result element.
Attribute	M/O	Value	Description
Value	MO	h:mm:ss.F SC@ResultMark Code	Cumulative time at the intermediate point in the current race or ResultMark received at the intermediate
Rank	MO	Positive Integer	Rank of the competitor at the intermediate point
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
IRM	O	SC@IRM Code	IRM if applicable
SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
Diff	O	+h:mm:ss.F	Time behind the leader in the unit at the point. Not expected for LAP. 0.0 for the leader.
Move	O	+/-Integer	Variation in rank gained (+) or lost (-) since the previous intermediate point after the first one.
Arrive	O	Positive Integer	Arrival order at the intermediate point
PROGRESS	SECTION	S(2)	Pos Description: Intermediate point where the section ends (1, 2, 3...F) referring to the overall intermediate point identification. A section is between two intermediate points. For example, 1 is from the start to intermediate 1. Element Expected: when data is available in team events except for @Pos F while @PhotoFinish is P in Result element.
Attribute	M/O	Value	Description
Value	O	mm:ss.F	Section time.
Rank	O	Positive Integer	Rank of the competitor.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
SortOrder	M	Positive Integer	Index based on the Rank to sort the competitor considering equals and IRMs.
Diff	O	+mm:ss.F	Time behind the leader. 0.0 for the leader.
PROGRESS	LEG	S(2)	Pos Description:



Attribute	M/O	Value	Description
Value	O	mm:sS.F	Leg time in the @Pos leg for the team member in the leg. It is not cumulative.
IRM	O	SC@IRM Code	IRM if applicable
Rank	M	Positive Integer	Rank @Pos in the leg for the team member in the leg.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
SortOrder	M	Positive Integer	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint) considering equals and IRMs.
Diff	M	+mm:sS.F	Send the time behind the leader. 0.0 for the leader.

Sample (Team)

```
<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>
          <ExtendedResults>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="1:00.0" Rank="2" SortOrder="2" Diff="+18.8"
              Arrive="2"/>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2" Value="2:00.0" Rank="2" SortOrder="2" Diff="+19.0"
              Move="0" Arrive="2"/>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="5" Value="5:00.0" Rank="4" SortOrder="4" Diff="+14.8" Move="-2"
              Arrive="4"/>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="6" Value="6:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
              Arrive="4"/>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="9" Value="9:00.0" Rank="4" SortOrder="4" Diff="+4.6" Move="0"
              Arrive="4"/>
            <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="10" Value="10:00.0" Rank="4" SortOrder="4" Diff="+4.6"
              Move="0" Arrive="4"/>
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="1" Value="1:00.0" Rank="4" SortOrder="4" Diff="+11.3" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="1:00.0" Rank="5" SortOrder="5" Diff="+23.6" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="5" Value="1:00.0" Rank="2" SortOrder="2" Diff="+16.8" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="6" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
            <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="10" Value="1:00.0" Rank="4" SortOrder="4" Diff="+14.4" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="1" Value="1:00.0" Rank="5" SortOrder="5" Diff="+12.4" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="2" Value="2:00.0" Rank="3" SortOrder="3" Diff="+17.0" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="5" Value="1:00.0" Rank="5" SortOrder="5" Diff="+10.4" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="6" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="9" Value="1:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
            <ExtendedResult Type="PROGRESS" Code="LEG" Pos="10" Value="2:00.0" Rank="4" SortOrder="4" Diff="+8.7" />
            ...
          </ExtendedResults>
        </Athlete>
      <Athlete Bib="2-2" Code="2014836" Order="2">
```

2.3.4.6 Message Sort

Sort by Result @SortOrder



International
Olympic
Committee

OWG2026-NCB-1.1 APP
31 January 2025



2.3.5 Image

2.3.5.1 Description

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

The message can contain the Course Map image or any available photofinish image. Each message contains only one photofinish picture.

Multiple messages may be sent for the same DocumentCode (a single race [RSC]) when more than one photofinish cases/photos occur in the same race depending on the circumstances of the unit/race.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@EVENT Code	Event Unit RSC in the case of PHOTOFINISH Event RSC in the case of COURSEMAP
DocumentSubcode	Positive Integer	Picture number If there is only one image related to the DocumentCode then the value 1 is sent. 2, 3 etc. are used if additional images (ranks to be resolved) are sent for the same DocumentCode. Not applicable for DocumentSubtype COURSEMAP.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH COURSEMAP	Document SubType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code N/A	Expected status is: OFFICIAL Not applicable for DocumentSubtype COURSEMAP.
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

Trigger when image available and 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	Level 8
Competition (0,1)							



	Gen	
	Sport	
	Codes	
	Image (1,N)	
	Pos	
	Version	
	Revision	
	ImageType	
	Result (0,N)	
	Result	
	Rank	
	StartOrder	
	SortOrder	
	ResultType	
	IRM	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	ImageData (1,1)	
	-	

2.3.5.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message



Element: Competition /Image (1,N)			
Always only one image per message			
Attribute	M/O	Value	Description
Pos	M	1	Always send 1
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

Element: Competition /Image /Result (0,N)			
Expected only if DocumentSubtype is PHOTOFINISH, only include the information of those competitors in the image			
Attribute	M/O	Value	Description
Result	O	h:mm:ss:S.F SC@ResultMark Code	Result of the competitor
Rank	O	Positive Integer	Rank of the competitor
StartOrder	O	Positive Integer	Start or lane position This value is expected if it is included in DT_RESULT
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID (Team or individual) If it is possible to send the ID it should be included.
Type	M	A, T	A for athlete or T for team. If it is possible to send the type it should be included.
Organisation	M	CC@ORGANISATION Id	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 zeros	Athlete's ID. If it is possible to send the ID it should be included.
Order	M	1	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)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family 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)

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/4AAQSkZJRgABAQEAAAAAAAAA ETC ETC //2Q==</ImageData>
  </Image>
```

2.3.5.6 Message Sort

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



2.3.6 Event Final Ranking

2.3.6.1 Description

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

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

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.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final Ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

The message is expected only at the end of the Event and in case of any change.
Send as “PROVISIONAL” if there is pending decision by IOC, CAS, IF.

2.3.6.4 Message Structure

The following table defines the structure of the message.

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



	Codes	
	ExtendedInfos (0,1)	
	SportDescription (0,1)	
		DisciplineName
		EventName
		Gender
	Result (1,N)	
		Rank
		RankEqual
		ResultType
		Result
		Diff
		IRM
		SortOrder
	Competitor (1,1)	
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
	Composition (1,1)	
		Athlete (0,N)
		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld

2.3.6.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message



Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description
EventName	M	CC@EVENT ENG Description	Event ENG Description . Must be included if it is a single event
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	'Y' if the rank is equaled, else is not expected.
ResultType	O	SC @ResultType Code	Result type, for the corresponding event, mandatory if Result or IRM is included.
Result	O	h:mm:ss:S.F SC@ResultMark Code	Time for the competitor.
Diff	O	+h:mm:ss:S.F	Time behind the leader when available. 0.00 for the leader, not expected for LAP
IRM	O	SC @IRM Code	Send if the competitor has an IRM.
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

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

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to an individual athlete or a team member.



Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
-------	---	------------------	---

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included 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>
```

2.3.6.6 Message Sortunit

Sort by Result @SortOrder



2.3.7 Configuration

2.3.7.1 Description

The configuration is a message containing general parameters.

2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CONFIG	Configuration message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T – Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.7.3 Trigger and Frequency

The message is sent prior to any ODF results message and in case of any change. Generally the configuration must be provided before the start list of the event unit. If a DT_CONFIG message is sent after a DT_RESULT then a new version of DT_RESULT must be sent immediately.

2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<u>Competition (0,1)</u>					
	Gen				
	Sport				
	Codes				
	<u>Configs (1,1)</u>				
		<u>Config (1,N)</u>			
			Unit		
			<u>ExtendedConfig (1,N)</u>		
				Type	
				Code	
				Pos	



	Value
	ExtendedConfigItem (0,N)
	Code
	Pos
	Value

2.3.7.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Event Unit RSC for cross country part

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
FIS	CODEX	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	S(10)	FIS Codex
COURSE	NAME	1, 2, N/A	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	
	Attribute	M/O	Value	Description
	Value	M	S(25)	Name of the course in ENG
COURSE	ALTITUDE	N/A	Element Expected: when available	
	Attribute	M/O	Value	Description
	Value	M	###0	Send the altitude of the stadium(start/finish) in metres
COURSE	HEIGHT_DIFF	1, 2, N/A	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	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the total difference in height from the low point to the highest point. (metres)



COURSE	LENGTH	1, 2, N/A	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	
	Attribute	M/O	Value	Description
	Value	M	####0	Send the total length of the course in meters.
COURSE	LAP	1, 2, N/A	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	
	Attribute	M/O	Value	Description
	Value	M	####0	Send the lap length in metres
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When available				
	Attribute	Value	Description	
	Code	NUM		
	Pos	N/A		
	Value	#0	Number of laps for each athlete.	
COURSE	CLIMB	1, 2, N/A	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	
	Attribute	M/O	Value	Description
	Value	M	####0	Course Total Climb in metres
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	Code	MAX		
	Pos	N/A		
	Value	####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	
	Attribute	M/O	Value	Description
	Value	M	#0.0	Distance from the start in km for the intermediate.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Team events only				
	Attribute	Value	Description	
	Code	LEG		



	Pos	Positive Integer	Send the leg number of the team.	
	Value	S(2)	Intermediate point 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
	Attribute	M/O	Value	Description
	Value	M	Positive Integer	Overall number of intermediate points where the time is recorded including F.
EC		LEG	S(2)	Pos Description: leg ID Element Expected: team events
	Attribute	M/O	Value	Description
	Value	M	#0.0	Distance from the start of the race in km to the end of the leg.
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always				
	Attribute	Value	Description	
	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	#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	Positive Integer	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>
```

2.3.7.6 *Message Sort*

There is no message sorting rule.



2.3.8 Weather conditions

2.3.8.1 Description

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

2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.8.3 Trigger and Frequency

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

2.3.8.4 Message Structure

The following table defines the structure of the message.

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



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

2.3.8.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

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

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @WeatherPoint Code	Weather points. send GEN, HIGH and LOW
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WIND_DIRECTION Id	Wind direction
Prec_Type	O	SCGEN @PrecType Code	Precipitation type (if applicable)

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY, SNOW	Weather condition type,
Value	M	CC@Weather_COND_SNOWId CC@WEATHER_COND	CC@WEATHER_COND_SNOW for SNOW



		Id	CC@WEATHER_COND for SKY
--	--	----	-------------------------

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, SNOW	Temperature type
Unit	M	SCGEN@TemperatureUnit Code	Unit for temperature, Celsius and Fahrenheit.
Value	M	[-]#0. 01	Temperature of the @Code.

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Unit for Wind, MSMPH and KMH
Value	M	##0. 00	Wind speed in @Unit
Type	O	SCGEN@WindSpeedTypeCode	Average,Maximum and Min wind speed to calculate the wind speed range

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" />
    <Temperature Code="AIR" Unit="F" Value="47.8" />
    <Temperature Code="SNOW" Unit="C" Value="0" />
    <Temperature Code="SNOW" Unit="F" Value="32.5" />
    <Wind Code="SPEED" Unit="KMH" Value="0" />
    <Wind Code="SPEED" Unit="MPH" Value="0.02" />
  </Conditions>
</Weather>
```

2.3.8.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operations start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
	DT_ENTRIES			x			
	DT_SCHEDULE		x		o		o
(By SRM After FIS Approval)	DT_PDF C08 Competition Schedule		x				
(By SRM After FIS Approval)	DT_PDF C35 Competition Officials		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
After Initial Download - as soon as Participant verification process finishes (C38/C39 process) or after any other change in participant's data	DT_PARTIC_UPDATE		x				
If there are changes in officials data	DT_PDF C35 Competition Officials		x				
After Initial Download - when OVR becomes owner of data	DT_PDF C30 Number of Entries by NOC		x				
After Initial Download - after any competition schedule change	DT_SCHEDULE_UPDATE		x		o		o
	DT_PDF C08 Competition Schedule		x				
After Draw/Team Captain's Meeting (Source Jumping Venue)	DT_PARTIC_UPDATE		x				
	DT_PARTIC_TEAMS_UPDATE		x				
	DT_ENTRIES			x			
	DT_PDF C32A (Gender RSC level)						
	DT_CONFIG (Ski Jumping part)			x	o		
	DT_RESULT	START_LIST					x
	DT_PDF C51x	START_LIST			x		

3.3 During Competition - Ski Jumping

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (-5 minutes)	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
When the unit starts and after every update (Next and Result)	DT_RESULT	LIVE					x
	DT_CURRENT						x



3.4 After Competition - Ski Jumping

Trigger	Message	Status	D	E	P	S	U
When competition finishes. After Training- Trial or Competition Round. (last athlete receives scores)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
	DT_RESULT	UNOFFICIAL					x
	DT_PDF C73x Results / Intermediate Results	UNOFFICIAL					x
When there is a protest	DT_RESULT	PROTESTED					x
After Training, Trial or Competition Round results units are approved	DT_RESULT	OFFICIAL					x
	DT_PDF C73x Results / Intermediate Results	OFFICIAL					
When there is new startlist for cross country part	DT_CONFIG (cross country part)						x
	DT_RESULT	START_LIST					x
	DT_PDF C51x	START_LIST			x		

3.5 During Competition - Cross Country Skiing

Trigger	Message	Status	D	E	P	S	U
At scheduled start time (-5 minutes)	DT_SCHEDULE_UPDATE	GETTING_READY	x		o		o
When competition starts	DT_SCHEDULE_UPDATE	RUNNING	x		o		o
When the unit starts and after every update (intermediate, lap, leg)	DT_RESULT	LIVE					x

3.6 After Competition - Cross Country Skiing

Trigger	Message	Status	D	E	P	S	U
When competition finishes (last athlete passes the finish line)	DT_SCHEDULE_UPDATE	FINISHED	x		o		o
After the last photofinish time is available but results are not approved	DT_RESULT	UNOFFICIAL					x
When results are approved	DT_RESULT	OFFICIAL					x
When image is available and after any change	DT_IMAGE	OFFICIAL					x
When results are approved	DT_RANKING	OFFICIAL		x			
	DT_PDF C73X Results	OFFICIAL		x			
	DT_PDF C77X Race Analysis	OFFICIAL		x			
Before Victory/Venue Ceremony	DT_MEDALLISTS	UNOFFICIAL		x			
Before Victory/Venue Ceremony, when results are official	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLIST_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92X Medallists	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				



	DT_PDF C95 Medal Standings		x					
Only if NCB is the Latest Nordic Sport. Use Sport Code (NEV)	DT_PDF C97 FIS Nordic Events Medal Standings	OFFICIAL	x					

Legend:

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



4 Document Control

Version history		
Version	Date	Comments
V0.1	17 June 2023	First version
V0.2	30 June 2023	Updated version after the ODF review meeting
V0.3	9 October 2023	Update after CCS Data Dictionary Review and OSRP document release.
V0.4	27 November 2023	Consolidation after ODF Milano Cortina 2026 Review meetings
V0.5	7 February 2024	Corrections and cross sport alignments
V0.6	19 April 2024	Corrections and cross sport alignments
V0.7	02 August 2024	Version after PT1 and CHG0031611
V1.0	16 October 2024	CHG0032128 and corrections
V1.1	31 January 2025	CHG0033301, editorial changes and weather alignment.

File Reference: OWG2026-NCB-1.1, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	<p>Messages: Nordic Combined Overview: REMOVED any reference to SJP and added description for NCB CC part.</p> <p>DT_RESULT: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry /EUE /COLOUR: BIB colours pending to be confirmed. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /LEG_SPLIT: Pos Description updated Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /LEG_SECTION: Pending to be reviewed after the OSRP document is available.</p> <p>DT_CONFIG: Updated the Message structure.</p>
V0.3	SFR	<p>DT_RESULT: Competition /Result /Result: SC@ResultMark added for LAP. Competition /Result /Diff: "Empty" added in the case of LAP. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE /Result: SC@ResultMark added for LAP. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /PROGRESS /INTERMEDIATE /Diff: "Empty" added in the case of LAP.</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /LEG_SECTION: Confirmed after reviewing the new OSRP document. Competition /Result /Competitor /Composition /Athlete /EventUnitEntry /EUE /COLOUR: BIB colours removed.</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Progress /Intermediate /Move and /Arrive: Attributes added to match CCS implementation. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Progress /LEG_SECTION /SortOrder: Attribute added to sort equal ranks.</p> <p>DT_RANKING: Competition /Result /Result: SC@ResultMark added for LAP. Competition /Result /Diff: "Empty" introduced in the case of LAP.</p>
V0.4	SFR	New DT_ENTRIES and DT_ENTRIES_TEAMS added



		DT_PARTIC/DT_PARTIC_TEAMS: current flag removed, update indicator removed, Status and MainFunctionId are mandatory. DT_IMAGE: added COURSEMAP DocumentSubtype
V0.5	SFR	For all messages for the element Competition the attributes Gen, Sport, Codes are set to M DT_PARTIC: Message Values: Competition/Participant/MainFunctionId marked as Optional. DT_ENTRIES: Message Structure:ExtendedEntry removed as obsolete. Message Values: Competition/Entry/GivenName marked as Optional. DT_RESULT: Message Structure: Competition /Result /ExtendedResults /ExtendedResult/Extension removed as obsolete. Message Values: Competition /ExtendedInfos /ExtendedInfo /Extension /Passed: Description (applicable to all events) and Value description (exclude IRMs) updated.
V0.6	SFR	Editing updates and new values patterns applied. Sport attribute in element Competition has been changed to S(35) TVFamilyName changed to S(18) DT_RESULT: Competition /Result /ExtendedResults /ExtendedResult IRM_RULE changed to JURY_DECISION Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult for code PROGRESS <ul style="list-style-type: none"> • type INTERMEDIATE Value2 has been deleted. • type SECTION added. • type LEG_SPLIT renamed in LEG. • type LEG_SECTION deleted
V0.7	SFA	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /ExtendedInfos /ExtendedInfo /Extension IN_RACE added Competition /Result PhotoFinish attribute added Competition /Result /ExtendedResults /ExtendedResult PHOTO deleted DT_IMAGE: Competition /Image /Result ResultType and IRM added DT_AUDIO, DT_ACHIEVEMENT: Added in Applicable Messages
V1.0	APP	DT_RESULT: Correction in the Value and Diff formats. Competition /Result /ExtendedResults /ExtendedResult /PROGRESS/ INTERMEDIATE Attribute Rank Value updated and attribute IRM added. Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ PROGRESS/INTERMEDIATE Attribute IRM added.
V1.1	APP	DT_RESULT: Competition /Result /ExtendedInfos /ExtendedInfo DISPLAY updated to INT_* for consistency Competition /Result /ExtendedResults /ExtendedResult Value and Rank change to Optional as IRM is possible Competition /Result /Competitor /Composition /Athlete /EventUnitEntry LEG_BIB editorial content removed without change the meaning Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Value and Rank change to Optional as IRM is possible; added ResultMark as a valid value for Attribute Value Competition /Result /Competitor /Composition /Athlete /EventUnitEntry extension COLOUR added applicable to Team Event (CHG0033301) DT_WEATHER: Editorial change to improve the definition at Competition / Weather / Conditions / Code Competition /Weather /Conditions /Temperature /Value decimal digit optional as per Weather adjustments Competition /Weather /Conditions /Wind /Value valid values and Unit description updated as per Weather adjustments DT_ENTRIES: Competition /Entry Attributes: Code, Type, Organisation and SortOrder updated to optional to support the individual generic events. DT_PARTIC: Competition /Participant Attribute BirthDate description updated