Olympic Data Feed

ODF Central Messages Interface Document

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Technology Department

INTERNATIONAL OLYMPIC COMMITTEE
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Version history

Version	Date	Comments
1.0	7 April 2008	Submitted for review version
1.1	18 April 2008	Changes applied according to comments gathered in DRF to version 1.0 SFR Status changed to SFA
1.2	15 May 2008	Changes applied according to comments gathered in DRF to version 1.1 SFA
R1 v1.0	29 May 2008	New versioning format according to changes log Status changed to APP
R1 v2.0	7 July 2008	See changes according to changes log
R1 v3.0	14 July 2008	Changes according to changes log
R1 v4.0	17 October 2008	Changes according to the WNPA meeting held on October 1-2
R1 v5.0	3 December 2008	Full ORIS-PiT and RT adaptation
R1 v6.0	10 February 2009	CR 265, CR 470
R1 v6.1	3 April 2009	Correct attributes Estimate to Estimated
R1 v6.2	8 May 2009	Correct some issues
R1 v7.0	7 July 2009	CR 721 Add messages of Updates for Athletes, officials, teams. Added the copyright
R1 v8.0	18 September 2009	Correct DT_PARTIC_OFFI_UPDATE in the table of the list of messages Apply the CR1006 that are some changes in ODF documents after Homologation Test.

File reference: ODF/INT003-R1 v8.0 APP

Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• Chapter 3. Codes. CC @IsoOrganisation moved to keep alphabetical order • Chapter 4. Rephrase explanation of message extension for a better understanding • Chapter 5.1.3. Minor changes for the definition of the attribute's formats • Chapter 5.2.5. Doubled the length of the "label" attributes • Clarified in section 5.4.5 that Organisation for international federations is referred to the International federation acronym, while the International Federation ID in section 5.5.5 refers to the International Federation ID for one particular competitor related to one particular discipline. • Chapter 5.5.1 and 5.7.1. Improve messages descriptions for List of athletes by Discipline and List of teams, to make it clear team members as appearing in the List f teams message can be linked to the List of athletes by Discipline individuals to obtain their information, such as name, Organisation, DOB, etc. • Chapter 5.6.5. Added @Nationality to officials, missing by error. • Chapter 5.8.1. Improved explanation of historical athletes holding historical information, finally participating in the current competition • Created new message in chapter 5.9 List of historical teams, to be used by the records message (ODF Sport Messages Interface Document) when sending previous records, if records are for teams and achieved historically • Reviewed triggers in sections 5.2.3, 5.4.3, 5.5.3, 5.6.3, 5.7.3, 5.8.3 and 5.10.3 to explicitly state that these messages will be available the first day of press operations. • Corrected N(4) 99999 to 9999 in section 5.10.5 for Horse @YearBirth • Changed sport to discipline in Medallists by sport all over the document, since Medallists by discipline is a more accurate term. • Section 5.11.5. @LastEvent attribute had wrong comment and format. Corrected, since this attribute should contain an RSC code. • Section 5.12.4. Added attribute order in TeamComposition /Athlete to sort team members for medals according to each sport rules.
1.2	SFA	• Chapter 5.1.1: Added definition of ODF header mandatory / optional attributes. Added Version as a mandatory ODF header attribute in all the ODF messages. Included also an optional EventModifier attribute to the ODFBody. • Chapter 5.7.4 and 5.7.5: added InternationalFederationId in team messages • Chapter 5.7.5 small update in @Number attribute. • Overall: Report DT_MEDALLISTS_DISCIPLINE has been moved from this document to ODF Sport Messages Interface Document (version 1.1 SFA). • Overall: Attributes @TotalEvents, @FinishedEvents, @Gold, @Silver, @Bronze, @Total, @Rank, @RankTotal, @SortTotal, @SortRankTotal, @RankTotalEqual, @Order not limited to N(3). Expanded to Numeric –with no maximum length-, in order to allow for some special competitions high amount of data. Added comment in chapter 5.1.2 regarding to Numeric attributes. • Competitor @Code, Athlete @Code, Horse @Code, Team @Code not limited to N(7). Expanded to S(20), with no leading zeroes, however. • Added the concept of @Parent attribute in the messages List of athletes by discipline, list of officials and list of historical athletes • TeamComposition renamed to Composition all across the document • Chapters 5.5 and 5.7. Added @Bib as optional attributes to athletes and teams assigned to one event. The reason of it is that these attributes had been considered before as part of "EventEntry" information, but in general these attributes are very meaningful in those sports that make use of them, and for this reason it has been considered to remove them in the ODF Sport data dictionaries from the EventEntry elements and handle them as attributes. • Chapter 5.12.5. Reviewed explanation about the Competitor, making reference the chapter in the ODF Sport Data Dictionaries that defined this term
R1 v1.0	APP	• 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 new functionalities and v2 refers to possible errors modifications

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Version	Status	Changes on version
		• Chapter 5.11: Elements MedalNumber occurrences made 1..N as proposed during the Vancouver meeting. It had not been yet applied by error.

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Version	Status	Changes on version
R1 v2.0	APP	• Chapter 5.7.5: For list of teams message, added explanation in the table of this chapter describing the attributes of the message for Athlete @Code and Official @Code to clarify both athletes being team members and officials will be linked through their @Code attribute to List of athletes by discipline and List of officials to retrieve the complete athlete / official information. • Chapter 5.8: Added explanation to clarify this message will also include list of historical team members (those appearing in the list of historical teams message). • Chapter 5.9.5: For list of historical teams message, added explanation in the table of this chapter describing the attributes of the message for Athlete @Code to clarify athletes being team members will be linked through their @Code attribute to List of historical athletes message to retrieve the complete athlete. For this reason, information about family name, given name and gender has been removed from this message (it should be linked from list of historical athletes message). • Chapter 5.11.5. Clarified the meaning of MedalStandings @LastEvent, since this attribute will reflect the last event updating the content of the medal standings, and since this attribute is up to event level, phase and unit should be both 0 and 00. Clarified also explanation of MedalStandings @FinishedEvents
R1 v3.0	APP	• Chapter 5.11.5. Attribute RankTotalEqual allowed both Y / N values, however, it was wrongly defined as numeric • Chapter 5.12.4 and 5.12.5. Corrected occurrences of Composition, since this element has to appear always, no matter team or individual medal. Besides, Competitor /Composition /Athlete @Code refers to athlete ID, not athlete bib number (error corrected)
R1 v4.0	APP	• Removed any reference to ODF envelope external transmission header (not used any more). Reviewed the attributes of the ODF header: RSC renamed to DocumentCode to be more generic, Subcode renamed to DocumentSubcode, and added new attributes Venue, FeedFlag, Date, Time, LogicalDate. Reviewed this header definition all across the document. • Chapter 5.5. List of athletes by discipline. Added new athlete's names: PrintName, PrintInitialName, TVName, TVInitialName. Added also attributes Class and Guide for competitions such as Paralympics • Chapter 5.6. List of officials. Added new athlete's names: PrintName, PrintInitialName, TVName, TVInitialName. • Chapter 5.10. List of equestrian horses: Included second owner as attribute, and explained the formats of the different attributes being for the different names (owner, sire, etc.). • Added new messages Historical records (DT_HISTORIC_RECORD), global good morning (DT_GLOBAL_GM) and global good night (DT_GLOBAL_GN) • Chapter 5.10: List of equestrian horses. Added new attribute for second owner. Clarified the format of the different names.
R1 v5.0	APP	• Overall changes: - Clarified that for all elements base on codes (extended results, unit infos, etc.), the key is code+pos (one code and pos can appear just once in the element) • Chapter 5.1.1.1 ODF header. Added new RTSerial attribute in the ODF header (by discipline/venue and real time transmission), for Real Time synchronous transmission. • Chapter 5.9 Added PrintName, PrintInitialName, TVName and TVInitialName in list of historical athletes to be the same as for the current participating athletes and officials. • Chapter 5.14 and 5.15 (global good morning global good night): Corrected error for the message sorting (sort order does not make sense for these messages). • Chapter 5.13.1, update the Description of the message. • Chapter 3, add two new codes for Record type and Record Code • Update the attribute Event for element Competitor /RecordData of the Historical Record message (Chapter 5.13.5), this attribute Event is optional.
R1 v6.0	APP	• For the CR 265:Add new Add new attributes in the list of participants message like

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Version	Status	Changes on version
		place of Birth, Country of Birth, Place of Residence, Country of Residence, Nationality • For the CR 265: Add new attributes in the list of officials like place of Birth, Country of Birth, Place of Residence, Country of Residence • For the CR 470: Extent the definition of the Competition Schedule message for the Technical Meetings, Medal/Flower Ceremonies and Draw too. And clarify in other hand that Event Units planned don't send in this message. • For the CR470: Clarify in the Schedule Update message that if an Event unit Status change to Planned it should be send it as a Delete. • Clarify the description for the Global good morning message. • Add in the Chapter 3 the reference to AccreditationStatus
R1 v6.1	APP	• Correct attributes Estimate to Estimated (EstimatedStartDate and EstimatedEnd Date) in the Competition Schedule Message
R1 v6.2	APP	• Update the Message Sort Section for the DT_MEDALS message to clarify it.
R1 v7.0	APP	• Add three new messages for update Athletes, Officials and Teams data. • Add a new attribute ModificationIndicator for the list of Athletes, Officials and Teams messages that is needed for the update messages. Other changes • Add a new section 5.1.3 for general information for all messages • Add a clarification in DT_MEDALLISTS_DAY for group information in case of equaled medals. • Add the copyright
R1 V8.0	APP	• Correct DT_PARTIC_OFFI_UPDATE in the table of the listo of messages. • Rewrite the sentence of the element's order and add a new point for the empty elements in General information for all messages section (5.1.3). • Add a note in the Attributes Definition section (5.1.2) for the +hh:mm • Clarify the attribute Number in the list of team's message. • Clarify the definition of the Header attribute Version (section 5.1.1.1)

TABLE OF CONTENT

1. Introduction

1.1. This document

This document describes the ODF central messages. These messages apply to all disciplines, but they are not generated by each sport venue results system, but from a central system. The importance of these messages is not only based on the fact that some of the messages include cross-sports information, but also that some other messages include general information that otherwise would be repeated in the rest of sport messages, with the potential problem of inconsistencies.

1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF central messages, with the intention that the information message producer and the message consumer can successfully interchange the information provided by these messages.

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

- **IDS –** Info Diffusion System
- **IF –** International Federation
- **IOC –** International Olympic Committee
- **NOC –** National Olympic Committee
- **ODF –** Olympic Data Feed
- **ODF-RT –** Olympic Data Feed – Real Time
- **RSC –** Results System Codes
- **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 distributors 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[1]	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents.

[1] This document will be specific for each competition. Please, see specific reference in the case of each competition.

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Central Messages.

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. In the following sections, for each ODF central message it will be defined the message content description, the message structure and the values to be included in the entire message attributes, including both IDS and ODF headers, the trigger and frequency for each message generation, as well as the sort of the message according to certain ODF attributes.

Any ODF 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 @Competition	CC @Competition should be notified in advance for the whole competition.
CC @Discipline	Defined in ODF Common Codes Document. See entity Discipline. • The entity's attribute to be used is Discipline • However, valid disciplines will be those which Non-Sport attribute='N'
CC @DisciplineGender	Defined in ODF Common Codes Document. See entity Discipline Gender. • The entity's attribute to be used is Gender. • It will be related to Discipline
CC @Event	Defined in ODF Common Codes Document See entity Event. • The entity's attribute to be used is Event • It will be related to Discipline and Gender
CC @Function	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code
CC @HandicapClass	Defined in ODF Common Codes Document (this common code will only be defined for those competitions with handicapped athletes, as it could be the paralympic games). See entity Handicap Class • The entity's attribute to be used is Class
CC @HorseBreed	Defined in ODF Common Codes Document See entity Horse Breed • The entity's attribute to be used is Horse Breed Code
CC @HorseColour	Defined in ODF Common Codes Document See entity Horse Colour • The entity's attribute to be used is Horse Colour Code

CC @HorseSex	Defined in ODF Common Codes Document See entity Horse Sex • The entity's attribute to be used is Horse Sex Code	
CC @IsoOrganisation	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is ISO Code	
CC @Language	Defined in ODF Common Codes Document See entity Language • The entity's attribute to be used is Code If this entity is not included in the Common Codes document, it will be assumed only ENG language (for English) applies.	
CC @LocationCode	Defined in ODF Common Codes Document See entity Location • The entity's attribute to be used is Location • It will be related to Venue	
CC @MedalSummaryType	**Code**	**Description**
	M	Men events
	W	Women events
	X	Mixed events
	TOT	All the events
CC @MedalType	**Code**	**Description**
	ME_GOLD	Gold
	ME_SILVER	Silver
	ME_BRONZE	Bronze
CC @Organisation	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Code	
CC @PersonGender	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Code	
CC @Phase	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @PhaseType	Defined in ODF Common Codes See entity Phase Type • The entity's attribute to be used is Code	
CC @Unit	Defined in ODF Common Codes See entity Unit • The entity's attribute to be used is Unit • It will be related to Discipline, Gender, Event and Phase	
CC @UnitMedalType	**Code**	**Value**

	0	No medal event unit
	1	Gold medal event unit
	2	Bronze medal event unit
CC @UnitStatus	Defined in ODF Common Codes Document See entity Event Unit Status • The entity's attribute to be used is Code	
CC @VenueCode	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Venue	
CC @RecordCode	Defined in ODF Common Codes Document See entity Record Code • The entity's attribute to be used is Code	
CC @RecordType	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is Code	
CC@ AccreditationStatus	Defined in ODF Common Codes Document See entity Accreditation Status The entity's attribute to be used is Code	

4. List of Messages

The following table lists the ODF central messages, with their types and their names.

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

The following document describes central messages at a high level. Nevertheless, each of the central messages (described in this document) includes general definitions / rules / message structure that should be observed by all disciplines. Each of the ODF Sport Data Dictionaries will have to extend / overwrite some of the definitions.

In general, we could find the following situations:

- Situation 1:

  It may happen that one message must extend a particular definition in any case (e.g.: the header of the message) for a particular discipline in its ODF Sport Data Dictionary document. If this extension is not done, the definition will not be complete, so it is mandatory for a sport that makes use of this particular message.

- Situation 2:

  It may happen that one message could optionally overwrite a general definition (e.g.: its trigger and frequency). However, if nothing is stated in its ODF Sport Data Dictionary document, the general rule should be followed as described in this document

- Situation 3:

  It may happen that one message could be extended by the use of optional message elements, which should not be included in general, unless it is specifically requested for a particular sport in its ODF Sport Data Dictionary document.

- Situation 4:

  It may happen that one message could also be extended by the inclusion of optional attributes (otherwise not necessary according to their general definitions), or by redefining the rule that describes when these attributes should be included. However, some mandatory attributes could also be redefined in each one of the ODF Sport Data Dictionary document.

The following table summarizes the situation of each of the messages types in regards to the different message types and different topics: IDS (RSC attribute) and ODF header (DocumentCode attribute) definition Trigger and Frequency redefinition, optional message elements extension and message attributes extension / redefinition

Situation 1, for mandatory definition is marked with M (for mandatory)

Situation 2, for optional general rule redefinition is marked with O (for optional)

Situation 3, for elements extension is marked with E (for element extension)

Situation 4, for attribute extension / redefinition is marked with A (for attribute extension / redefinition / inclusion)

Message Type	IDS (RSC attribute) and ODF header (DocumentCode attribute)	Trigger and Frequency	Optional message elements	Message attributes extension
DT_SCHEDULE				
DT_SCHEDULE_UPDATE				
DT_ORGANISATIONS				
DT_PARTIC_ATHLETES			E	
DT_PARTIC_ATH_UPDATE			E	
DT_PARTIC_OFFICIALS			E	
DT_PARTIC_OFF_UPDATE			E	
DT_PARTIC_TEAMS			E	A
DT_PARTIC_TEA_UPDATE			E	A
DT_PARTIC_HISTORIC				
DT_TEAM_HISTORIC				
DT_PARTIC_HORSES				
DT_MEDALS				
DT_MEDALLISTS_DAY				
DT_HISTORIC_RECORDS			E	A
DT_GLOBAL_GM				
DT_GLOBAL_GN				

If one message is not needed by one discipline, it will not have to be redefined by its specific ODF Sport Data Dictionary.

5. Messages definition

5.1. General Issues

5.1.1. IDS header and ODF header

There are two types of headers in ODF (from the inner layer to the outmost layer):

- ODF header (The ODF header should be assumed as the root of an ODF message)
- IDS header (used in Vancouver 2010 Olympic and Paralympic Winter Games for internal IDS purposes, however deprecated for London – it will not be included -)

ODF messages follow the general ODF message structure as they are produced from the message originators:

```
<?xml version="1.0" encoding="UTF-8"?>
<Message ...>
        <OdfBody …>
                [body]
        </OdfBody>
</Message>
```

The element OdfBody is known as the ODF header, and it identifies the message (as it happens in the IDS header). There are further details in the section ODF header.

The element Message is known as the IDS header, and it is defined in the document referenced as ODF/INT002. There are further details in the section IDS header.

5.1.1.1. ODF header

The ODF header could be understood as the root of one ODF message for those just interested in the content of the message (this header is content fully oriented). Since this ODF header contains a set of attributes that are specific for each message, they will also have to be particularly defined for each message.

The following table describes the ODF header attributes. Only those “M” attributes should be included in all ODF messages. However, if some messages require of other ODF header attributes, it will be specified in the different messages definition.

Attribute	M/O	Value	Comment

DocumentCode	M	S(9)	This attribute is used to determine at what level the message applies (e.g.: unit level or discipline level). For results messages, it consists of the Results System Code (RSC). However, for other types of messages, it might include other concepts. As example, in the case of results, the DocumentCode attribute of the message is usually DDGEEEPUU, where DD=discipline, G=discipline's gender, EEE=event, P=phase, UU=unit as well as to identify the competition item to which it applies (e.g.: to one particular unit or event). Some of the components of this attribute could be 0, as it could be in the case of a RSC (e.g.: DDGEEEP00, if the report is at a particular unit level). In the case of other categories different from results, DocumentCode might be used to assign reports for a particular athlete (e.g.: biographies), for a particular venue (e.g.: venue), etc.
DocumentSubcode	O	S(10)	Attribute used to extend DocumentCode for some messages. This attribute is used in certain competitions with special circumstances, where there are repeated events (e.g.: paralympic games), events with age groups, where all groups race in the same event, etc. This attribute should be used to allow distinguishing between them.
DocumentType	M	S(20)	Attribute used to identify a particular message, for a particular DocumentCode.
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version number associated to the DocumentCode (and DocumentSubcode, if this option attribute is included in the ODF header) and DocumentType (and DocumentSubtype, if this optional attribute is included in the ODF header) attribute of the message. Ascendant number. Note: This attribue in the IDS Header is associated to ResultStatus too.
ResultStatus	O	S(15)	Attribute used in some messages (e.g.: results) to know the status of the message (e.g.: either official, unofficial, etc.).
Language	O	S(3)	It is a 3-letter code to identify the language related to the content of the message. If this attribute is not included, then it should be assumed just "ENG" for English, or not a message including multilanguage.
FeedFlag	M	"P"-Production "T"-Test	Flag to indicate whether it is a test message or a production message. (Empty is not a valid value)

Date	M	Date	Date in which the message is generated. This date is according to the local time zone in the place where the competition takes place.
Time	M	MillisTime	Time up to milliseconds in which the message is generated. This time is according to the local time zone in the place where the competition takes place.
LogicalDate	M	Date	Logical Date. For a competition day, it will include the same value as in the @Date attribute of this header. However, if a competition's day finishes later than 00:00 a.m., the value in LogicalDate will be maintained until the competition for that day finishes (in general, it will be assumed at 03:00 a.m. as the end of a logical day, although it could be manually changed at a later hour, if necessary). This date is according to the local time zone in the place where the competition takes place.
Venue	O	CC @VenueCode	Venue code to indicate where the message was generated. It is optional because it has to be used always in the case of sport messages, but it should not be used in the case of central messages.
RTSerial	O	Numeric	Sequence number used in the ODF real time messages (not used in the rest of ODF messages) for synchronous communication in the case of real time. RTSerial is always refered to a discipline/venue, starting by 1 for each real time transmission. Please, refer to the definition of the ODF-RT messages in the ODF Sport Messages Interface Document

Important:

In order to identify uniquely a message from its ODF header, you should take as key of the message the following attributes:

- DocumentCode (and DocumentSubcode, if this attribute is included in the ODF header), DocumentType (and DocumentSubtype, if this optional attribute is included in the ODF header).

5.1.1.2. IDS header

The IDS header identifies one message flowing from/to IDS system. It is an IDS routing header. It should be seen as a header to disappear in future event competitions, such as London 2012 Olympic Games, despite it has been kept in Vancouver for some compatibility reasons. For this, it is recommended that any final customer discards the content of the IDS header, since the ODF header should be self-content.

This header contains information such as the date when the message was generated, the venue generating the message, etc. However, this IDS header contains a set of

attributes that are specific for each message and, therefore, will be defined in each message. It is assumed, then, that each ODF message will follow the general definitions for the IDS header as described in the ODF/INT002 document, applying the specific requirements for each message (which could be indicated in the present document, in the ODF Sport Messages Interface Document, or even in each of the ODF Sport Data Dictionary documents if they are very refined.

Important:

- There is a unequivocally relationship between the IDS header and the ODF header for the following attributes:

IDS header	ODF header
RSC	DocumentCode
Type	DocumentType
Subtype	DocumentSubtype
Language	Language
ResultStatus	ResultStatus
FeedFlag	FeedFlag
Date	Date
Time	Time

5.1.2. Attributes Definition

The message definition explains the format of the attributes being used in the messages. Each attribute could be one of the following types:

- *CC @CodeEntity* for codes comprised in a determined set of codes, where *CodeEntity* is the name of the entity containing a particular set of codes.
- String: For text strings with not a predetermined length.
- S(n): For text strings with a length of up to n characters.
- Date: YYYYMMDD format
- MillisTime: HHMMSSmmm (used in IDS headers for IDS routing only), where HH is hour, MM is minutes, SS is seconds and mmm is milliseconds, with leading zeroes if the information for each item doe not complete all the digits (example: 090303020).
- DateTime: YYYY-MM-DDTHH:MM:SS+hh:mm (Example: *2006-02-26T10:00:00+01:00).* Note: +hh:mm is the GMT offset.
- Boolean: ‘true’ or ‘false’
- Numeric: For numeric formats, with not a predetermined length
    - Wherever it is stated a numeric format with ‘9’ digits is stated (e.g. 99), it means leading zeroes should be removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3.
    - Wherever a numeric format with ‘0’ digits is stated (e.g. 00), it means leading zeroes should not be removed. Example: 10 in format 00 is 10, and 3 in format 00 is 03.

    - If nothing is stated, it will be assumed that the leading zeroes are removed

- N(n): For numeric formats, with a length up to n digits.
- N(n).N(m): For numeric formats with digital part, with a length of up to n digits and a digital part of m digits.
- Specific pattern: Whenever an attribute follows a pattern other than the ones specified here, it will be specified in the definition of the attribute (e.g. one attribute could be YYYY for year)
- Free text: Free text is never used in a message attribute, but inside the element content: Example <element>Free text goes in here</element>

5.1.3. General information for all messages

- For all the messages its content must be UTF-8.
- For all the messages, send elements in the same order as defined in the Message Structure table.
- For all the messages, as a clarification, in case that you do not know data for some attributes proceed:

  a) In case that the attribute is required send it empty.

  b) In case that the attribute is optional send it empty or not send the attribute.
- For all the messages, as a clarification, if some elements are empty you will not sent these elements.

5.2. Competition schedule

5.2.1. Description

Competition schedule is a bulk message provided for each discipline. It is a complete schedule information message for one particular discipline. It always contains the full schedule information for the discipline. However, the schedule provided in the message will contain just those event units which phase type is competition, official training, Technical Meeting, Medal/Flower Ceremonies and Draw. In other hand, only the operational Event Units Schedules must be sent in this message, i.e. the Planned Event Units should not be send here.

The arrival of this message resets all the previous schedule information for one particular discipline.

5.2.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_SCHEDULE	Schedule competition message
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English

Attribute	Value	Comment
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_SCHEDULE	Competition schedule bulk
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.2.3. Trigger and Frequency

Competition schedule is sent as soon as date and time of the event units are known for one given discipline, and it will be available the first day of the press operation. Since it is a bulk message, it is sent just once, since further changes are sent through Competition schedule update messages (DocumentType="DT_SCHEDULE_UPDATE").

However, it could be that this message is resent several times, in case of major changes or errors or as needed for other reasons. In this case, it has to be assumed that the message resets the complete previous schedule information for the corresponding discipline.

5.2.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition						
	Code					
	Discipline					
		Code				
		Label				
		Gender				

		(1..N)				
			Code			
			Label			
			Event (1..N)			
				Code		
				Label		
				Phase (1..N)		
					Code	
					Label	
					Type	
					Unit (1..N)	
						Code
						Label
						Status
						StartDate
						EstimatedStartDate
						EndDate
						EstimatedEndDate
						Medal
						Venue
						Location
						ModificationIndicator (see table note)

Table note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Competition schedule update message".

5.2.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Discipline	Code	M	CC @Discipline	Discipline Code
	Label	M	S(40)	Discipline name. This attribute is not multi-language (English only)
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
	Label	M	S(30)	Gender name. This attribute is not multi-language (English only)
Event	Code	M	CC @Event	Event ID
	Label	M	S(80)	Event name. This attribute is not multi-language (English only)
Phase	Code	M	CC @Phase	Phase ID
	Label	M	S(80)	Phase name. This attribute is not multi-language (English only)
	Type	M	CC @PhaseType	Include the phase type for those competition, official training, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit	Code	M	CC @Unit	Unit ID
	Label	M	S(80)	Unit name. This attribute is not multi-language (English only)

Element	Attribute	M/O	Value	Comments
	Status	M	CC @UnitStatus	Unit Status (Except the planned status in the case of the bulk message)
	StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed or planned. *Example: 2006-02-26T10:00:00+01:00*
	EstimatedStartDate	O	Boolean	'true' if StartDate (scheduled start time) is an estimation. 'false' if StartDate (scheduled start time) is not an estimation. Start times of some units depend on the finalisation of previous event units, where the duration of the previous event unit is fixed. In this case, the start time is set to estimate. When the previous event unit finishes, then this flag is always set to false. This attribute may not be sent in the case of some Unit@State. However, it will be always sent whenever @StartDate is informed.
	EndDate	O	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed or planned. *Example: 2006-02-26T10:00:00+01:00*

Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	O	Boolean	'true' if EndDate scheduled end time is estimation. 'false' if EndDate scheduled end time is not an estimation. Some event nits have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences, etc.). When the EndDate scheduled end time is finally known, this flag is always set to false. This attribute may not be sent in the case of some Unit@State. However, it will be always sent whenever @EndDate is informed.
	Medal	M	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	M	CC @VenueCode	Venue where the unit takes place
	Location	M	CC @LocationCode	Location where the unit takes place

5.2.6. Message sort

The message is sorted by Unit@StartDate.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as planned), they will be listed at the end of the message. In this case, the sorting will be according to Discipline@Code, Gender@Code, Event@Code, Phase@Code and Unit @Code

5.3. Competition schedule update

5.3.1. Description

Competition schedule update is an update message, which could contain one discipline in its body. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those arriving in the message.

The key of the information updated consists of the following attributes: Discipline @Code, Gender @Code, Event @Code, Phase @Code, Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all these attributes

The data to be sent follows the DT_SCHEDULE rules in relation to phase type and status (except where changing to status 1 as seen below)

It has to be considered, anyway, that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

5.3.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_SCHEDULE_UPDATE	Schedule competition update
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"

Attribute	Value	Comment
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_SCHEDULE_UPDATE	Competition schedule update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.3.3. Trigger and Frequency

This message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message.

5.3.4. Message Structure

The message structure of the competition schedule update message is the same as the competition schedule message, but adding the attribute ModificationIndicator, which is detailed in the next section

5.3.5. Message Values

All message attributes are the same as the competition schedule message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Unit	ModificationIndicator	M	N, U, D	N-New event unit U-Update event unit D-Delete event unit If ModificationIndicator='N', then include new event unit to the previous bulk-loaded schedule If ModificationIndicator='U', then update the event unit to the previous bulk-loaded schedule If ModificationIndicator='D', then delete the event unit from the previous bulk-loaded schedule. The unit (identified by Discipline, Gender, Event, Phase and Unit) with ModificationIndicator='D' does not exist any more. However, be careful the unit could be in some special statuses as CANCELLED, but still exist, so its ModificationIndicator should not be 'D'. Also you must send a 'D' if the Event Unit Status change to Planned.

5.3.6. Message sort

The message is sorted by Unit@StartDate.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as planned), they will be listed at the end of the message. In this case, the sorting will be according to Discipline@Code, Gender@Code, Event@Code, Phase@Code and Unit @Code

5.4. Organisations

5.4.1. Description

"Organisations" is a bulk message, provided for the whole competition. It is a complete organisation message. It always contains the full list of organisations.

The arrival of this message resets all the previous organisations information.

5.4.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_ORGANISATIONS	Organisations message
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all disciplines
DocumentType	DT_ORGANISATIONS	Organisations bulk

Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.4.3. Trigger and Frequency

Organisations bulk is sent as soon as soon as the organisations are known, and it will be available the first day of the press operation. Since it is a bulk message, it is sent just once, if no major changes or errors in the list happen. However, it could be that this message more than once, in case of major changes or errors. In this case, it has to be assumed that the arrival of a new message resets the complete previous organisations' information.

5.4.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition		
	Code	
	Organisation (0..N)	
		Code
		Type
		Participation
		Name
		IsoCode

5.4.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Organisation	Code	M	CC @Organisation	Organisation ID
	Type	M	N=NOC organisation IF=International federation acronym (e.g.: ISU, IAAF, etc.)	Type of organisation

Element	Attribute	M/O	Value	Comments
	Participation	O	P=Participating NP=Not participating H=Historical	Type of organisation, whether participating in the current games, not participating in the current games, or historical organisation. It does not apply to Type="IF"
	Name	M	String	Organisation name. This attribute is just informative and not multi-language
	IsoCode	O	CC @IsoOrganisation	Send in the case of NOC organisation (Type="N"). If type="N" for NOC and the ISO code is not available, then the Organisation @Code will be sent.

5.4.6. Message sort

The message is sorted by Organisation @Code order.

5.5. List of athletes by discipline

5.5.1. Description

An athlete is considered as a single individual participating as a competitor of type athlete by himself at least in one discipline, or more disciplines, and/or being part of a team, according to the definition of team as competitor as it is defined in the List of teams sections, being this single individual one of the team members. Each athlete may or may not have associated event(s) (one or more). Therefore, this single competitor is not participating in aggregation with other athletes of the same organisation, as it is in the case of teams. Although it may happen that the athlete participates in more than one event or more than one discipline, this messages will just contain all the information for the discipline of the message, although listing the information of all the events for that discipline.

List of athletes by discipline is a bulk message, provided for each discipline. It is a complete participant athletes' information message for one particular discipline. It always contains the full list of participant athletes for the discipline.

The arrival of this message resets all the previous athletes' information for one particular discipline.

5.5.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_ATHLETES	List of athletes by discipline
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated.

Attribute	Value	Comment
		Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_ATHLETES	List of athletes by discipline
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.5.3. Trigger and Frequency

List of athletes by discipline will be available the first day of the press operation. This message is sent the first time including the complete bulk information known up to that moment. However, it may happen that successive changes in the athletes' information are done. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous athletes' information for the corresponding discipline.

5.5.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

The elements that are optional in this message (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
EventEntry

Competition					
	Code				
	Athlete (1..N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		ModificationIndicator (see Table Note)			
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (0..N)		
				Gender	
				Event	
				Bib	
				Class	
				Guide	
				EventEntry (0..N)	
					Code
					Type
					Value

Table Note: “List of athletes by discipline” and “List of athletes by discipline update” share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the “List of athletes by discipline update message”.

5.5.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition

Element	Attribute	M/O	Value	Comments
Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, and holding athlete's valid information for one particular period of time. This attribute is the one that will be used in the other messages (such as the start list message) to link from those messages to the athlete's information. Athlete's information (example @Organisation) will not be the latest for the athlete, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
	Parent	M	S(20) with no leading zeroes	Athlete's parent ID, which is used to link to the latest valid information for one athlete. @Parent attribute should be linked to the latest athlete's information, by retrieving that Athlete whose @Code attribute is the same as @Parent. The athlete containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the athlete.
	Status	M	CC @AccreditationStatus	Athlete's accreditation status
	GivenName	O	S(25)	Given name in WNPA format (mixed case)
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
	PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
	TVName	M	S(35)	TV name
	TVInitialName	M	S(18)	TV initial name
	Gender	M	CC @PersonGender	Athlete's gender (M/W)
	Organisation	M	CC @Organisation	Organisastion ID

Element	Attribute	M/O	Value	Comments
	Birthdate	O	YYYYMMDD	Date of birth. This information could be not known at the very beginning, but it will be completed for all athletes after successive updates
	Height	O	N(3) 999	Height in centimetres. It will be included if this information is available
	Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available.
	PlaceofBirth	O	S(30)	Place of Birth
	CountryofBirth	O	CC @Country	Country ID of Birth
	PlaceofResidence	O	S(30)	Place of Residence
	CountryofResidence	O	CC @Country	Country ID of Residence
	Nationality	O	CC @Country	Athlete'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.
Discipline (Although any participating athlete will be assigned at least one discipline, it could be more. It will be listed just the discipline of the message)	Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
	InternationalFederationId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes)
RegisteredEvent (Any accredited athlete will be assigned at least one event, but it could be more)	Gender	M	CC @DisciplineGender	Discipline Gender Code
	Event	M	CC @Event	Event ID
	Bib	O	*See table comment*	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.

Element	Attribute	M/O	Value	Comments
	Class	O	*CC @HandicapClass*	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without handicapped athletes.
	Guide	O	S(20) with no leading zeroes	ID to identify the official acting of guide in the case of events with handicapped athletes (e.g.: paralympic games) This attribute is optional because is not used in other type of events without handicapped athletes.
EventEntry (If there are specific athlete's event entries, this element will have to be sent. It will not be sent, otherwise. The athlete's event entries for each specific discipline will be defined in each of the ODF Sport Data Dictionaries)	Code	M	*See table comment*	Key of the Event Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Entry.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Entry.

(Table comment: Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.5.6. Message sort

The message is sorted by Athlete @Code

5.6. List of officials

5.6.1. Description

List of officials is a bulk message, provided for each discipline. It is a complete list of officials' message for one particular discipline. It always contains the full list of participant officials for the discipline.

The arrival of this message resets all the previous officials' information for one particular discipline.

5.6.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_OFFICIALS	List of officials by discipline
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_OFFICIALS	List of officials by discipline
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.6.3. Trigger and Frequency

List of officials will be available the first day of the press operation. This message is sent the first time including the complete bulk information known up to that moment. However, it may happen that successive changes in the officials' information are done. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous list of officials' information for the corresponding discipline.

5.6.4. Message Structure

Some of the elements defined in this message are discipline optional. In this situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional elements.
Some of the elements defined in this message are discipline optional. In this situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional elements.

The elements that are optional in this message (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
DisciplineEntry

The following elements describe the message structure from the Message/OdfBody element.

Competition				
	Code			
	Official (1..N)			
		Code		
		Parent		

		Status		
		GivenName		
		FamilyName		
		PrintName		
		PrintInitialName		
		TVName		
		TVInitialName		
		Gender		
		Organisation		
		PlaceofBirth		
		CountryofBirth		
		PlaceofResidence		
		CountryofResidence		
		Nationality		
		BirthDate		
		MainFunctionId		
		ModificationIndicator (see Table Note)		
		Discipline		
			Code	
			InternationalFederationId	
			DisciplineEntry (0..N)	
				Code
				Type
				Value
		OfficialFunction (0..N)		
			FunctionId	

Table Note: "List of officials" and "List of officials update" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "List of officials update message".

5.6.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Official	Code	M	S(20) with no leading zeroes	Official's ID, to identify an official, and holding official's valid information for one particular period of time. This attribute is the one that will be used in the other messages (such as the start list message) to link from those messages to the official's information. Official's information (example @Organisation) will not be the latest for the 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.

Element	Attribute	M/O	Value	Comments
	Parent	M	S(20) with no leading zeroes	Official's parent ID, which is used to link to the latest valid information for one official. @Parent attribute should be linked to the latest official's information, by retrieving that Official whose @Code attribute is the same as @Parent. The official containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the official.
	Status	M	CC @AccreditationStatus	Official's accreditation status
	GivenName	O	S(25)	Given name in WNPA format (mixed case)
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
	PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial name)
	TVName	M	S(35)	TV name
	TVInitialName	M	S(18)	TV initial name
	Gender	M	CC @PersonGender	Official's gender (M/W)
	Organisation	M	CC @Organisation	Organisation ID
	PlaceofBirth	O	S(30)	Place of Birth
	CountryofBirth	O	CC @Country	Country ID of Birth
	PlaceofResidence	O	S(30)	Place of Residence
	CountryofResidence	O	CC @Country	Country ID of Residence
	Nationality	O	CC @Country	Official'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.
	Birthdate	O	YYYYMMDD	Date of birth.
	MainFunctionId	M	CC @Function	Official's main function
Discipline (Any accredited official will be assigned at least one	Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element	Attribute	M/O	Value	Comments
discipline, but it could be more. However, it will be listed the discipline of the message)	InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to officials)
DisciplineEntry (If there are specific official's discipline entries, this element will have to be sent. It will not be sent, otherwise. The official's discipline entries for each specific discipline will be defined in each of the ODF Sport Data Dictionaries)	Code	M	*See table comment*	Key of the Discipline Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Discipline Entry.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Discipline Entry.
OfficialFunction (Send if the official has optional functions. Do not send, otherwise).	FunctionId	M	CC @Function	Optional officials' function code

(Table comment: Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.6.6. Message sort

The message is sorted by Official @Code.

5.7. List of teams

5.7.1. Description

A team is considered as type of competitor, being an aggregation of two or more single individual athletes participating together as a whole in one event. To be clear, pairs (tennis, figure skating, etc.) are considered competitors of type teams. One team is always assumed to participate just in one discipline, and for this discipline, in just one event. Therefore, having two different events will always imply to have two different teams for the same organisation. Also having the same organisation participating in the same event twice will also imply having two different teams.

In the case of Equestrian, it has to be clear that one athlete and one horse will not be considered as a team.

List of teams is a bulk message, provided for each discipline. It is a complete list of teams' message for one particular discipline. It always contains the full list of teams for the discipline.

The arrival of this message resets all the previous participant teams' information for one particular discipline. It is assumed that all teams appearing in this list are valid teams, in the meaning they are participating or they could participate in one event.

5.7.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_TEAMS	List of participating teams
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"

Attribute	Value	Comment
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS	List of participant teams
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.7.3. Trigger and Frequency

List of teams will be available the first day of the press operation. This message is sent the first time including the complete bulk information known up to that moment. However, it may happen that successive changes in the teams' information are done. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous teams' information for the corresponding discipline.

It may happen sometimes that the team members are not known at the moment of the bulk message generation. Therefore, as soon as this information is known, the message will be updated and regenerated. Other information could be added in a later moment after the first message generation.

5.7.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Some of the elements defined in this message are discipline optional. In this situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional elements.
Some of the elements defined in this message are discipline optional. In this situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional elements.

The elements that are optional in this message (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
TeamOfficials and its child element
EventEntry

Competition					
	Code				
	Team (1..N)				
		Code			
		Organisation			
		Number			
		Name			
		ModificationIndicator (see Table Note)			
		Composition (0..1)			
			Athlete (2..N)		
				Code	
		TeamOfficials (0..1)			
			Official (1..N)		
				Code	
				Function	
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent		
				Event	
				Gender	
				Bib	
				EventEntry (0..N)	
					Code
					Type
					Value

Table Note: "List of teams" and "List of teams update" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "List of teams update message".

5.7.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Team	Code	M	S(20) with no leading zeroes	Team's ID (example 393553)
	Organisation	M	CC @Organisation	Team organisation's ID

Element	Attribute	M/O	Value	Comments
	Number	M	N(1)	Team's number. In the case there is not more than one team for one organisation participating in one event, it will be 1. In the case there is more than one organisation participating in one event (consider event as gender+event, for the same organisation if there are 2 teams one for women and another for men both of them have the Number=1), it will be incremental, 1 for the first organisation's team participating in the event, 2 for the second organisation's team, etc.
	Name	M/O	S(73) *See table comment*	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, it will be sent the same as for @Organisation It will be Optional in the case of List of Team Update when the @ *ModificationIndicator=D*
Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition. You should be able to find further information about the team member in the list of athletes' message according to its @Code.
Official (If there are specific team's officials, this element will have to be sent. It will not be sent, otherwise. The disciplines that may have team's officials will have to mention this in each of the ODF Sport Data Dictionaries)	Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials. You should be able to find further information about the official in the list of officials' message according to its @Code.
	Function	O	CC @Function *See table comment*	Official's function for the team. It is informed if known.
Discipline (Any team will be	Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

Element	Attribute	M/O	Value	Comments
assigned just one discipline)	InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)
RegisteredEvent (Any team will be assigned just one event)	Gender	M	CC @DisciplineGender	Discipline Gender Code
	Event	M	CC @Event	Event ID
	Bib	O	*See table comment*	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.
EventEntry (If there are specific team's event entries, this element will have to be sent. It will not be sent, otherwise. The team's event entries for each specific discipline will be defined in each of the ODF Sport Data Dictionaries)	Code	M	*See table comment*	Key of the Event Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Entry.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Entry.

(Table comment: Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.7.6. Message sort

The message is sorted by Team @Code.

5.8. List of historical athletes

5.8.1. Description

The list of historical athletes contains the list of historical athletes holding information regarding historical records or rankings and for this reason with some relation to the current competition in regards to the records and rankings.

In general, historical athletes do not participate in the current competition. However, it could be the situation that a historical athlete (holding previous competition record holders) finally participates in the current competition. Anyway, it is important to point out that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID as it is being sent in the List of athletes by discipline message, while the historical athletes will be used to match historical athlete information as it is in the records message when sending the previous record information, and this previous record was an historical record not being broken in the current competition.

This message will also include the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

The arrival of this message resets all the previous list of historical athletes' information.

5.8.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_PARTIC_HISTORIC	List of historical athletes
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999

Attribute	Value	Comment
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_PARTIC_HISTORIC	List of historical athletes
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.8.3. Trigger and Frequency

List of historical athletes will be available the first day of the press operation. Since it is a bulk message, it is sent just once, if no major changes or errors in the list happen. However, it could be that this message more than once, in case of major changes or errors. In this case, it has to be assumed that the arrival of a new message resets the complete previous historical athletes' information.

5.8.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition			
	Code		
	Athlete (1..N)		
		Code	
		Parent	

		GivenName	
		FamilyName	
		PrintName	
		PrintInitialName	
		TVName	
		TVInitialName	
		Gender	
		Organisation	
		BirthDate	
		Discipline (1..N)	
			Code

5.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, to identify an athlete, and holding athlete's valid information for one particular period of time. This attribute is the one that will be used in the other messages (such as the start list message) to link from those messages to the athlete's information. Athlete's information (example @Organisation) will not be the latest for the athlete, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
	Parent		S(20) with no leading zeroes	Athlete's parent ID, which is used to link to the latest valid information for one athlete. @Parent attribute should be linked to the latest athlete's information, by retrieving that Athlete whose @Code attribute is the same as @Parent. The athlete containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the athlete.
	GivenName	O	S(25)	Given name in WNPA format (mixed case)

Element	Attribute	M/O	Value	Comments
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
	PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial name)
	TVName	M	S(35)	TV name
	TVInitialName	M	S(18)	TV initial name
	Gender	M	CC @PersonGender	Athlete's gender (M/W)
	Organisation	M	CC @Organisation	Organisation ID
	Birthdate	O	YYYYMMDD	Date of birth. This information will be filled if known
Discipline (Any historical athlete will be assigned at least one discipline, but it could be more.)	Code	M	CC @Discipline	The discipline to which the historical athlete was related

5.8.6. Message sort

The message will be sorted by Athlete @Code

5.9. List of historical teams

5.9.1. Description

The list of historical teams contains the list of historical teams not participating in the current competition, but holding information regarding historical records or rankings and for this reason with some relation to the current competition in regards to the records and rankings.

An historical team can be defined as an aggregation of athletes (team members) competing in the past as a whole in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages (list of historical teams just associates historical team members into historical teams).

The arrival of this message resets all the previous list of historical teams' information.

5.9.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_TEAM_HISTORIC	List of historical teams
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	0 (global message)
Phase	0	000 (global message)
Unit	00	0 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_TEAM_HISTORIC	List of historical teams
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.9.3. Trigger and Frequency

List of historical teams will be available the first day of the press operation. Since it is a bulk message, it is sent just once, if no major changes or errors in the list happen. However, it could be that this message more than once, in case of major changes or errors. In this case, it has to be assumed that the arrival of a new message resets the complete previous historical teams' information.

5.9.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition				
	Code			
	Team (1..N)			
		Code		
		Organisation		
		Composition (0,1)		
			Athlete (1..N)	
				Code
				Order
		Discipline		
			Code	

5.9.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Team	Code	M	S(20) with no leading zeroes	Historical team ID
	Organisation	M	CC @Organisation	Organisation ID
Athlete	Code	M	S(20) with no leading zeroes	Team member's ID. You should be able to find further information about the historical team member in the list of historical athletes' message according to its @Code.
	Order	M	Numeric	Team member order
Discipline (Any historical team will be assigned at one discipline)	Code	M	CC @Discipline	The discipline to which the historical team was related to

5.9.6. Message sort

The message will be sorted by Team @Code. Athlete will be sorted by the @Order attribute.

5.10. List of equestrian horses

5.10.1. Description

The list of equestrian horses is a bulk message, provided just for the discipline equestrian (not for the horses in modern pentathlon). It is a complete list of equestrian horses' message. It always contains the full list of equestrian horses.

The arrival of this message resets all the previous equestrian horses' information.

5.10.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	EQ0000000	Just for the discipline equestrian
Discipline	EQ	Just for the discipline equestrian
Type	DT_PARTIC_HORSES	List of equestrian horses
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	EQ0000000	Just for the discipline equestrian
DocumentType	DT_PARTIC_HORSES	List of equestrian horses
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.10.3. Trigger and Frequency

List of equestrian horses will be available the first day of the press operation. This message is sent the first time including the complete bulk information known up to that moment. However, it may happen that successive changes in the equestrian horses' information are done. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous list of equestrian horses' information.

5.10.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition			
	Code		
	Horse (1..N)		
		Code	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	
		Groom	

5.10.5. Message Values

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Horse	Code	M	S(20) with no leading zeroes	Horse's ID
	Name	M	S(25)	Horse's name will be in upper case.
	Organisation	M	CC @Organisation	Horse's organisation
	Sex	O	CC @HorseSex	Horse's sex. Send if the information is available
	YearBirth	O	N(4) 9999	Horse's year of birth. Send if the information is available
	Passport	O	S(12)	Horse's passport. Send if the information is available
	ColourCode	O	CC @HorseColour	Horse's colour code. Send if the information is available
	BreedCode	O	CC @HorseBreed	Horse's breed code. Send if the information is available
	Sire	O	S(25)	Horse's sire. Send if the information is available. The content should be in upper case.
	Owner	O	S(35)	Horse's owner. Send if the information is available. The content should be in upper case.
	SecondOwner	O	S(35)	Horse's second owner. Send if this information is available. The content should be in upper case.
	Groom	O	S(35)	Horse's groom. Send if the information is available. The content should be in upper case.

5.10.6. Message sort

The message will be sorted by Horse @Code

5.11. Medal standings

5.11.1. Description

The medal standings table contains the official medal standings up to the moment of the message generation for all the organisations that were awarded with a medal.

“Medal standings” is a bulk message, provided for all disciplines. It is a complete medal standings message.

The arrival of this message resets the entire previous medals table’s information.

5.11.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_MEDALS	Medal standings
Version	1...V	Version number associated to the message’s content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	GL0000000	Global message for all disciplines
DocumentType	DT_MEDALS	Medal standings
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.11.3. Trigger and Frequency

"Medal standings" is sent as soon as one new medal is officially awarded for any of the events that make part the competition schedule. As the competition progresses, successive changes in the medals' information are made. Therefore, it will be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous medals' information.

5.11.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition					
	Code				
	MedalStandings				
		Date			
		LastEvent			
		TotalEvents			
		FinishedEvents			
		MedalSummary			
			MedalNumber(1..N)		
				Type	
				Gold	
				Silver	
				Bronze	
				Total	
		MedalsTable			
			MedalLine (1..N)		
				Rank	
				RankTotal	
				SortRank	
				RankEqual	
				SortRankTotal	
				RankTotalEqual	

				Organisation	
				MedalNumber (1..N)	
					Type
					Gold
					Silver
					Bronze
					Total

5.11.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
MedalStandings	Date	M	YYYYMMDD	Date when the content has been updated (example:20100211)
	LastEvent	M	RSC in the format DDGEEE000 as result of the concatenation of CC @Discipline, CC @Gender, CC @Event, 0 00	Last event updating the medal standings message
	TotalEvents	M	Numeric	Total number of competition events (events that award medals)
	FinishedEvents	M	Numeric	Number of competition events that have awarded a type of medal, out of the total
MedalSummary /MedalNumber (However the general definition states that MedalNumber 1..N, in Olympics it will be fixed to four, for Type=(M, W, X, TOT)	Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
	Gold	M	Numeric	For all the finished competition events: Number of gold medals for MedalSummary /MedalNumber @Type event categorization
	Silver	M	Numeric	For all the finished competition events: Number of silver medals for MedalSummary /MedalNumber @Type event categorization
	Bronze	M	Numeric	For all the finished competition events: Number of bronze medals for MedalSummary /MedalNumber @Type event categorization

Element	Attribute	M/O	Value	Comments
	Total	M	Numeric	For all the finished competition events: Total number of medals for MedalSummary /MedalNumber @Type event categorization
MedalLine	Rank	M	Numeric	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
	RankTotal	M	Numeric	Organization's rank according to the total number of medals
	SortRank	M	Numeric	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be determined by Organisation's code.
	RankEqual	M	Y, N	Y: If there are more organisations with the same @Rank N: If there are not more organisations with the same @Rank
	SortRankTotal	M	Numeric	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
	RankTotalEqual	M	Y, N	Y: If there are more organisations with the same @RankTotal N: If there are not more organisations with the same @RankTotal
	Organisation	M	CC @Organisation	Organisation's code
MedalLine /MedalNumber (However the general definition states that MedalNumber 1..N, in Olympics it will be fixed to four, for Type=(M, W, X, TOT)	Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
	Gold	M	Numeric	For the MedalLine @Organisation: Number of gold medals for MedalSummary /MedalNumber @Type event categorization
	Silver	M	Numeric	For the MedalLine @Organisation: Number of silver medals for MedalSummary /MedalNumber @Type event categorization
	Bronze	M	Numeric	For the MedalLine @Organisation: Number of bronze medals for MedalSummary /MedalNumber @Type event categorization

Element	Attribute	M/O	Value	Comments
	Total	M	Numeric	For the MedalLine @Organisation: Total number of medals for MedalSummary /MedalNumber @Type event categorization

5.11.6. Message sort

Message should be sorted by the SortRank @Value attribute

5.12. Medallists of the day

5.12.1. Description

The “medallists of the day” contains the list of medallists awarded during the current logical day.

The “medallists of the day” message is a complete message that increments its content as more medals are being awarded during the day. The arrival of this message resets the entire previous “medallists of the day” information.

The message is not by discipline, but it could contain several disciplines.

5.12.2. Header Values

The following table describes the IDS header attributes (please, be aware of Subtype attribute, used as key to identify the message along with the RSC and Type attributes).

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_MEDALLISTS_DAY	Medallists of the day
Version	1...V	Version number associated to the message’s content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	YYYYMMDD	Day for which the message includes the medals information, where YYYY is for year,

Attribute	Value	Comment
		MM for month and DD for day. If there are two messages with the same data in Subtype, the second message is a correction of the first message (the first message becomes obsolete).

The following table describes the ODF header attributes (please, be aware of the DocumentSubtype attribute, used to identify the message along with the DocumentCode and DocumentType attributes).

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_MEDALLISTS_DAY	Medallists by day
DocumentSubtype	YYYYMMDD	Please, see comment for Subtype attribute in the IDS header definition
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.12.3. Trigger and Frequency

"Medallists by day" is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that make part the competition schedule for the current day. As the competition progresses, successive changes in the medallists by day information are done for the current day. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous medallists by day information.

5.12.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

Competition								
	Code							
	Discipline (1..N)							
		Code						

		Gender (1..N)						
			Code					
			Event (1..N)					
				Code				
				Medal (1..N)				
					Code			
					Competitor (1..N)			
						Code		
						Type		
						Composition		
							Athlete (1..N)	
								Code
								Order

5.12.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Discipline	Code	M	CC @Discipline	Discipline Code
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID
Medal	Code	M	CC @MedalType	Medal type gold, silver or bronze All the Competitors with the same CC@MedalType must be grouped in the same element (it applies in the equalled medals)
Competitor (Refer to chapter 5.1.3 of the ODF Sport Messages Interface Document for competitors' rules).	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
Composition /Athlete	Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
	Order	M	Numeric	Team member order for medal (according to each different sport rule) Send 1 if individual medal

5.12.6. Message sort

Events in the message will be sorted by discipline code, gender code and event code.

Within an event, medals will be sorted by medal type. Moreover, in case of tie or for the team's athletes, the order will be according to a medal order (given by each sport rule).

5.13. Historical records

5.13.1. Description

The “historical records” is a message to indicate the historical records in the different games and Competitions.

5.13.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_HISTORIC_RECORD	Historical records
Version	1...V	Version number associated to the message’s content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0
Event	000	000
Phase	0	0
Unit	00	00
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline

DocumentType	DT_HISTORIC_RECORD	Historical records
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.13.3. Trigger and Frequency

"Historical records" is sent as soon as the historical records are available, before the any event of the current competition starts. Since it is a bulk message, it is sent just once, if no major changes or errors in the list happen. However, it could be that this message more than once, in case of major changes or errors. In this case, it has to be assumed that the arrival of a new message resets the complete previous "Historical records" information.

5.13.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

The elements that are optional in this message (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtRecords and its child element

Competition								
	Code							
	HistoricalRecords							
		Record (1..N)						
			Code					
			RecordType (1..N)					
				Code				
				Equalled				
				RecordData				
					ResultType			
					Result			
				ExtRecords (0,1)				
					ExtRecord (1..N)			
						Type		
						Pos		
						Code		
						Value		
				Competitor (1..N)				
					Code			

					Type			
					RecordData (0,1)			
						Country		
						Place		
						Date		
						Confirmed		
						Event		
					Composition			
						Athlete (1..N)		
							Code	
							Order	
							RecordData (0,1)	
								Country
								Place
								Date
								Confirmed
								Event

5.13.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes are available in the historical records message.
RecordType Send several record types in the case several record types are in a particular historical record	Code	M	CC @RecordType	Record type.
	Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
RecordType /RecordData	ResultType	M	*See table comment*	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc.
	Result	M	*See table comment*	The result of the competitor for the record
ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 5.1.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID

Element	Attribute	M/O	Value	Comments
(Related competitor to whom it is intended to assign one particular record Athlete's or team's information should be in DT_PARTIC_HISTORIC if Competitor @Type="A" or DT_TEAM_HISTORIC if Competitor @Type="T". Refer to chapter 5.1.3 of the ODF Sport Messages Interface Document for competitors' rules)	Type	M	T, A	T for team A for athlete
Composition /Athlete (Individual athlete / team member information should be in DT_PARTIC_HISTORIC. Refer to chapter 5.1.3 of the ODF Sport Messages Interface Document for competitors' rules.)	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Competitor /RecordData (Team competitor's record data, according to the competitor's rules in chapter 5.1.3. It will have to be sent always if Competitor @Type="T". However, if Competitor @Type="A", it should not be used)	Country	M	CC @Country	It should include the country code where the record was broken
	Place	M	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").
	Date	M	YYYYMMDD	It should include the date where the record was broken.
	Confirmed	O	*See table comment*	Send if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
	Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).
Competitor /Composition /Athlete /RecordData (Individual athlete's record data, according to competitors' rules in chapter 5.1.3. It will have to be sent always if Competitor @Type="A". However, if Competitor @Type="T", it should not be used Therefore, it is not used for team members in this case, just single athletes)	Country	M	CC @Country	It should include the country code where the record was broken
	Place	M	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").
	Date	M	YYYYMMDD	It should include the date where the record was broken
	Confirmed	O	*See table comment*	Send if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
	Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.) if this information is available.

(Table comment: Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.13.6. Message sort

Sort according to Record @Code attribute, and then RecordType @Code attribute.

5.14. Global good morning

5.14.1. Description

The “global good morning” is a message to indicate the start of day of the operations for all the disciplines with some kind of competition within a logical day.
All the messages defined in this document should send between DT_GLOBAL_GM/ DT_GLOBAL_GN messages.

5.14.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_GLOBAL_GM	Global good morning
Version	1...V	Version number associated to the message’s content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GM	Global good morning

Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.14.3. Trigger and Frequency

"Global good morning" is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

5.14.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody.

5.14.5. Message Values

There are not attributes to be defined in this message.

5.14.6. Message sort

There is no sort order for this message.

5.15. Global good night

5.15.1. Description

The “global good night” is a message to indicate the end of day of the operations for all the disciplines with some kind of competition within a logical day.

5.15.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	GL0000000	Global message for all disciplines
Discipline	GL	Global message for all disciplines
Type	DT_GLOBAL_GN	Global good night
Version	1...V	Version number associated to the message’s content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (global message)
Event	000	000 (global message)
Phase	0	0 (global message)
Unit	00	00 (global message)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GN	Global good night

Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.15.3. Trigger and Frequency

"Global good night" is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

5.15.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody.

5.15.5. Message Values

There are not attributes to be defined in this message.

5.15.6. Message sort

There is no sort order for this message.

5.16. List of athletes by discipline update

5.16.1. Description

List of athletes by discipline update is an update message. It is not a complete list of athletes' information by discipline message, only the athlete data being modified, i.e. if some data of one athlete change, the element Athlete for it with all its children ant its attribute must me send.

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

5.16.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_ATH_UPDATE	List of athletes by discipline update
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_ATH_UPDATE	List of athletes by discipline update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.16.3. Trigger and Frequency

This message should be triggered at any time there has been an athlete/athlete-discipline/athlete-discipline-event modification for any previously sent list of athletes by discipline bulk message.

5.16.4. Message Structure

The message structure of the list of athletes by discipline update message is the same as the list of athletes by discipline message, but adding the attribute ModificationIndicator, which is detailed in the next section, please reefer to the ODF Central Messages Interface Document for the message of the list of Athletes.

5.16.5. Message Values

All message attributes are the same as the competition schedule message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Athlete	ModificationIndicator	M	N, U	N-New athlete (in the case that this information comes as a late entry) U-Update athlete If ModificationIndicator='N', then include new athlete to the previous bulk-loaded list of athletes If ModificationIndicator='U', then update the athlete to the previous bulk-loaded list of Athletes

5.16.6. Message sort

The message is sorted by Athlete @Code

5.17. List of officials update

5.17.1. Description

List of officials update is an update message. It is not a complete list of officials' information message, only the official data being modified.

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

5.17.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_OFF_UPDATE	List of officials by discipline update
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_OFF_UPDATE	List of officials by discipline update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.17.3. Trigger and Frequency

This message should be triggered at any time there has been an official/ official-Discipline/Official-Discipline-Event modification for any previously sent list of officials by discipline bulk message.

5.17.4. Message Structure

The message structure of the list of officials update message is the same as the list of officials' message, but adding the attribute ModificationIndicator, which is detailed in the next section, please reefer to the ODF Central Messages Interface Document for the message of the list of Officials.

5.17.5. Message Values

All message attributes are the same as the competition schedule message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Official	ModificationIndicator	M	N, U	N-New official (in the case that this information comes as a late entry) U-Update official If ModificationIndicator='N', then include new official to the previous bulk-loaded list of officials If ModificationIndicator='U', then update the official to the previous bulk-loaded list of Officials

5.17.6. Message sort

The message is sorted by Official @Code.

5.18. List of teams update

5.18.1. Description

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

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

5.18.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1…N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	DD	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PARTIC_TEA_UPDATE	List of participating teams update
Version	1...V	Version number associated to the message's content. Ascendant number
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0 (message just at discipline level)
Event	000	000 (message just at discipline level)
Phase	0	0 (message just at discipline level)
Unit	00	00 (message just at discipline level)
Venue	999	For central messages, use 999
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_TEA_UPDATE	List of participant teams update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1

5.18.3. Trigger and Frequency

This message should be triggered at any time there has been a team/ team-Discipline/team-Discipline-Event modification for any previously sent list of teams' bulk message.

It may happen sometimes that the team members are not known at the moment of the bulk message generation. Therefore, as soon as this information is known, the message will be updated and regenerated.

5.18.4. Message Structure

The message structure of the list of officials update message is the same as the list of officials' message, but adding the attribute ModificationIndicator, which is detailed in the next section, please reefer to the ODF Central Messages Interface Document for the message of the list of Teams.

5.18.5. Message Values

All message attributes are the same as the competition schedule message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Team	ModificationIndicator	M	N, U, D	N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

5.18.6. Message sort

The message is sorted by Team @Code.

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