



ODF/INT018-R1 v7.1 APP

Olympic Data Feed

ODF Speed Skating Data Dictionary

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Technology Department
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DOCUMENT CONTROL

Version history

| Version | Date | Comments |
|---------|-------------------|--|
| 1.0 | 20 May 2008 | Submitted for review version with comments from Omega and Vancouver meeting |
| 1.1 | 20 May 2008 | Changes according to new documentation reformatting. Next APP version will also change the version to Rr Vv1.v2 (not to be changes until documentation approved) |
| | | Status changed to SFA |
| R1 V1.0 | 12 June 2008 | Comments applied according to changes log |
| | | Status changed to APP |
| R1 V2.0 | 7 July 2008 | Changes according to changes log |
| R1 V3.0 | 14 July 2008 | Corrected errors according to changes log |
| R1 V4.0 | 17 October | Changes after the WNPA meeting held on October 1-2. |
| R1 V4.1 | 15 December 2008 | Add the codes for the DT_HISTORIC_RECORD |
| R1 V4.2 | 3 April 2009 | Change the Order in the IRM values |
| R1 V5.0 | 8 May 2009 | CR701 - Format change. |
| | | And Correct some issues. |
| R1 V5.1 | 23 June 2009 | Some minors changes according to the Vancouver integration team review. |
| R1 V6.0 | 8 July 2009 | CR721 to add messages of Updates for Athletes, officials, teams and added the copyright. and added the copyright |
| R1 V7.0 | 18 September 2009 | Apply the CR1006 that are some changes in ODF documents after Homologation Test. |
| R1 V7.1 | 6 November 2009 | Some minor change |

File reference: ODF/INT018-R1 v7.1 APP



Change Log

| Version | Status | Changes on version |
|---------|--------|---|
| 1.0 | SFR | <ul style="list-style-type: none">• First version |
| 1.1 | SFA | <ul style="list-style-type: none">• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document. To be changed in next APP version• The document has been split in two parts. Part I refers to the Olympic Games competition, while part II refers to other competition exceptions. Added comment about this new format in chapter 1.1. |
| R1 V1.0 | APP | <ul style="list-style-type: none">• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to the part 1 of the document and v2 refers to the part 2 of the document• Removed the comment "While the information is not known, it should be sent not substitute" from the E_ENTRY /E_SUBSTITUTE element (list of accredited athletes by discipline), since no information is sent while this information is not known. |
| R1 V2.0 | APP | <ul style="list-style-type: none">• Chapter I.1.13: Brackets. Corrected some wrong references to messages Event Unit Results / Event results, while this message should always make reference to Brackets. |
| R1 V3.0 | APP | <ul style="list-style-type: none">• Chapter I.8.5: Corrected error. Attribute @Result should be MM:SS.hh for phase result, since it just applies to Team pursuit.• Chapter I.1.9.5. Corrected error. The name of the element being defined in the table is CumulativeResult, as it can be seen in the ODF Sport Messages Interface Document. Besides, attribute @Result should have format SS.hh 9990.00, since it is just for 500 m (after 2nd race) |
| R1 V4.0 | APP | <ul style="list-style-type: none">• Please, review changes in the messages' generic structure in the ODF Central Messages and ODF Sport Messages Interface documents as well as ODF header redefinition.• Removed part II for other competitions, and renumbered all chapters according to this circumstance.• Added new messages DT_HISTORIC_RECORD, DT_GLOBAL_GM, DT_GLOBAL_GN, DT_GM and DT_GN in table of chapter chapter 4 Applicable Messages. Extended DT_GM and DT_GN messages to redefine ODF header DocumentCode attribute.• The attribute RSC in the ODF header has been renamed as DocumentCode according to the new ODF header definition |
| R1 V4.1 | APP | <ul style="list-style-type: none">• Add the redefinition for the message DT_HISTORIC_RECORD |
| R1 V4.2 | APP | <ul style="list-style-type: none">• In the chapter 3, change the Order in the IRM values |
| R1 v5.0 | APP | <ul style="list-style-type: none">• Change the format of Time in the case of tie in the Event Unit, Cumulative and Phase Result.• Add the Code E_RANK in the List of Team message for the element EventEntry. |
| R1 v5.1 | APP | <ul style="list-style-type: none">• Add new codes for BracketItemsCode and maintain the same for BracketItemCode in section 3.• Add new codes LOT, WO and WOT for the IRM, in the section 3.• Update the in Event Unit, Result, Phase Result and Cumulative Result messages the element RecordIndicator as an element of RecordIndicatos and not an attribute of Result element. |



Change Log

| Version | Status | Changes on version |
|---------|--------|--|
| | | <ul style="list-style-type: none">• Add an extended definition for the attribute Result in the Records message.• Add the attribute Result in the Event Final Ranking message.• Correct the expected of the element BracketItem /NextUnitLoser because it is only used in the case of semi-finals.• Add a clarification in the Header Values for the cumulative results.• Clarify the format in the Time for the case of tie in the Event Unit, Cumulative and Phase Result.• Delete the Code SS_DISTANCE in case of Team Pursuit in the result message. |
| R1 V6.0 | APP | <ul style="list-style-type: none">• Add three new messages for update Athletes, Officials and Teams data.• Add the copyright. |
| R1 V7.0 | APP | <ul style="list-style-type: none">• Add a new code in the CC@IRM values and add the CC@ Group entity in the Codes section.• Add a clarification in the attribute Result to use CC@Group in the Ranking message.• Add the element CompetitorPlace/Competitor /Composition as a mandatory element in the Brackets message only when the team members are knows.• Clarify the attribute CumulativeResult/ ResultItems/ ResultItem/ Result@ Result in the Cumulative Results message. |
| R1 V7.1 | APP | <ul style="list-style-type: none">• For the Historical Records message change the format for the Result attribute to MM:SS.hh. |



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1. Introduction

1.1. This document

This document includes the ODF Speed Skating Data Dictionary. This Data Dictionary refines the messages described in the ODF Central Messages Interface Document and ODF Sport Messages Interface Document specifically for Speed Skating, as well as defines the codes used in these messages.

1.2. Objective

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

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **RSC** – Results System Codes
- **SS** – Speed Skating
- **WNPA** – World News Press Agencies

1.5. Related Documents

| Document Reference | Document Title | Document Description |
|--------------------|-----------------------------------|--|
| ODF/INT001 | ODF Message Transmission Document | This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users |



| | | |
|------------|---|--|
| ODF/INT002 | IDS-Global Interface Description Document | This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document. |
| ODF/COD001 | ODF Common Codes Document | This document describes the ODF codes used across the rest of the ODF documents |
| ODF/INT003 | ODF Central Messages Interface Document | This document describes the ODF central messages |
| ODF/INT004 | ODF Sport Messages Interface Document | This document describes the ODF sport messages, generated independently by each sport |



2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Speed Skating Data Dictionary.

2.2. End to End data flow

The general rules as described in the documents referenced in the section 1.5 will have to be considered for a complete and formal definition. It is especially important the ODF Central Messages Interface Document and ODF Sport Messages Interface Document, since this ODF Speed Skating Data Dictionary is a particularization of those documents.

In the following sections, for each ODF sport message it will be explained in further detail those elements, attributes, codes, IDS header and ODF header, the trigger and frequency for each message generation, as well as the sort of the message that are particular in the case of Speed Skating.

Any ODF Speed Skating message should follow all the previous definitions in order to be considered as an ODF compliant message



3. Codes

Several codes are used in the definition of the messages in this document. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

| Code Entity | Code Entity Set of Values | |
|---|---------------------------|--|
| CC @BracketItemCode | Code | Description |
| | QF1 | Quarterfinal heat 1 |
| | QF2 | Quarterfinal heat 2 |
| | QF3 | Quarterfinal heat 3 |
| | QF4 | Quarterfinal heat 4 |
| | SF1 | Semi-final heat 1 |
| | SF2 | Semi-final heat 2 |
| | FD | Final D |
| | FC | Final C |
| | FB | Final B |
| | FA | Final A |
| CC @BracketItemsCode | Code | Description |
| | QFL | Quarterfinal |
| | SFL | Semi-final |
| | FNL | Final |
| CC @Group | Code | Description |
| | FA | Final A |
| | FB | Final B |
| | FC | Final C |
| | FD | Final D |
| CC @HeatID (As explained where this code is used, it only applied in the case of finals. For quarterfinals and semifinals, the heat is identified by a number) | Code | Description |
| | FA | Final A |
| | FB | Final B |
| | FC | Final C |
| | FD | Final D |
| CC @IRM (The codes order provided is according to the sport rules. In case of several DNF, DNS, DQ, LOT, WO or WOT sort by organisation code). | Code | Description |
| | NO_RESULT | No result, use in case of the 2x500 cumulative result as the overall result. |
| | DNF | Did not finish |
| | DNS | Did not start |
| | DQ | Disqualified |



| | | |
|-----------------------|--|--|
| | LOT | Lose by being overtaken by the other team |
| | WO | Walkover (opponent doesn't show) |
| | WOT | Win by overtaking the other team |
| CC @QualificationMark | Code | Description |
| | SF1 | Qualified for semi-final 1 |
| | SF2 | Qualified for semi-final 2 |
| | FA | Qualified for final A |
| | FB | Qualified for final B |
| | FC | Qualified for final C |
| | FD | Qualified for final D |
| CC @RecordCode | Defined in ODF Common Codes Document See entity Record Code <ul style="list-style-type: none"> The entity's attribute to be used is Code | |
| CC @RecordType | Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> The entity's attribute to be used is Code It will be related to Discipline | |
| CC @ResultType | Code | Description |
| | RT_TIME | Time (not used in event final ranking) |
| | RT_INVALID_RESULT | Invalid Result Mark |
| | RT_CODE | Code of the group, only use in Event final Ranking for Team Pursuit event. |



4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Speed Skating, as well as the category of each message, which identifies if the message structure definition can be found either in the ODF Sport Messages Interface Document or ODF Central Messages Interface Document.

- 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 documented” indicates the document where you should go to have the general definition for a particular Message type
- The column “Message used in this sport” indicates whether a message is used in particular for this sport or not. If it is not ticked (X), then the message should not be used for this sport.

The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. Any message ticked (X) in this column should also be ticked in the “Message used in this sport column”. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

| Message Type | Message name | Message documented | Message used in this sport | Message extended in this document |
|----------------------|---------------------------------------|--------------------|----------------------------|-----------------------------------|
| DT_SCHEDULE | Competition schedule | Central | X | |
| DT_SCHEDULE_UPDATE | Competition schedule update | Central | X | |
| DT_ORGANISATIONS | Organisations | Central | Global | |
| DT_PARTIC_ATHLETES | List of athletes by discipline | Central | X | X |
| DT_PARTIC_ATH_UPDATE | List of athletes by discipline update | Central | X | X |
| DT_PARTIC_OFFICIALS | List of officials | Central | X | |
| DT_PARTIC_OFF_UPDATE | List of officials update | Central | X | |
| DT_PARTIC_TEAMS | List of teams | Central | X | X |
| DT_PARTIC_TEA_UPDATE | List of teams update | Central | X | X |
| DT_PARTIC_HISTORIC | List of historical athletes | Central | X | |
| DT_TEAM_HISTORIC | List of historical teams | Central | X | |
| DT_PARTIC_HORSES | List of equestrian horses | Central | | |
| DT_MEDALS | Medal standings | Central | Global | |
| DT_MEDALLISTS_DAY | Medallists of the day | Central | Global | |
| DT_HISTORIC_RECORD | Historical records | Central | X | |
| DT_GLOBAL_GM | Global good morning | Central | Global | |
| DT_GLOBAL_GN | Global good night | Central | Global | |



| | | | | |
|--------------------------|---|--------|---|---|
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | Sports | X | |
| DT_START_LIST | Start List | Sports | X | X |
| DT_RESULT | Event Unit Results | Sports | X | X |
| DT_PHASE_RESULT | Phase Results | Sports | X | X |
| DT_CUMULATIVE_RESULT | Cumulative Results | Sports | X | X |
| DT_POOL_STANDING | Pool Standings of group in a team competition | Sports | | |
| DT_RANKING | Event Final ranking | Sports | X | X |
| DT_STATS | Statistics table | Sports | | |
| DT_MEDALLISTS | Medallists of one event | Sports | X | X |
| DT_RECORD | Records | Sports | X | X |
| DT_COMMUNICATION | Official Communication | Sports | X | |
| DT_BRACKETS | Brackets | Sports | X | X |
| DT_GM | Discipline/venue good morning | Sports | X | X |
| DT_GN | Discipline/venue good night | Sports | X | X |
| DT_FED_RANKING | Federation Ranking | Sports | | |
| DT_UNITCONFIG | Event Unit Configuration | Sports | | |



5. Speed Skating Data Extension

5.1. General Issues

The following sections extend and complete the information to be sent in each of the messages for this particular discipline, if some particularization is needed. If there are special considerations for any of the message types that have to be sent for this discipline, then they should be considered in the following sections. If nothing is mentioned for a particular message type, then the general rules, as defined either in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document, should be respected for the messages described in the chapter 4 of this document.

5.1.1. IDS and ODF header

Regarding to the IDS and ODF header values, you should also follow the description in the ODF Central Messages Interface Document or ODF Sport Messages Interface Document. However, the following attributes could be refined for each message type regarding to the header values:

- IDS Header: RSC

The RSC attribute usually has the DDGEEPUU format, where DD is the Discipline attribute, G is the Gender attribute, EEE is the Event attribute, P is the Phase attribute and UU is the Unit attribute in the IDS header. The concatenation of these attributes –Discipline, Gender, Event, Phase and Unit– will be implicitly defined when defining the RSC attribute in each case. However, just the RSC attribute will be defined in order to avoid redundant definition.

- ODF Header: DocumentCode.

5.1.2. Attributes Definition

The attributes types are explained in the section “5.1.2. Attributes Definition” of the ODF Central Messages Interface Document. Please, refer to that document for further information.



5.2. List of accredited athletes by discipline/ List of accredited athletes by discipline update

5.2.1. Description

This message is the List of accredited athletes by discipline/update as described in the ODF Central Messages Interface Document.

5.2.2. Header Values

The definition in the ODF Central Messages Interface Document is valid

5.2.3. Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.2.4. Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Speed Skating are:

- EventEntry

In the next section (message values), there is a more detailed definition.

5.2.5. Message Values

The following table lists the “List of accredited athletes by discipline” optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Speed Skating, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|-----------------|-----------|-----|---------|---|
| RegisteredEvent | Bib | O | Numeric | Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 60, 41, 35, ... |

The following table describes in more detail the EventEntry element in the case of Speed Skating.

| Element: EventEntry | | | |
|---------------------|-----------------|----------------------|---|
| Type | Code | Value | Description |
| E_ENTRY | E_PERSONAL_BEST | MM:SS.hh 99:90.00 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Skater's personal best. MM is minutes, SS is seconds, hh is |



| | | | |
|--|---------------|----------------------|---|
| | | | hundredth of second |
| | E_SEASON_BEST | MM:SS.hh 99:90.00 | For @Type: Send proposed type For @Code: Send proposed code For @Value: Skater's season best. MM is minutes, SS is seconds, hh is hundredth of second |
| | E_RESERVE | Y, N | For @Type: Send proposed type For @Code: Send proposed code Y- For substitute N- For not substitute |
| | E_RANK | Numeric | For @Type: Send proposed type For @Code: Send proposed code ISU rank. It is by athlete in individual events. |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|--------------------------|-----------------------------|---|
| E_ENTRY /E_PERSONAL_BEST | Skater's personal best | Always, as soon as this information is known and this athlete has a personal best |
| E_ENTRY /E_SEASON_BEST | Skater's season best. | Always, as soon as this information is known and this athlete has a season best |
| E_ENTRY /E_RESERVE | Substitute / not substitute | Always, as soon as this information is known. |
| E_ENTRY /E_RANK | ISU rank | Always, as soon as this information is known and this athlete has a ISU rank |

5.2.6. Message sort

Please, follow the general definition.



5.3. List of teams/List of Teams update

5.3.1. Description

This message is the List of teams/update as described in the ODF Central Messages Interface Document.

5.3.2. Header Values

The definition in the ODF Central Messages Interface Document is valid

5.3.3. Trigger and Frequency

The definition in the ODF Central Messages Interface Document is valid.

5.3.4. Message Structure

The optional elements defined for this message in the ODF Central Messages Interface Document that should be included in the case of Speed Skating are:

- EventEntry

In the next section (message values), there is a more detailed definition.

5.3.5. Message Values

The following table describes in more detail the EventEntry element in the case of Speed Skating.

| Element: EventEntry | | | |
|---------------------|-----------|---------|--|
| Type | Code | Value | Description |
| E_ENTRY | E_RESERVE | 1, 2 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: 1- First substitute 2- Second substitute |
| | E_RANK | Numeric | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | ISU rank. It is by team in team events. |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|--------------------|----------------------------|--|
| E_ENTRY /E_RESERVE | First or second substitute | Send for those teams acting as first substitute or second substitute |



| | | |
|-----------------|----------|--|
| E_ENTRY /E_RANK | ISU rank | Always, as soon as this information is known and this athlete has a ISU rank |
|-----------------|----------|--|

5.3.6. Message sort

Please, follow the general definition.



5.4. Start List

5.4.1. Description

This message is the Start List message as described in the ODF Sport Messages Interface Document.

5.4.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.4.3. Trigger and Frequency

Please, follow the general definition.

5.4.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating are:

- UnitDateTime (following the general rules for this element)
- Competitor /EventUnitEntry (for team pursuit event units)
- Competitor /Composition /Athlete /EventUnitEntry (for single athletes event units)

In the next section (message values), there is a more detailed definition.

5.4.5. Message Values

The following table lists the Start List optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Speed Skating, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|------------|-----|---------|---|
| Start | StartOrder | M | Numeric | For individuals: Pair number in the start list For teams: Heat number |
| | SortOrder | M | Numeric | It should sort out competitors from its @StartOrder attribute, however For individuals: placing first the inner lane skater, and afterwards the outer lane skater For teams: Placing first the finishing straight starting team, and afterwards the crossing straight starting team |



| Element | Attribute | M/O | Value | Comments |
|--|-----------|-----|---------|--|
| Start /Competitor /Composition /Athlete | Bib | O | Numeric | It is optional, however it will always be sent for those skaters participating in single event units start lists |

Competitor /Composition /Athlete should be sorted by the arm band numbers in the case of Team Pursuit.

The following table describes in more detail the Competitor /Composition /Athlete /EventUnitEntry in the case of individual event unit start lists.

| Element: Competitor /Composition /Athlete /EventUnitEntry | | | |
|---|--------|-------|---|
| Type | Code | Value | Description |
| EU_ENTRY | E_LANE | I, O | For @Type: Send proposed type |
| | | | For @Type: Send proposed type |
| | | | For @Value: I – For Inner lane skater O – For outer lane skater |

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Speed Skating, in the case of team pursuit events start lists.

| Element: Competitor /EventUnitEntry | | | |
|-------------------------------------|------------------|-------|--|
| Type | Code | Value | Description |
| EU_ENTRY | E_START_POSITION | F, C | For @Type: Send proposed type |
| | | | For @Type: Send proposed type |
| | | | For @Value: F – For finishing straight C – For crossing straight |

For both tables above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|----------------------------|---|------------------------------|
| EU_ENTRY /E_LANE | Inner lane or outer lane | For individual event units |
| EU_ENTRY /E_START_POSITION | Finishing straight or crossing straight | For team pursuit event units |

5.4.5. Message sort

Please, follow the general definition.



5.5. Event Unit Results

5.5.1. Description

This message is the Event Unit Results message as described in the ODF Sport Messages Interface Document.

5.5.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.5.3. Trigger and Frequency

Please, follow the general definition.

5.5.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating are:

- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- Result/RecordIndicators
- Competitor /ExtendedResults /ExtendedResult (in the case of team pursuit event units)
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (in the case of individual event units)

5.5.5. Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|------------|-----|----------------|---|
| Result | Rank | O | Numeric | Rank of the competitor in the corresponding event unit. This attribute is optional because the skater could get an invalid rank mark. |
| | ResultType | M | CC @ResultType | Result type, either time or IRM for the corresponding event unit |
| | IRM | O | CC @IRM | IRM for the particular event unit Send just in the case @ResultType is IRM (see codes section) |



| Element | Attribute | M/O | Value | Comments |
|--------------------------|--------------------|-----|---|---|
| | Result | O | SS.hhh 9990.000 (1) Or MM:SS.hh 99:90.00 (Or MM:SS.hhh 99:90.000) (2) | Result for the particular event unit. Send just in the case @ResultType is Time (see codes section) Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second |
| | Qualification Mark | O | CC @QualificationMark | It just applies to team pursuit events: Send just in the case the team qualified, according to the codes. |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. |
| Result /RecordIndicators | RecordIndicator | O | CC @RecordType | Send the record indicator just in the case the skater got a record, according to the codes |

Send UnitDateTime including also the @EndDate attribute

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Speed Skating, in the case of individual event unit results.

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | | |
|--|----------|---------|-----------------------------|--|
| Type | Code | Pos | Value | Description |
| ER_SS | SS_DIFF | | SS.hh 9990.00 (1) | For @Type: Send proposed type |
| | | | Or | For @Code: Send proposed code |
| | | | MM:SS.hh 99:90.00 (2) | For @Value: Final time gap. For rank=1 send 0.00 Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second |
| ER_SS | SS_SPLIT | Numeric | SS.hh 9990.00 | For @Type: Send proposed type |



| | | | | |
|--|-------------|---------|--|---|
| | | | (1) Or MM:SS.hh 99:90.00 (2) | For @Code: Send proposed type For @Pos: Incremental number from 1 to n, to identify each one of the splits For @Value: Cumulative time up to the split Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second |
| | SS_LAP | Numeric | SS.hh 9990.00 (1) Or MM:SS.hh 99:90.00 (2) | For @Type: Send proposed type For @Code: Send proposed type For @Pos: Incremental number from 1 to n, to identify each one of the laps For @Value: Time for one particular lap (not lap cumulative) Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second |
| | SS_RANK | Numeric | Numeric | For @Type: Send proposed type For @Code: Send proposed type For @Pos: Incremental number from 1 to n, to identify each one of the splits For @Value: Rank of the competitor at the moment of the split |
| | SS_DISTANCE | Numeric | N(5) 99990 | For @Type: Send proposed type For @Code: Send proposed type For @Pos: Incremental number from 1 to n, to identify each one of the splits For @Value: Distance in meters up to the moment of the split |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|--------------------|--|----------|
| ER_SS /SS_DIFF | Final time gap | Always |
| ER_SS /SS_SPLIT | Cumulative time up to one of the splits | Always |
| ER_SS /SS_LAP | Not cumulative time for one lap | Always |
| ER_SS /SS_RANK | Rank of the competitor up to one of the splits | Always |
| ER_SS /SS_DISTANCE | Distance in meters up to one of the splits | Always |



The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element in the case of Speed Skating, in the case of team pursuit event unit results.

| Element: Competitor /ExtendedResults /ExtendedResult | | | | |
|--|-------------|---------|----------------------|---|
| Type | Code | Pos | Value | Description |
| ER_SS | SS_SPLIT | Numeric | MM:SS.hh 99:90.00 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed type |
| | | | | For @Pos: Incremental number from 1 to n, to identify each one of the splits |
| | | | | For @Value: Cumulative time up to the split |
| | | | | MM is minutes, SS is seconds, hh is hundredth of second |
| | SS_HALF_LAP | Numeric | MM:SS.hh 99:90.00 | For @Type: Send proposed type |
| | | | | For @Code: Send proposed type |
| | | | | For @Pos: Incremental number from 1 to n, to identify each one of the laps |
| | | | | For @Value: Time for one particular half lap (not cumulative) |
| | | | | MM is minutes, SS is seconds, hh is hundredth of second |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|--------------------|---|----------|
| ER_SS /SS_SPLIT | Cumulative time up to one of the splits | Always |
| ER_SS /SS_HALF_LAP | Not cumulative time for one particular half lap | Always |

5.5.6. Message sort

Please, follow the general definition.



5.6. Phase Results

5.6.1. Description

This message is the Phase Results message as described in the ODF Sport Messages Interface Document.

5.6.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.6.3. Trigger and Frequency

Please, follow the general definition.

5.6.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating are:

- Result/RecordIndicators
- Competitor /ExtendedResults /ExtendedResult (Phase results just apply to team pursuit)

5.6.5. Message Values

The following table lists the Phase Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|------------|-----|---|--|
| Result | Rank | O | Numeric | Rank of the competitor in the corresponding phase. This attribute is optional because the skater could get an invalid rank mark. It will be taking into account the value in @Result |
| | ResultType | M | CC @ResultType | Result type, either time or IRM for the corresponding phase |
| | IRM | O | CC @IRM | IRM for the particular phase. Send just in the case @ResultType is IRM (see codes section) |
| | Result | O | MM:SS.hh 99:90.00 (Or MM:SS.hhh 99:90.000) | Result for the particular phase. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second |



| Element | Attribute | M/O | Value | Comments |
|-----------------------------|-------------------|-----|--------------------------|---|
| | QualificationMark | O | CC @QualificationMark | Send just in the case the team qualified, according to the codes. |
| | SortOrder | M | Numeric | <p>This attribute is a sequential number with the order of the results for the phase, if they were to be presented.</p> <p>It is based on:</p> <ul style="list-style-type: none"> Heat order according to its number in the case of quarterfinals or semi-finals (1, 2, ...), or final D, C, B, A in the case of the finals Rank of the team competitor inside of each of the heats. <p>Opposite to what is usual, It is not based on @Rank</p> |
| Result/ RecordIndicators | RecordIndicator | O | CC @RecordType | Send the record indicator just in the case the skater got a record, according to the codes |

The following table describes in more detail the Competitor /ExtendedResults /ExtendedResult element.

| Element: Competitor /ExtendedResults /ExtendedResult | | | |
|--|---------|-----------------------------|--|
| Type | Code | Value | Description |
| ER_SS | SS_HEAT | Numeric or CC @HeatID | For @Type: Send proposed type |
| | | | For @Code: Send proposed type |
| | | | For @Value: Heat ID |
| | | | It is numeric in the case of quarterfinals and semi-finals, however the final code in the case of the finals |

For the table above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|----------------|-------------|----------|
| ER_SS /SS_HEAT | Heat ID | Always |

5.6.6. Message sort

Please, follow the general definition.



5.7. Cumulative Results

5.7.1. Description

This message is the Cumulative Results message as described in the ODF Sport Messages Interface Document.

5.7.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

Cumulative results only apply for 500 m events.

This cumulative results message is after event unit (Subtype and DocumentSubtype header attributes should be at event unit level).

5.7.3. Trigger and Frequency

Please, follow the general definition.

5.7.4. Message Structure

The optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating are:

- CumulativeResult/RecordIndicators
- Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (500 m events)

5.7.5. Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|------------------|------------|-----|----------------|---|
| CumulativeResult | Rank | O | Numeric | Cumulative rank of the competitor after the finalisation of the current event unit. This attribute is optional because the skater could get an invalid rank mark. |
| | ResultType | M | CC @ResultType | Result type, either time or IRM for the corresponding cumulative results |
| | IRM | O | CC @IRM | IRM for the particular cumulative results Send just in the case @ResultType is IRM (see codes section) |



| Element | Attribute | M/O | Value | Comments |
|--|-----------------|-----|---|---|
| | Result | O | SS.hh 9990.00 (or SS.hhh 9990.000) | Cumulative result after the particular event unit. Send just in the case @ResultType is Time (see codes section) SS is seconds, hh is hundredth of second or hhh (in the case of tie needed to be broken) it will be thousand of a second |
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the particular 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. |
| CumulativeResult / ResultItems/ ResultItem/ Result | Result | O | SS.hhh 9990.000 | Result SS is seconds hhh (in the case of race 1 and race 2 of the 2x500) it will be thousand of a second |
| CumulativeResul/ RecordIndicators | RecordIndicator | O | CC @RecordType | Send the record indicator just in the case the skater got a record, according to the codes |

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element in the case of Speed Skating, in the case of individual event unit results.

| Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult | | | |
|--|---------|------------------|--|
| Type | Code | Value | Description |
| ER_SS | SS_DIFF | SS.hh 9990.00 | For @Type: Send proposed type |
| | | | For @Code: Send proposed code |
| | | | For @Value: Cumulative time gap. For rank=1 send 0.00 |
| SS is seconds, hh is hundredth of second | | | |

For the tables above, we have the following additional/summary information:

| Type /Code | Description | Expected |
|----------------|---------------------|----------|
| ER_SS /SS_DIFF | Cumulative time gap | Always |

5.7.6. Message sort

Please, follow the general definition.



5.8. Records

5.8.1. Description

This message is the Records message as described in the ODF Sport Messages Interface Document.

5.8.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).

5.8.3. Trigger and Frequency

Please, follow the general definition.

5.8.4. Message Structure

There are not optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating.

5.8.5. Message Values

The following table lists the Records that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|--|-----------|-----|--|--|
| Record/ RecordType/ RecordEntries/RecordEntry/RecordData | Result | M | SS.hh 9990.00 (1) Or MM:SS.hh 99:90.00 (2) | Record time Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second |

5.8.6. Message sort

Please, follow the general definition.



5.9. Event Final Ranking

5.9.1. Description

This message is the Event Final Ranking message as described in the ODF Sport Messages Interface Document.

5.9.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (header values sheet).

5.9.3. Trigger and Frequency

Please, follow the general definition.

5.9.4. Message Structure

There are not optional elements defined for this message in the ODF Sport Messages Interface Document that should be included in the case of Speed Skating.

5.9.5. Message Values

The following table lists the Event Final Ranking optional attributes (defined in the ODF Sport Messages Interface Document) that are used in the case of Speed Skating, as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|---------|------------|-----|--|---|
| Result | Rank | O | Numeric | Final rank of the competitor in the corresponding event. This attribute is optional because the skater may have got an invalid rank mark. |
| | ResultType | M | CC @ResultType | Result type, time, code (to indicate the group that the competitor reached) or IRM for the corresponding event. |
| | IRM | O | CC @IRM | IRM for the particular event. Send just in the case @ResultType is IRM (see codes section) |
| | Result | O | SS.hhh 9990.000 (1) Or MM:SS.hh 99:90.00 (Or MM:SS.hhh 99:90.000) (2) Or CC @Group | Result. Send just in the case @ResultType is Time (see codes section) Send format (1) in the case of 500 m races, and (2) for the rest Send CC @Group just in the case @ResultType is Code, MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second |



| Element | Attribute | M/O | Value | Comments |
|---------|-----------|-----|---------|---|
| | SortOrder | M | Numeric | This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank. |

5.9.6. Message sort

Please, follow the general definition.



5.10. Event's Medallists

5.10.1. Description

This message is the Event's Medallists message as described in the ODF Sport Messages Interface Document.

In the case of Speed Skating, the message has to be sent for all the competition events, as listed in the header values section.

5.10.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent for all competition events according to the ODF Common Codes document (header values sheet).

5.10.3. Trigger and Frequency

Please, follow the general definition.

5.10.4. Message Structure

Please, follow the general definition.

5.10.5. Message Values

Please, follow the general definition.

5.10.6. Message sort

Please, follow the general definition.



5.11. Brackets

5.11.1. Description

This message is the Brackets message as described in the ODF Sport Messages Interface Document.

In the case of Speed Skating, the message has to be sent for just for team pursuit events.

5.11.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent just for team pursuit events according to the ODF Common Codes document (header values sheet).

5.11.3. Trigger and Frequency

Please, follow the general definition.

5.11.4. Message Structure

There are not optional elements defined for this message in the ODF Sport Messages Interface Document in the case of Speed Skating.

However, the following should be considered:

- CompetitorPlace/Competitor/Composition when the Team Members are knows.
- BracketItem /NextUnit should be informed from the quarterfinal event units and successive phases
- BracketItem /NextUnitLoser should be informed in the case of the semi-finals
- CompetitorPlace /PreviousUnit should be informed from semi-final event units and successive phases

5.11.5. Message Values

The following table lists the Brackets optional and/or extended attributes (defined in the ODF Sport Messages Interface Document), as well as the attributes that have an extended definition.

| Element | Attribute | M/O | Value | Comments |
|------------------------------|-----------|-----|-------------------------|---|
| BracketItems | Code | M | CC @BracketItemsCode | Bracket code to identify a set of bracket items. It is referred to the quarterfinals, semi-finals or finals phase. |
| BracketItems/ BracketItem | Code | M | CC @BracketItemCode | Bracket code to identify a bracket item. |



5.11.6. Message sort

BracketItems @Code should be sorted by Quarterfinals (ordered by heat), semi-finals (ordered by heat) and finals (from D to A).



5.12. Historical records

5.12.1. Description

This message is the Historical records message as described in the ODF Central Messages Interface Document.

5.12.2. Header Values

Please, follow the general definition

5.12.3. Trigger and Frequency

Please, follow the general definition.

5.12.4. Message Structure

Please, follow the general definition.

5.9.5. Message Values

The following table lists define the field Value that are used in the case of Speed Skating.

| Element | Attribute | Value | Comments |
|---------------------------|------------|----------------------|--|
| RecordType /RecordData | ResultType | CC @ResultType | This is the type of the result; in this case, it always will be RT_TIME. |
| | Result | MM:SS.hh 99:99.00 | The result of the historical record MM is minutes, SS is seconds, hh is hundredth of second |

5.12.6. Message sort

Please, follow the general definition.

5.13. Discipline/venue good morning

5.13.1. Description

This message is the Discipline/venue good morning message as described in the ODF Sport Messages Interface Document.

5.13.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.



5.13.3. Trigger and Frequency

Please, follow the general definition.

5.13.4. Message Structure

Please, follow the general definition.

5.13.5. Message Values

Please, follow the general definition.

5.13.6. Message sort

Please, follow the general definition.



5.14. Discipline/venue good night

5.14.1. Description

This message is the Discipline/venue good night message as described in the ODF Sport Messages Interface Document.

5.14.2. Header Values

The RSC attribute in the IDS header and the DocumentCode attribute in the ODF header will be sent according to the discipline/venue pairs as described in the ODF Common Codes document.

5.14.3. Trigger and Frequency

Please, follow the general definition.

5.14.4. Message Structure

Please, follow the general definition.

5.14.5. Message Values

Please, follow the general definition.

5.14.6. Message sort

Please, follow the general definition.



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