



ODF/INT115-R1-v1.4 APP

## Olympic Data Feed

### **ODF Short Track Speed Skating Data Dictionary**

4 November 2011  
Technology Department  
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## DOCUMENT CONTROL

### Version history

Version	Date	Comments
1.0	15 July 2011	Submitted for review version
1.1	29 July 2011	SFA Version
1.2	11 August 2011	APP Version
1.3	30 September 2011	Reviewer Comments
1.4	4 November 2011	References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

**File reference:** ODF/INT115-R1-v1.4 APP

### Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• SFA Version
1.2	APP	• APP Version
1.3	APP	• IRM and Qualification Mark codes corrected
1.4	APP	• References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed



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## 1. Introduction

### 1.1. This document

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

### 1.2. Objective

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

### 1.3. Main Audience

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

### 1.4. Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **ST** – Short Track Speed Skating
- **WNPA** – World News Press Agencies

### 1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/COD101	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents



ODF/INT100	ODF Light Messages Interface Document	This document describes the ODF Light messages
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## **2. Overall Perspective**

### **2.1. Objective**

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

### **2.2. End to End data flow**

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

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

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





### 3. Codes

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

*CC @CodeEntity*

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

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

Code Entity	Code Entity Set of Values	
CC @Group	Code	Description
	FINALS	Finals
	SEMIFINALS	Semi-finals
	QUARTERFINAL	Quarterfinals
	HEATS	Heats
CC @IRM  (The codes order provided is according to the sport rules. In case of several IRMs, sort by organisation code).	Code	Description
	DNF	Did not finish
	DNS	Did not start
	DQ	Disqualified
	PEN	Penalty
	YC	Yellow Card
	RC	Red Card
CC @QualificationMark	Code	Description
	ADV	Advanced
	q	Qualified by time
	Q	Qualified by rank
	QA	Qualified for final A (for semifinal results only)
	QB	Qualified for final B (for semifinal results only)
	ADVA	Advanced to Final A (for semifinal results only)
	ADVB	Advanced to Final B (for semifinal results only)
CC @ResultType	Code	Description
	RT_TIME	Time (not used in event final ranking)
	RT_INVALID_RESULT	Invalid Result Mark
	RT_CODE	Code for the group (used in event final ranking)



## 4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Short Track Speed Skating.

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

Message Type	Message name	Message used in this sport	Message extended in this document
DTX_START_LIST	Start List	X	X
DTX_RESULT	Event Unit Results	X	X
DTX_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	X	X



## 5. Short Track Speed Skating Data Extension

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

### 5.1. General Issues

#### 5.1.1. ODF header

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

- ODF Header: DocumentCode.

#### 5.1.2. Attributes Definition

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



## 5.2. Start List

### 5.2.1. Description

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

### 5.2.2. Header Values

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

### 5.2.3. Trigger and Frequency

Please, follow the general definition.

### 5.2.4. Message Structure

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

- PhaseInfo
- UnitDateTime (following the general rules for this element)

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

### 5.2.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Start	StartOrder	M	Numeric	Start order of the competitor in the start list
	SortOrder	M	Numeric	Same as @StartOrder
Start /Competitor /Composition /Athlete	Bib	M	Numeric	Athlete's bib number, to be sent mandatory just in the case of individual event units
Start /Competitor /Composition /Athlete	Order	M	Numeric	Sort order in the team
Start /Competitor /CompetitorExtension	TeamName	M	S(73)	Team's name

The following table describes in more detail the PhaseInfo element in the case of Short Track Speed Skating.

#### Element: PhaseInfo



Type	Code	Pos	Value	Description
PI_QUALIFICATION_RULE	QR_RANK_QUALIFY_FINAL_A	Numeric	Numeric	For @Type: Send proposed type
	QR_RANK_QUALIFY_FINAL_B			For @Code: Send the proposed code for the qualification rule.  QR_RANK_QUALIFY_FINAL_A is the code that identifies qualification for final A based on rank.  QR_RANK_QUALIFY_FINAL_B is the code that identifies qualification for final B based on rank.  QR_RANK_QUALIFY_NEXT_ROUND is the code that indicates the qualification for next round based on rank.
	QR_RANK_QUALIFY_NEXT_ROUND			For @Pos:  Send 1 to indicate first rank included in the @Code rule  Send 2 to indicate last rank included in the @Code rule  For @Value: Send the rank according to @Code rule and @Pos
PI_QUALIFICATION_RULE	QR_TIME_QUALIFY_NEXT_ROUND		Numeric	For @Type: Send proposed type For @Code: Send the proposed code to notify there is a qualification rule for next round based on time. For @Pos: It is not applicable For @Value: Number of competitors to advanced based on time qualification

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

Type /Code	Description	Expected
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL_A	Qualification for final A based on rank	Always if the rule applies to the competition
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_FINAL_B	Qualification for final B based on rank	Always if the rule applies to the competition
PI_QUALIFICATION_RULE /QR_RANK_QUALIFY_NEXT_ROUND	Qualification for next round base on rank	Always if the rule applies to the competition
PI_QUALIFICATION_RULE /QR_TIME_QUALIFY_NEXT_ROUND	Qualification rule for next round based on time	Always if the rule applies to the competition

### 5.2.6. Message sort

Please, follow the general definition.



## 5.3. Event Unit Results

### 5.3.1. Description

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

### 5.3.2. Header Values

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

### 5.3.3. Trigger and Frequency

Please, follow the general definition. However, be aware that “q” should be known at the end of phase, and for this reason, for some of the event units, the information should be resent just to inform the @QualificationMark attribute with the “q”.

### 5.3.4. Message Structure

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

- PhaseInfo
- UnitDateTime (following the general rules for this element, however being @EndDate mandatory)
- RecordIndicator (Send the record indicator just in the case the skater got a record, according to the codes)

### 5.3.5. Message Values

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

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



Element	Attribute	M/O	Value	Comments
	Result	O	MM:SS.mmm 99:90.000	Result for the particular event unit.  Send just in the case @ResultType is Time (see codes chapter)  MM is minutes, SS is seconds, mmm is milliseconds May be empty in the case of a referee decision to suppress time.
	QualificationMark	O	CC @QualificationMark	Send just in the case the skater qualified, according to the codes
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result/Competitor Extension	TeamName	M/O	S(73)	Team's name
Result/Competitor Composition/Athlete	Bib	M		Bib number

For the PhaseInfo element, please, send the same information as in the start list.

Send UnitDateTime including also the @EndDate attribute

### 5.3.6. Message sort

Please, follow the general definition.



## 5.4. Event Final Ranking

### 5.4.1. Description

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

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

### 5.4.2. Description Header Values

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

### 5.4.3. Description Trigger and Frequency

Please, follow the general definition.

### 5.4.4. Description Message Structure

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

### 5.4.5. Description Message Values

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

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event.
	ResultType	M	CC @ResultType	Result type, either "code" to indicate the group that the competitor reached or IRM for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event.  Send just in the case @ResultType is IRM (see codes chapter)
	Result	O	CC @Group	Group that the competitor reached (Final, Semi-finals, ...)
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.
Result/Competitor/CompetitorExtension	TeamName	M/O	S(73)	Team's name





Element	Attribute	M/O	Value	Comments
Result/Competition/Athlete	Bib	M		Bib number

#### 5.4.6. Message sort

Please, follow the general definition.



## 5.5. Event's Medallists

### 5.5.1. Description

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

### 5.5.2. Header Values

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

### 5.5.3. Trigger and Frequency

Please, follow the general definition.

### 5.5.4. Message Structure

Please, follow the general definition.

### 5.5.5. Message Values

The following table lists the Message Values optional attributes (defined in the ODF Light Messages Interface Document) that are used in the case of Short Track Speed Skating, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Competit orExtensi on	TeamName	M	S(73)	Team's name

### 5.5.6. Message sort

Please, follow the general definition.



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