



ODF/INT114-R1-v1.3 APP

Olympic Data Feed

ODF Speed Skating Data Dictionary

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Technology Department
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DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	01 July 2011	Submitted for review version
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Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none">• First version
1.1	SFA	<ul style="list-style-type: none">• SFA version
1.2	APP	<ul style="list-style-type: none">• APP Version
1.3	APP	<ul style="list-style-type: none">• 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 Speed Skating Data Dictionary. This Data Dictionary refines the messages described in the ODF Light Messages Interface Document specifically for Speed Skating, as well as defines the codes used in these messages.

1.2. Objective

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

1.3. Main Audience

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

1.4. Glossary

The following abbreviations are used in this document

- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed Real Time
- **RSC** – Results System Codes
- **SS** – 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



2. Overall Perspective

2.1. Objective

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

2.2. End to End data flow

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

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



3. Codes

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

CC @CodeEntity

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

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

Code Entity	Code Entity Set of Values	
CC @IRM (The codes order provided is according to the sport rules. In case of several DNF, DNS, DQ, sort by organisation code).	Code	Description
	NO_RESULT	No result, use in case of the 2x500 cumulative result as the overall result.
	DNF	Did not finish
	DNS	Did not start
	DQ	Disqualified
CC @ResultType	Code	Description
	RT_TIME	Time (not used in event final ranking)
	RT_INVALID_RESULT	Invalid Result Mark



4. Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in 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_CUMULATIVE_RESULT	Cumulative Results	X	X
DTX_RANKING	Event Final ranking	X	X
DTX_MEDALLISTS	Medallists of one event	X	



5. Speed Skating Data Extension

5.1. General Issues

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

5.1.1. ODF header

Regarding to the 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 section “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 Speed Skating are:

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

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

5.2.5. 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 Speed Skating, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Start	StartOrder	M/O	Numeric	For individuals except mass Start: Pair number in the start list Not needed for Mass Start
	SortOrder	M	Numeric	It should sort out competitors from its @StartOrder attribute, however For individuals except mass Start: placing first the inner lane skater, and afterwards the outer lane skater Mass Start: Sort order for competitors



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

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

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

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

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

Type /Code	Description	Expected
EU_ENTRY /E_LANE	Inner lane or outer lane	For individual event units except mass start

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.

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 Speed Skating are:

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

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 section)



Element	Attribute	M/O	Value	Comments
	Result	O	SS.hhh 9990.000 (1) Or MM:SS.hh 99:90.00 (Or MM:SS.hhh 99:90.000) (2)	Result for the particular event unit. Send just in the case @ResultType is Time (see codes section) Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second
	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.

Send UnitDateTime including also the @EndDate attribute

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

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

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

Type /Code	Description	Expected
ER_SS /SS_DIFF	Final time gap	Always

5.3.6. Message sort

Please, follow the general definition.



5.4. Cumulative Results

5.4.1. Description

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

5.4.2. Header Values

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

Cumulative results only apply for 500 m events.

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

5.4.3. Trigger and Frequency

Please, follow the general definition.

5.4.4. Message Structure

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

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

5.4.5. Message Values

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



Element	Attribute	M/O	Value	Comments
	Result	O	SS.hh 9990.00 (or SS.hhh 9990.000)	Cumulative result after the particular event unit. Send just in the case @ResultType is Time (see codes section) SS is seconds, hh is hundredth of second or hhh (in the case of tie needed to be broken) it will be thousand of a second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
CumulativeResult / ResultItems/ ResultItem/ Result	Result	O	SS.hhh 9990.000	Result SS is seconds hhh (in the case of race 1 and race 2 of the 2x500) it will be thousand of a second

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

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

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

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

5.4.6. Message sort

Please, follow the general definition.



5.5. Event Final Ranking

5.5.1. Description

This message is the Event Final Ranking 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

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

5.5.5. 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 Speed Skating, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Result	Rank	O	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the skater may have got an invalid rank mark.
	ResultType	M	CC @ResultType	Result type, time or IRM for the corresponding event.
	IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM (see codes section)
	Result	O	SS.hhh 9990.000 (1) Or MM:SS.hh 99:90.00 (Or MM:SS.hhh 99:90.000) (2)	Result. Send just in the case @ResultType is Time (see codes section) Send format (1) in the case of 500 m races, and (2) for the rest MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it could be used to sort out rank ties as well as results without rank.



5.5.6. Message sort

Please, follow the general definition.





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