

# Olympic Data Feed



## **Ski Jumping**

### **ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

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## 1 Introduction

### 1.1 This document

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

### 1.2 Objective

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

### 1.3 Main Audience

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

### 1.4 Glossary

The following abbreviations are used in this document.

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

### 1.5 Related Documents

Document Title	Document Description
ODF Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
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 Ski Jumping Overview

Messages in each event

All jumps are always detailed in a single unit.

#### Individual Events - Ski Jumping

\* There will be a DT\_RESULT for each jump in trial/training and competition in as well as a DT\_CURRENT. DT\_CUMULATIVE\_RESULT provides the overall competition score in the Final Phase.

#### Individual Events - Nordic Combined

\* There will be a DT\_RESULT for each jump in trial/training and competition in as well as a DT\_CURRENT.

#### Team Events - Ski Jumping

\* There will be a DT\_RESULT for each jump in trial/training (individual message format) and competition in as well as a DT\_CURRENT. DT\_CUMULATIVE\_RESULT provides the overall competition score in the Final Phase.

#### Team Events - Nordic Combined

\* There will be a DT\_RESULT for each jump in trial/training (individual message format) and competition in as well as a DT\_CURRENT.

#### Training and trials

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

Schedule

\* The DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE message for finals will include the phase (S) and each jump (Y). DT\_RESULTS is at jump level.

\* In the case of training, each training consists of three jumping rounds. The RSC for the training (Y) and each round (S) in the training are included in DT\_SCHEDULE/DT\_SCHEDULE\_UPDATE.

### 2.2 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Message extended” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

Message Type	Message Name	Message 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_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	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X



DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	
DT_WEATHER	Weather conditions	X
DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_ESL	Extended Start List	
DT_PIC	Pictures	
DT_PDF	PDF Message	
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
	IFld

### 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

### Sample (Participants)

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

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	<p>Participant's ID/Registration Number</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>
Parent	M	S(20) without leading zeros	<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>



			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
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 else not sent.

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 disciplines.

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	
			IFld	

### 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) without leading zeros	Team's ID
Status	M	CC@PARTICIPANT_STATUS Id	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	Send the team type. Element expected: ORG 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
IFld	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). 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
	IFld

### 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	S(20) without leading zeros	Competitor ID.
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender, Name etc).

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.

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

### 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 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:

- 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)
- Send with status PROVISIONAL if there is any pending decision by IOC, CAS, IF

### 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	Level 9
<u>Competition (0,1)</u>								
	Gen							
	Sport							
	Codes							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				



		Value
<u>SportDescription (0,1)</u>		
		DisciplineName
		EventName
		Gender
		SubEventName
<u>VenueDescription (0,1)</u>		
		Venue
		VenueName
		Location
		LocationName
<u>Officials (0,1)</u>		
<u>Official (1,N)</u>		
		Code
		Function
		Order
		<u>Description (1,1)</u>
		GivenName
		FamilyName
		Gender
		Organisation
<u>ExtOfficial (0,N)</u>		
		Type
		Code
		Pos
		Value
<u>Result (1,N)</u>		
		Rank
		RankEqual
		Result
		IRM
		QualificationMark
		SortOrder
		StartOrder
		StartSortOrder
		ResultType
		Diff
<u>ExtendedResults (0,1)</u>		
<u>ExtendedResult (1,N)</u>		
		Type
		Code
		Pos
		Value
		Value2



	Rank
	RankEqual
	Discard
	Pty
	Move
	ValueType
<u>Competitor (1,1)</u>	
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
<u>EventUnitEntry (0,N)</u>	
	Type
	Code
	Pos
	Value
<u>Composition (0,1)</u>	
<u>Athlete (0,N)</u>	
	Code
	Order
	StartOrder
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
<u>EventUnitEntry (0,N)</u>	
	Type
	Code
	Pos
	Value
<u>ExtendedResults (0,1)</u>	
<u>ExtendedResult (1,N)</u>	
	Type
	Code
	Pos
	Value
	Value2
	Rank



	RankEqual
	Discard
	Pty
	Move
	ValueType

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

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_QUAL	N/A	Element Expected: when available in the first and second round (Super Team) and from when the last competitor of the team has jumped only.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeros
			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	0, 1, 2, 3, 4	Pos Description: Team events: current group number Individual events: always 0 Element Expected: when available (just before the competition, not with initial START_LIST).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Positive Integer
			Base Gate matching @Pos in DT_CONFIG.
UI	STARTERS	N/A	Element Expected: always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Positive Integer
			Number of competitors or teams on the start list.
<b>Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension</b> Expected always after status START_LIST and at least one competitor has completed the unit without IRM.			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	COMPLETE	
	Pos	Positive Integer	Group number in team events



	Value	Positive Integer	In individual, send the number of competitors whose event unit is completed (includes IRMs). In teams, send the number of teams completed in the group @Pos	
DISPLAY		LAST_COMP	N/A	Element Expected: when available and only when the unit is LIVE or UNOFFICIAL.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) without leading zeros	Competitor ID of the last athlete to compete and receive a result.

### Sample (Individual)

```
<ExtendedInfos>
<UnitDateTime StartDate="2012-08-07T11:01:00+01:00" EndDate="2012-08-07T12:31:00+01:00" />
<ExtendedInfo Type="UI" Code="BASE_GATE" Pos="0" Value="39" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Value="2111355" />
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)				
Attribute	M/O	Value	Description	
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes	
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.	
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit	
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes	

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 (not code) from Common Codes	
Location	M	CC@LOCATION Id	Location code	
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes	

Element: Competition /Officials /Official (1,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) without leading zeros	Official's code	
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.).	
Order	M	Positive Integer	Order of officials.	

Element: Competition /Officials /Official /Description (1,1)				
Officials extended information.				
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 /Officials /Official /ExtOfficial (0,N)				
Type	Code	Pos	Description	
EO	POSITION	N/A	Element Expected: expected for Judges and Start Controller only.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the position for the judge (A-E) or SC (Start Controller).
EO	OFF_GENDER	N/A	Element Expected: expected for Jury/Competition Management Officials only in the case of Mixed Team event. In case that the jury member is officiating both genders do not send.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	CC@SPORT_GENDER Id	Send the applicable gender that each official will be officiating in the Mixed Team competition.

### Sample (Officials)

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

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit.
RankEqual	O	Y	Y if the rank is equalled, else do not send.
Result	O	###0.0	Result for the event unit.
IRM	O	SC@IRM Code	Invalid result mark (IRM) for the event unit Send only in the case @ResultType is IRM



QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition. Not applicable in NCB
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.
StartOrder	O	Positive Integer	The start order of the competitors in the unit as displayed.
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	###0.0 +mm:sS	Points behind the leader in the unit or time behind the leader in NCB. 0.0/0 for the leader.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N) Not applicable for Team Events				
Type	Code	Pos	Description	
ER	DIST	N/A	Element Expected: when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0.0	Jump distance in meters.
	Value2	M	[-]##0.0	Jump distance points
	Rank	O	Positive Integer	Jump distance rank of all competitors (only in training and trials).
	RankEqual	O	Y	Y' if distance rank is equaled (only in training and trials)
ER	SPEED	N/A	Element Expected: when available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0.0	Maximum in km/h
	Rank	O	Positive Integer	Speed rank of all competitors (only in training and trials).
	RankEqual	O	Y	Y if speed rank is equaled (only in training and trials).
ER	IRF	N/A	Element Expected: individual SJP only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Y in case of an in-run fall (IRF)
ER	FALL	N/A	Element Expected: when applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Y in case of a fall different from IRF
ER	JURY_DECISION	N/A	Element Expected: when applicable	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Infringement Note S(25)	Rule number if disqualified.
	Value2	O	SC@Infringement ENG Description S(255)	Rule description if disqualified.



JUDGE	A, B, C, D, E, TOT	Positive Integer	Code Description: Judge Position (A, E) or TOT for total judge score. Pos Description: Judge order 1, 5 or 6 for TOT. Element Expected: when available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	#0.0	Judge score.
Discard	O	Y	Y if this score is discarded else do not send.
COMPEN	GATE_NUM	N/A	Element Expected: when available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Positive Integer	Gate number as for @Pos in DT_CONFIG.
Value2	O	[-]#0.0	Gate compensation points, not expected when jumping from base gate.
Pty	O	Y	Y if no compensation was given cause of the gate change
Move	O	Positive Integer	Original gate number that was requested to be changed by the coach
ValueType	O	SC@GateChange Code	Flag to indicate the gate change requested by the coach
COMPEN	WIND_SPEED	N/A	Element Expected: when available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	[-]#0.00	Wind speed
Value2	M	[-]#0.0	Wind compensation points
COMPEN	TOT	N/A	Element Expected: when available.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	[-]#0.0	Total compensation

### Sample (Individual)

```
<Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" StartOrder="5" StartSortOrder="5" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="DIST" Value="104.5" Value2="79.0" Rank="2" />
    <ExtendedResult Type="ER" Code="SPEED" Value="90.7" Rank="7" />
    <ExtendedResult Type="JUDGE" Code="A" Pos="1" Discard="Y" Value="15.5" />
    <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
    <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
    <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
    <ExtendedResult Type="JUDGE" Code="E" Pos="5" Discard="Y" Value="17.0" />
    <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
    <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
    <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
    <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
  </ExtendedResults>
  <Competitor Code="2037788" Type="A" Organisation="GER" >
    <Composition>
      <Athlete Code="2037788" Bib="28" Order="1">
        <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="GER" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

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



Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number of the team in team competitions. Does not apply in individual events.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Expected in team events only			
Type	Code	Pos	Description
EUE	PERFORM	SJP, CCS	Pos Description: SJP for Ski Jump performance. CCS for Cross Country performance. Element Expected: when available in Nordic Combined Teams competition for the Team.
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) without leading zeros	Competitor ID.
Order	M	Positive Integer	Order of the athletes within the team. This is the same as the athlete group.
StartOrder	O	Positive Integer	Only included in team competition This is the jumping order for all athletes in all groups from 1-n (not with-in groups). If the order is changed after group 3 then this value will be updated.
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	Code	Pos	Description
EUE	GROUP_ORDER	N/A	Element Expected: only in team events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Positive Integer
			Jump order within the group usually the same as start order except for final group in final round
EUE	PERFORM	SJP, CCS	Pos Description: Send SJP for Ski Jumping performance. Send CCS for Cross Country performance. Element Expected: when available in NCB
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	#0
			Numeric value 0-10.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	PTS	N/A	Element Expected: when data is available only in team events (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0.0
			Jump points for the athlete.
	Rank	M	Positive Integer
	RankEqual	O	Y
			Send 'Y' if points rank is equaled else not sent.
ER	DIST	N/A	Element Expected: when data is available only in team events (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0.0
			Jump distance in metres.
	Value2	O	##0.0
			Jump distance points. Can be negative.
ER	SPEED	N/A	Element Expected: when data is available only in team events (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	##0.0
			Maximum speed in kmh.
ER	IRF	N/A	Element Expected: when data is available only in team events (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
			Y in case of an in-run fall (IRF)
ER	FALL	N/A	Element Expected: when applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Y
			Y in case of a fall different from IRF



ER		IRM_IND	N/A	Element Expected: when applicable for team members (except trial).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@IRM Code	IRM code
ER		JURY_DECISION	N/A	Element Expected: when applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Infringement Note Or S(25)	Rule number if disqualified.
	Value2	O	SC@Infringement ENG Description Or S(255)	Rule description if disqualified.
JUDGE		A, B, C, D, E, TOT	Positive Integer	Code Description: 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 (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.0	Judge score.
	Discard	O	Y	Y if this score is discarded else do not send.
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	Positive Integer	Gate number as for @Pos in DT_CONFIG.
	Value2	O	[-]#0.0	Gate compensation points, not expected when jumping from base gate.
	Pty	O	Y	Y if no compensation given cause of the gate change
	Move	O	Positive Integer	Original gate number that was requested to be changed
	ValueType	O	SC@GateChange Code	Only in case of Gate change request by coach
COMPEN		WIND_SPEED	N/A	Element Expected: when data is available only in team competition (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	[-]#0.00	Wind speed.
	Value2	M	[-]#0.0	Wind compensation points.
COMPEN		TOT	N/A	Element Expected: when data is available only in team competition (except training or trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	[-]#0.0	Total compensation.

### Sample (Team)



```
<Result Rank="1" ResultType="POINTS" Result="522.6" SortOrder="1" StartOrder="5" StartSortOrder="5" >
  <Competitor Code="SJPMLHTEAM4-POL01" Type="T" Bib="9" Organisation="POL" >
    <Description TeamName="Poland" />
    <Composition>
      <Athlete Code="2001402" Bib="9-1" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M" Organisation="POL" BirthDate="1994-12-15" />
        <EventUnitEntry Type="EUE" Code="GROUP_ORDER" Value="5" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PTS" Value="128.0" Rank="2" />
          <ExtendedResult Type="ER" Code="DIST" Value="104.5" Value2="79.0" Rank="2" />
          <ExtendedResult Type="ER" Code="SPEED" Value="90.7" Rank="7" />
          <ExtendedResult Type="ER" Code="GROUP" Rank="2" />
          <ExtendedResult Type="JUDGE" Code="A" Pos="1" Value="15.5" Discard="Y" />
          <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
          <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
          <ExtendedResult Type="JUDGE" Code="E" Pos="5" Value="17.0" Discard="Y" />
          <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
          <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
          <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
          <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

#### 2.3.4.6 Message Sort

Sort by Result @SortOrder



## 2.3.5 Current Information

### 2.3.5.1 Description

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

### 2.3.5.2 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	Event Unit RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current 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.

### 2.3.5.3 Trigger and Frequency

This message is sent:

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

### 2.3.5.4 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	Level 9
Competition (0,1)								
	Gen							
	Sport							





Codes	
<u>ExtendedInfos (0,1)</u>	
<u>ExtendedInfo (1,N)</u>	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Code	
Pos	
Value	
<u>Result (0,N)</u>	
Rank	
RankEqual	
Result	
IRM	
QualificationMark	
SortOrder	
StartOrder	
StartSortOrder	
ResultType	
Diff	
<u>ExtendedResults (0,1)</u>	
<u>ExtendedResult (1,N)</u>	
Type	
Code	
Pos	
Value	
Value2	
ValueType	
Rank	
RankEqual	
IRM	
Move	
Pty	
Discard	
<u>Competitor (1,N)</u>	
Code	
Type	
Bib	
Organisation	
<u>Composition (0,1)</u>	
<u>Athlete (0,N)</u>	
Code	



	Order
	Bib
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	Rank
	RankEqual
	Move
	Pty
	Discard

### 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 /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>
	Value	M	Positive Integer
			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>
	Value	M	SC@StartIndicator Code
			GREEN, YELLOW or RED to indicate the light.
DISPLAY	LAST_COMP	N/A	Element Expected: when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeros
			Send the competitor ID of the previous athlete. An athlete only becomes Previous when there is a new Current (green light) or if there is a delay.
DISPLAY	CURRENT	N/A	Element Expected: when available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(20) without leading zeros
			Competitor ID of the current athlete. An athlete becomes current when advancing on to the bar after the green light.



Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected when the start light becomes green till the competitor passes the speed trap. Updated every 5 sec.			
Attribute	Value	Description	
Code	TO_BEAT		
Pos	Positive Integer	Rank current competitor is trying to beat (1..3)	
Value	##0.0	Distance in metes needed to beat the rank in @Pos	
WIND	SPEED	N/A	Element Expected: when the start light becomes green till the competitor passes the speed trap. Updated every 5 sec.
Attribute	M/O	Value	Description
Value	M	+/-#0.0 [-]#0.00	Wind speed in M/S.
DISPLAY	NEXT	N/A	Element Expected: when available.
Attribute	M/O	Value	Description
Value	M	S(20) without leading zeros	Competitor ID of the next athlete to jump. An athlete becomes next when the previous becomes Current.

### Sample (Ski Jump)

```
<ExtendedInfos>
<ExtendedInfo Type="UI" Code="GATE" Value="33" />
<ExtendedInfo Type="WIND" Code="SPEED" Value="+2.1" />
<ExtendedInfo Type="DISPLAY" Code="CURRENT" Value="1234545" >
  <Extension Code="TO_BEAT" Pos="1" Value="89.0" />
  <Extension Code="TO_BEAT" Pos="2" Value="87.0" />
  <Extension Code="TO_BEAT" Pos="3" Value="84.0" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="NEXT" Value="5554545" />
</ExtendedInfos>
```

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the event unit.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
Result	O	###0.0	Result for the event unit.
IRM	O	SC@IRM Code	IRM for the event unit. Send only in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition. Not applicable in NCB
SortOrder	M	Positive Integer	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	Positive Integer	The start order of the competitors in the unit as displayed.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.



Diff	O	###0.0 +mm:sS	Points behind the leader in the unit or Time behind the leader for Nordic Combined. 0.0/0 for the leader.
------	---	------------------	---

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	CUMULATIVE	N/A	Element Expected: When data is available after the jump in the competition round For Mixed team events in both rounds, for Super Team in in all 3 rounds, for individual, only in the final round.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	###0.0	Cumulative score of the competitor (team or individual depending on the event)
	Rank	O	Positive Integer	Cumulative rank of the competitor after the jump (team or individual depending on the event)
	IRM	O	SC@IRM Code	The invalid result mark if applicable
ER	DIST	N/A	Element Expected: when data is available. Not applicable to Team	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0.0	Jump distance in meters.
	Value2	M	[-]##0.0	Jump distance points. Can be negative.
	Rank	O	Positive Integer	Jump distance rank of all competitors (only send in training and trials).
	RankEqual	O	Y	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. Not applicable to Team	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0.0	Maximum in km/h
	Rank	O	Positive Integer	Speed rank of all competitors (only send in training and trials).
	RankEqual	O	Y	Send 'Y' if speed rank is equaled (only send in training and trials).
ER	IRF	N/A	Element Expected: individual SJP only	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Y in case of an in-run fall (IRF)
ER	FALL	N/A	Element Expected: If applicable Not applicable to Team	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Y	Y in case of a fall different from IRF
JUDGE	A, B, C, D, E, TOT	Positive Integer	Code Description: 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. Not applicable to Team
Attribute	M/O	Value	Description	
Value	M	#0.0	Judge score.	
Discard	O	Y	'Y' if this score is discarded else do not send.	
COMPEN	GATE_NUM	N/A	Element Expected: when data is available.	
Attribute	M/O	Value	Description	
Value	M	Positive Integer	Gate number, matching Pos in DT_CONFIG.	
Value2	O	[-]#0.0	Gate compensation points if applicable. Not expected when jumping from base gate.	
Pty	O	Y	Y if no compensation given for the gate change	
Move	O	Positive Integer	Gate number before the request of change by the coach	
ValueType	O	SC@GateChange Code	Only in case of Gate change request by coach	
COMPEN	WIND_SPEED	N/A	Element Expected: when data is available.	
Attribute	M/O	Value	Description	
Value	M	[-]#0.00	Wind speed.	
Value2	M	[-]#0.0	Wind compensation points.	
COMPEN	TOT	N/A	Element Expected: when data is available.	
Attribute	M/O	Value	Description	
Value	M	[-]#0.0	Total compensation.	

### Sample (Individual)

```
<Result Rank="1" ResultType="POINTS" Result="126.0" SortOrder="1" StartOrder="5" StartSortOrder="5" > <ExtendedResults>
  <ExtendedResult Type="ER" Code="DIST" Value="104.5" Value2="79.0" />
  <ExtendedResult Type="ER" Code="SPEED" Value="90.7" />
  <ExtendedResult Type="JUDGE" Code="A" Pos="1" Discard="Y" Value="15.5" />
  <ExtendedResult Type="JUDGE" Code="B" Pos="2" Value="16.0" />
  <ExtendedResult Type="JUDGE" Code="C" Pos="3" Value="16.0" />
  <ExtendedResult Type="JUDGE" Code="D" Pos="4" Value="17.0" />
  <ExtendedResult Type="JUDGE" Code="E" Pos="5" Discard="Y" Value="17.0" />
  <ExtendedResult Type="JUDGE" Code="TOT" Pos="6" Value="49.0" />
  <ExtendedResult Type="COMPEN" Code="GATE_NUM" Value="39" />
  <ExtendedResult Type="COMPEN" Code="WIND_SPEED" Value="0.29" Value2="-2.0" />
  <ExtendedResult Type="COMPEN" Code="TOT" Value="-2.0" />
</ExtendedResults>
<Competitor Code="2037788" Type="A" Organisation="GER" >
  <Composition>
    <Athlete Code="2037788" Bib="28" Order="1" />
  </Composition>
</Competitor>
</Result>
```

Element: Competition /Result /Competitor (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number of the team in team competitions.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation



Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Only include current athlete in a team, not all team members			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athletes ID
Order	M	Positive Integer	Order of the athletes within the team. This is the same as the athlete group.
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

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



	Value	M	Y	Send 'Y' if a fall (not IRF)
ER		IRM_IND	N/A	Element Expected: If applicable during competition round for the team member.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@IRM Code	IRM code.
ER		JURY_DECISION	N/A	Element Expected: if applicable.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@Infringement Note Or S(255)	Send rule number if disqualified.
	Value2	O	SC@Infringement ENG Description Or S(255)	Send rule description if disqualified.
JUDGE		A, B, C, D, E, TOT	Positive Integer	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	Y	Send 'Y' if this score is discarded else do not send.
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	Positive Integer	Gate number, matching Pos in DT_CONFIG.
	Value2	O	[-]#0.0	Gate compensation points if applicable. Not sent when jumping from base gate.
	Pty	O	Y	Y if no compensation given for that Gate change
	Move	O	Positive Integer	Initial Gate Number that was requested to be changed
	ValueType	O	SC@GateChange Code	Only in case of Gate change request by coach
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	[-]#0.00	Wind speed.
	Value2	M	[-]#0.0	Wind compensation points.
COMPEN		TOT	N/A	Element Expected: when data is available only in team competition (but not team training or team trials).
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



Value	M	[-]#0.0	Total compensation.
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### 2.3.5.6 Message Sort

Sort by Result @StartSortOrder.





## 2.3.6 Cumulative Results

### 2.3.6.1 Description

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

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

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC This message is not applicable to trainings
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results START_LIST LIVE INTERMEDIATE OFFICIAL UNOFFICIAL 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.

### 2.3.6.3 Trigger and Frequency

- Send when the start list of the first unit is sent (START\_LIST)
- Send after each athlete completes a jump (LIVE)
- Send after round (INTERMEDIATE)
- Send after the last round is complete (UNOFFICIAL / OFFICIAL as appropriate)
- Send with status “PROVISIONAL” if there is any 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	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
	Progress (0,1)						
	LastUnit						
	SportDescription (0,1)						
	DisciplineName						
	EventName						
	SubEventName						
	Gender						
	VenueDescription (0,1)						
	Venue						
	VenueName						
	Location						
	LocationName						
	Result (1,N)						
	Rank						
	RankEqual						
	ResultType						
	Result						
	IRM						
	QualificationMark						
	Diff						
	SortOrder						
	ResultItems (0,1)						
	ResultItem (1,N)						
	Unit						
	Order						
	Result (1,1)						
	Rank						
	RankEqual						
	ResultType						
	Result						
	IRM						
	QualificationMark						
	SortOrder						
	Competitor (1,1)						
	Code						



	Type
	Organisation
	Bib
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	Phase ENG ShortDescription (not code) from Common Codes. Only include if in single phase.
Gender	M	CC@DISCIPLINE_GENDER	Gender code for the event unit



		Gender	
--	--	--------	--

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 (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the cumulative result
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	###0.0	Cumulative result. Send when the @ResultType is POINTS.
IRM	O	SC@IRM Code	Invalid result mark (IRM) for the cumulative result if applicable. Only send where @ResultType is IRM
Diff	O	###0.0	Cumulative points behind the leader. 0.0 for the leader.
QualificationMark	O	SC@QualificationMark Code	Qualification Mark for Team events
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code Or CC@PHASE Code	Full RSC
Order	M	Positive Integer	Logical order of the sub-units, chronological.

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



Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor in the result for the phase identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the unit or phase identified by /ResultItems /ResultItem.
Result	O	###0.0	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem. Send when the @ResultType is POINTS.
IRM	O	SC@IRM Code	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 Code	The code which indicates the competitor is qualified for the next round.
SortOrder	M	Positive Integer	Used to sort all results in an unit or phase identified by /ResultItems /ResultItem.

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	Positive Integer	Order attribute used to sort team members in a team or 1 if single athlete.
Bib	O	S(5)	Athlete's bib number. In case of a team member it will be constructed from team's bib and the order within the team. (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).

Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
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



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member's for Competitor @Type="T"

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>	<b>Description</b>
Value	M	###0.0	Cumulative points for the individual in the team competition.

### Sample (Team)

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

### Sample (Individual)

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



### **2.3.6.6 Message Sort**

The ResultItems should be ordered in the same order in which they took place, earliest to latest.

Result @SortOrder will be the attribute used to sort the results.

During a unit (particularly units where athletes participate one-by-one) the order should be:

- 1) All athletes finished the current unit ordered by overall rank
- 2) All athletes on course (in the order of their result at the intermediate; in case of several intermediates from the one further down the course to the one nearest to the start)
- 3) All athlete still to start in the current unit (start order)
- 4) All athletes not qualified, but having a score from previous units
- 5) All athletes with IRM (sorting according to Discipline/ORIS standard order)



### 3.1.1 Event Final Ranking

#### 3.1.1.1 Description

The event final ranking is a message containing the final results and ranking for one particular event.

#### 3.1.1.2 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	Result status, indicates whether the data is official or partial. PARTIAL 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.

#### 3.1.1.3 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 the First Round and Second Round of the Final
- After last unit of the competition is official. (OFFICIAL)
- Send as PROVISIONAL is there is any pending decision by IOC, CAS, IF.

Trigger also after any change.

#### 3.1.1.4 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
	IRM
	SortOrder
	Competitor (1,1)
	Code
	Type
	Organisation
	Bib
	Description (0,1)
	TeamName
	Composition (1,1)
	Athlete (0,N)
	Code
	Order
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

### 3.1.1.5 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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes



EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit.

**Element: Competition /Result (1,N)**

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Final rank of the competitor in the corresponding event .It is optional because the competitor can have an IRM.
RankEqual	O	Y	Identifies if a rank has been equalled. Send Y if applicable else not sent.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	###0.0	Final result for the competitor.
IRM	O	SC@IRM Code	Send if the competitor has an invalid result mark (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) without 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
Bib	O	S(5)	Competitor Bib

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

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

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

Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number. In case of a team member it will be constructed from team's bib and the order within the team (e.g.: for team event: '11-2' means team with bib 11 and this is the second jumper of the team).



Element: Competition /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	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="1" Rank="1" Result="239.0" ResultType="POINTS">
  <Competitor Code="1051176" Type="A" Organisation="SLO">
    <Composition>
      <Athlete Code="1051176" Order="1" Bib="39">
        <Description GivenName="Ursa" FamilyName="Bogataj" Gender="F" Organisation="SLO" BirthDate="1995-03-07" IFId="1051176"/>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

### 3.1.1.6 Message Sort

Sort by Result @SortOrder



## 3.1.2 Configuration

### 3.1.2.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before the 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, 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.

### 3.1.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code CC@EVENT_UNIT Code	Event RSC for hill information (SJP, NCB). Event Unit RSC for qualification criteria (SJP only and First Round). Note: Even if the hill changes due to weather the RSC remains the same.
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.

### 3.1.2.3 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.

### 3.1.2.4 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

### 3.1.2.5 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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code CC@EVENT Code	Event RSC when DocumentCode is at Event level Event Unit RSC when DocumentCode is at Event Unit level.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
HILL	HILL_TYPE	N/A	Element Expected: Always in event level message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC@HillType Code	Hill type (Normal Hill or Large Hill).
HILL	HILL_SIZE	N/A	Element Expected: always at event level	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Hill size in metres.
HILL	HILL_SIZE_95	N/A	Element Expected: always at event level	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	###0.0 ###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 at event level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	K-point in meters.
HILL		GATE_FACTOR	N/A	Element Expected: always at event level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	#0.00	Gate factor (points per meter).
HILL		METRE_VALUE	N/A	Element Expected: always at event level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	0.0	Meter value (points per meter).
HILL		WIND_FACTOR	H, T	Pos Description: H for Head Wind Factor T for Tail Wind Factor. Element Expected: always at event level
	<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	Positive Integer	Pos Description: Send from 1...n to identify each gate. Element Expected: always at event level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer S(2)	The official number of the gate. (examples: 01 or 16 etc)
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	IR		
	Pos	N/A		
	Value	#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	##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	sS	Seconds per point calculation.
QUALIFICATION		FROM_RANK	N/A	Element Expected: When applicable, send by unit in SJP First Round all events and Second Round(Super Team)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Positive Integer	Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION		TO_RANK	N/A	Element Expected:



				When applicable, send by unit in SJP First Round all events and Second Round(Super Team)
Attribute	M/O	Value	Description	
Value	M	Positive Integer	Send the qualifying rank to indicate last rank to qualify.	
QUALIFICATION		QUAL_RULE	N/A	Element Expected: For SJP 1st Round and Second Round(Super Team)
Attribute	M/O	Value	Description	
Value	M	SC@QualRule Code	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>
```

### 3.1.2.6 Message Sort

There is no general message sorting rule.



### 3.1.3 Weather conditions

#### 3.1.3.1 Description

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

#### 3.1.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at discipline level
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.

#### 3.1.3.3 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.

#### 3.1.3.4 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

### 3.1.3.5 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 /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
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_SNOW Id CC@WEATHER_COND Id	Codes that describe the Weather Condition. Use CC @WEATHER_COND_SNOW for SNOW  Use 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	Temperature Unit
Value	M	[-]#0.0	Temperature of the @Code.

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED, GUST	Wind Speed
Unit	M	SCGEN@WindUnit Code	Unit for Wind. Use MS and KMH
Value	M	##0.0	Wind speed @Unit
Type	O	SCGEN@WindSpeedType Code	Wind speed value type if applicable

### Sample (Weather)

```
<Weather Date="2006-02-06T13:00:00+01:00" >
  <Conditions Code="GEN" Humidity="49" Wind_Direction="SE">
    <Condition Code="SKY" Value="pc" />
    <Condition Code="SNOW" Value="hrd" />
    <Temperature Code="AIR" Unit="C" Value="2.8" />
    <Temperature Code="AIR" Unit="F" Value="37.0" />
    <Temperature Code="SNOW" Unit="C" Value="-2.4" />
    <Temperature Code="SNOW" Unit="F" Value="27.7" />
    <Wind Code="SPEED" Unit="KMH" Value="7.2" />
    <Wind Code="SPEED" Unit="MS" Value="2.0" />
  </Conditions>
</Weather>
```

### 3.1.3.6 Message Sort

There is no special sort order requirement for this message.

## 4 Message Timeline

### 4.1 Preparation Phase

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

### 4.2 Before competition

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

### 4.3 During competition

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



	DT_CURRENT						x
	DT_CUMULATIVE_RESULTS (competition rounds only)	LIVE			x		

#### 4.4 After competition

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

Legend:

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



## 5 Document Control

Version history		
Version	Date	Comments
V0.1	17 June 2023	First version
V0.2	30 June 2023	Updates captured during the ODF Review meeting
V0.3	24 November 2023	Consolidation after ODF Milano Cortina 2026 Review meetings
V0.4	8 February 2024	Corrections and cross sport alignments
V0.5	29 April 2024	Corrections and cross sport alignments
V0.6	5 August 2024	Corrections and cross sport alignments after PT1 and CHG0031612
V1.0	16 October 2024	Corrections and cross sport alignments

### File Reference: OWG2026-SJP-1.0, APP

Change Log		
Version	Status	Changes on version
V0.1	SFR	First version
V0.2	SFR	<p>Related Documents: Reference ti the Language Guidelines and Participant Names</p> <p>Messages: Ski Jumping Overview:</p> <p>Clarification for DT_CUMULATIVE_RESULT</p> <p>DT_RESULT:</p> <p>Message structure updated.</p> <p>Competition /ExtendedInfos /ExtendedInfo /Ui /LAST_QUAL : Description updated</p> <p>Competition /Result /ExtendedResults /ExtendedResult (1,N) : Clarification provided</p> <p>Competition /Result /ExtendedResults /ExtendedResult /COMPEN /GATE_NUM : Added attributes for Gate Change request, Original Gate and Compensation for the new Gate. Removed subelements and COMPEN /NO_COMP</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ COMPEN /GATE_NUM : Added attributes for Gate Change request, Original Gate and Compensation for the new Gate. Removed subelements and COMPEN /NO_COMP and COMPEN /GATE_CHANG_COACH</p> <p>DT_CURRENT:</p> <p>Message structure updated.</p> <p>Competition /Result /ExtendedResults /ExtendedResult / COMPEN /GATE_NUM : Added attributes for Gate Change request, Original Gate and Compensation for the new Gate. Removed subelements</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult/ COMPEN /GATE_NUM : Added attributes for Gate Change request, Original Gate and Compensation for the new Gate. Removed subelements</p> <p>DT_RANKING:</p> <p>Message structure updated.</p> <p>Removed: Competition /Result /ExtendedResults /ExtendedResult</p> <p>DT_CONFIG:</p> <p>Updated the Message structure.</p> <p>DT_WEATHER:</p> <p>Weather Point "TOWER" added, Temperature type "INRN" added, Wind Speed type "GUST" added.</p>
V0.3	SFR	<p>New DT_ENTRIES and DT_ENTRIES_TEAMS added</p> <p>DT_PARTIC/DT_PARTIC_TEAMS: current flag removed, update indicator removed, Status and MainFunctionId are mandatory.</p> <p>Editorial updates</p>
V0.4	SFR	<p>For all messages for the element Competition the attributes Gen, Sport, Codes are set to M</p> <p>DT_PARTIC: Competition/Participant/MainFunctionId marked as Optional.</p> <p>DT_ENTRIES: Message Structure:ExtendedEntry removed as obsolete. Message Values: Competition/Entry/GivenName marked as Optional.</p> <p>DT_RESULT: Message Structure: Competition /Result /ExtendedResults /ExtendedResult / and Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult / Pty, Move ValueType attributes included to match Message Values.</p>



V0.5	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 and DT_CURRENT: Competition /Result /ExtendedResults /ExtendedResult /COMPEN /GATE_NUM: ValueType applicable value is only "C"
V0.6	SFA	SubEventName attribute: Changed reference to the ShortDescription in Common Codes. DT_ENTRIES: New structure applied DT_ENTRIES_TEAMS: Deleted DT_RESULT: Competition /Officials /Official /ExtOfficial Code OFF_GENDER added (CHG0031612) DT_CURRENT: Competition /ExtendedInfos /ExtendedInfo /DISPLAY /PREVIOUS renamed to LAST_COMP. DT_AUDIO, DT_ACHIEVEMENT added in the Applicable Messages.
V1.0	APP	DT_CURRENT: Competition /ExtendedInfos /ExtendedInfo /WIND /SPEED Value format updated DT_CUMULATIVE_RESULT: Competition /ExtendedInfos /SportDescription SubEventName attribute removed DT_CONFIG: Change in the Value pattern of Type=HILL, Code=GATE