

ODF/INT003-R2 v10.3 APP

Olympic Data Feed

ODF Central Messages Interface Document

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1. Introduction

1.1. This document

This document describes the ODF central messages. These messages apply to all disciplines, but they are generally not generated by each sport venue results system, but from a central system. The exceptions are the messages that update the initial information generated this central system, which may be generated by the sport venue results system. These update messages are described here also because they share the structure with the initial message.

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.

All messages that are defined in this document are ODF-PiT messages, these ODF-PiT messages are <u>full messages</u>, and i.e. they contain all the information until the message delivery time.

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

- IF International Federation
- **IOC –** International Olympic Committee
- NOC National Olympic Committee
- **ODF –** Olympic Data Feed
- **ODF-PiT –** Olympic Data Feed Point in Time
- **ODF-RT –** Olympic Data Feed Real Time
- **OPNS –** Olympic and Paralympic News Services
- **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/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 ODF header, 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	Format	Code Entity Set of Values
CC@ AccreditationStatus	S(6)	Defined in ODF Common Codes Document
		See entity Accreditation Status
		The entity's attribute to be used is Code
CC @Category	S(3)	Defined in ODF Common Codes Document.
		See entity Category. • The entity's attribute to be used is Code
		be filter by NWS or BCK
		Subject to change. Defined by OPNS.
CC @Competition	S(6)	Defined in ODF Common Codes Document
		See entity Competition The entity's attribute to be used is Code
CC @Discipline	S(2)	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	S(1)	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	S(3)	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	S(8)	Defined in ODF Common Codes Document
		See entity FunctionThe entity's attribute to be used is Code
CC @HorseBreed	S(6)	Defined in ODF Common Codes Document
		See entity Horse Breed • The entity's attribute to be used is Horse Breed Code
CC @HorseColour	S(2)	Defined in ODF Common Codes Document
		See entity Horse Colour
		The entity's attribute to be used is Horse Colour Code
CC @HorseSex	S(2)	Defined in ODF Common Codes Document
		 See entity Horse Sex The entity's attribute to be used is Horse Sex Code
CC@Item	S(3)	Defined in ODF Common Codes Document
		 See entity Item The entity's attribute to be used is Code.
		Subject to Change. Defined by OPNS.
CC @Language	S(3)	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	S(3)	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 @MaritalStatus	S(3)	Defined in ODF Common Codes Document
		See entity Marital Satus
		The entity's attribute to be
		used is Code
CC	S(3)	Code Description
@MedalSummaryType		M Men events
		W Women events
		X Mixed events
		TOT All the events
CC @MedalType	S(9)	Code Description
		ME_GOLD Gold
		ME_SILVER Silver
		ME_BRONZE Bronze
CC @Organisation	S(3)	Defined in ODF Common Codes Document
		See entity Organization
		The entity's attribute to be used is Code
CC @PersonGender	S(1)	Defined in ODF Common Codes Document
		See entity Person Gender • The entity's attribute to be used is Code
CC @Phase	S(1)	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	S(1)	Defined in ODF Common Codes
		See entity Phase Type • The entity's attribute to be used is Code
CC @RecordCode	S(12)	Defined in ODF Common Codes Document
		See entity Record Code The entity's attribute to be used is Code
CC @RecordType	S(4)	Defined in ODF Common Codes Document
		See entity Record Type • The entity's attribute to be



		ι	used i	s Code			
CC @ReportType	S(3)	Defined Documer	in (nt.	ODF (Common	Со	des
		See entit	ty Rep	oortTyp	e.		
		• 7	The e used i	entity's s Code	attribute	to	be
		Subject t	o cha	nge. De	efined by	OPN	IS.
CC @SessionType	S(3)	Defined i	in OD	F Comi	mon Code	es	
		See entit • ີ ເ	ty Ses The le used is	sion Ty entity's s Code	/pe attribute	to	be
CC @SportClass	S(8)	Defined	in (ODF	Common	Co	des
		be define	nt (thi ed for	s comn [·] those	non code competiti	will (ons '	only with
		handicap	ped	athletes	s, as it c	ould	be
		the paral	ympic	c games	s).		
		See entit	ty Spo	ort Clas	s – Paraly	/mpi	c.
		• 1	The e	entity's	attribute	to	be
			colum	ns ioui n		e C	1855
CC @Unit	S(2)	Defined i	in OD	F Com	mon Code	es	
		See entit	ty Unit	t			
		• 1	The e	entity's	attribute	to	be
		• ľ	usea :: t will	s Unit be rela	ated to Di	scipl	line.
		C	Gende	er, Ever	nt and Pha	ase	,
CC @UnitMedalType	N(1)	Code		Value			
		0		No me	dal event	unit	
		1		Gold n	nedal eve	nt ur	nit
		2		Bronze unit	e medal	ev	vent
CC @UnitStatus	S(2)	Defined Documer	in (nt	ODF (Common	Со	odes
		See entit	ty Sch	nedule S	Status		
		• 7	The e	entity's	attribute	to	be
CC @VenueCode	9(3)	Defined	ised is		Common	<u> </u>	doc
		Documei	nt		Common	00	1003
		See entit	ty Ver	nue			
		• 1	The e used is	entity's s Code	attribute	to	be
CC @ShuttleServiceType	S(3)	Code	Value	e			
		ATH	Shutt	le Serv	ices Athle	etes	
		MED	Shutt	le Serv	rices Med	ia	
		OFF	Shutt	tle Serv	ices Offic	ials	



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_PARTIC	List of participants by discipline
DT_PARTIC_UPDATE	List of participants by discipline update
DT_PARTIC_TEAMS	List of teams
DT_PARTIC_TEAMS_UPDATE	List of teams update
DT_PARTIC_HORSES	List of equestrian horses
DT_PARTIC_HORSES_UPDATE	List of horses update
DT_MEDALS	Medal standings
DT_MEDALLISTS_DAY	Medallists of the day
DT_HISTORIC_RECORD	Historical records
DT_HIST_REC_UPDATE	Historical records update
DT_GLOBAL_GM	Global good morning
DT_GLOBAL_GN	Global good night
DT_BCK	Background publish report
DT_BCK_UPDATE	Background unpublish report
DT_BCK_IMP	Background import report
DT_BIO_PAR	Biography (published) of one Participant
DT_BIO_PAR_UPDATE	Update/Unpublish Biography of one Participant
DT_BIO_PAR_IMP	Import Biography of one Participant
DT_BIO_TEA	Biography (published) of one Team
DT_BIO_TEA_UPDATE	Update/Unpublish Biography of one Team
DT_BIO_TEA_IMP	Import Biography of one Team
DT_BIO_NOC	Biography (published) of one NOC
DT_BIO_NOC_UPDATE	Update/Unpublish Biography of one NOC
DT_BIO_NOC_IMP	Import Biography of one NOC
DT_BIO_HOR	Biography (published) of one Horse
DT_BIO_HOR_UPDATE	Update/Unpublish Biography of one Horse
DT_BIO_HOR_IMP	Import Biography of one Horse
DT_BNW	Breaking News report
DT_BNW_UPDATE	Breaking News report update/Unpublish
DT_NEWS	News' published report
DT_NEWS_UPDATE	News' report update/Unpublish



DT_NEWS_IMP	Import News' report			
DT_TRS	Transport's publish report			
DT_TRS_UPDATE	Transport's report update/Unpublish			
DT_TRS_IMP	Import Transport's report			
DT_ESL	Extended Start List			
DT_PIC	Picture message			
DT_PIC_UPDATE	Picture message update			
DT_NOTIFICATION	Notification of availability of online document			
DT_SCHED_RES_NOC	Results and schedule of a NOC for single competition day			

All messages produced centrally (venue PDC) will share a single DT_GM/DT_GN/DT_SERIAL see the definition in the ODF Sport Messages Interface Document.

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 <u>must</u> 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 <u>could</u> 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 <u>could</u> 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 <u>could</u> 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.

For the message definitions:

All of these messages definitions can be need or not by one discipline, in case of need one of them; it has to be redefined by its specific ODF Sport Data Dictionary.



Some parts of the message can be overwriting/redefining in the ODF Sport Data Dictionary document, i.e., <u>Triggers and Frequency</u> (It is possible for some message that the redefinition will be Mandatory), <u>Message Structure</u> (for example, it can be redefined for a specific sport to use optional elements) and <u>Message Values</u> (It can be redefined optional attributes or overwrite required attributes for a specific Sport, for example, all the attributes that in this document have the comment "See table comment", if you use these attributes you must redefined them in the ODF Sport Data Dictionary document).

The following table summarizes the situation of each of the messages types in regards to the redefinition's different parts of the message (Trigger and Frequency, Structure and Values) in the ODF Sport Data Dictionary document.

Redefinition	Trigger and Frequency	Message Structure	Message Values
(in Message Type vs. Message Parts)		(message elements)	(message attributes)
DT_SCHEDULE			
DT_SCHEDULE_UPDATE			
DT_PARTIC		0	
DT_PARTIC_UPDATE		0	
DT_PARTIC_TEAMS		0	0
DT_PARTIC_TEAMS_UPDATE		0	0
DT_PARTIC_HORSES		0	0
DT_PARTIC_HORSES_UPDATE		0	0
DT_MEDALS			
DT_MEDALLISTS_DAY			
DT_HISTORIC_RECORDS		0	0
DT_HIST_REC_UPDATE		0	0
DT_GLOBAL_GM			
DT_GLOBAL_GN			
DT_BCK			
DT_BCK_UPDATE			
DT_BCK_IMP			
DT_BIO_PAR			
DT_BIO_PAR_UPDATE			
DT_BIO_PAR_IMP			
DT_BIO_TEA			
DT_BIO_TEA_UPDATE			
DT_BIO_TEA_IMP			
DT_BIO_NOC			
DT_BIO_NOC_UPDATE			
DT_BIO_NOC_IMP			
DT_BIO_HOR			
DT_BIO_HOR_UPDATE			
DT_BIO_HOR_IMP			
DT_BNW			
DT_BNW_UPDATE			
DT_NEWS			



DT_NEWS_UPDATE		
DT_NEWS_IMP		
DT_TRS		
DT_TRS_UPDATE		
DT_TRS_IMP		
DT_ESL		
DT_PIC		
DT_PIC_UPDATE		
DT_NOTIFICATION		
DT_SCHED_RES_NOC		

M For mandatory definition O For optional definition Blank when the definition is the same that the general definition



5. Messages definition

5.1. General Issues

5.1.1. ODF header

ODF header should be assumed as the root of an ODF message.

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

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

The element OdfBody is known as the ODF header, and it identifies the message. There are further details in the section ODF 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	М	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. in these cases please review the format of the Value in each DocumentType.
DocumentSubcode	0	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	Μ	S(30)	Attribute used to identify a particular message, for a particular DocumentCode.
DocumentSubtype	0	S(20)	Attribute used to extend DocumentType for some messages.
Version	М	1 <u>V</u>	Version number associated to the DocumentCode (and DocumentSubcode, if this option attribute is included in theODF header) and DocumentType (and DocumentSubtype, if this optional attribute is included in the ODF header) attribute of the message. Ascendant number. This attribute can be usefull for clients to filter types of messages and know if one of them has been missed.
ResultStatus	0	S(15)	Attribute used in some messages (e.g.: results) to know the status of the message
Language	0	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	М	"P"-Production "T"-Test	Flag to indicate whether it is a test message or a production message.



Date	М	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	М	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	Μ	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). For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction has been made. This date is according to the local time zone in the place where the competition takes place.
Venue	0	CC @VenueCode	Venue code to indicate where the message was generated. It is optional because it has to be used <u>always</u> in the case of sport/weather messages, but it should not be used in the case of central messages.
RTSerial	0	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
Serial	М	Numeric	Sequence number used to identify the PiT message in the transmission, always refered to a discipline/Venue, starting by 1 for each transmission. In the case of RT transmision this attribute say the last PiT message Serial number to ensure that RT information is processed on the last PiT information.

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).



5.1.2. 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, where HH is hour, MM is minutes, SS is seconds and mmm is milliseconds, with leading zeroes if the information for each item does not complete all the digits (example: 090303020).
- DateTime: YYYY-MM-DDThh:mm:ssTZD (Example: 2006-02-26T10:00:00+01:00)

TZD = Time Zone Designator (Z or +hh:mm or -hh:mm)

- 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 <u>not</u> be removed. Example: 10 in format 00 is 10, and 3 in format 00 is 03.
 - \circ $\,$ 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 Rules for number's treatment

Exist the necessity for establish conversion factors and some generals rules for rounding numbers by a common approach.

Rounding rules:

The rounding rules that should be used for any conversion are (except if in contrast with sport specific rule): Digit after last used position $< 5 (0, 1, 2, 3, 4) \rightarrow$ no rounding (i.e. 1,544 = 1, 54)



Digit after last used position >= 5 (5, 6, 7, 8, 9) \rightarrow rounding up (i.e. 1,545 = 1, 55)

<u>Conversion factors:</u>

The conversion factors that should be used are:

Distance – Speed

1 in = 25,4 mm = 2,54 cm 1 ft = 12 in = 304.8 mm = 30,48 cm 1 yd = 3 ft = 36 in = 914.4 mm = 0,9144 m 1 mi = 1.760 yd = 5.280 ft = 63.360 in = 1.609.344 mm = 1.609,344 m 1 nmi (nautical mile) = 1,852 m km/h = m/s * 3,6 1 kts= 1 nmi/h

Weight

1 lbs = 0,453 592 37 kg

Temperature

 $T[^{\circ}F] = 1.8 \times T[^{\circ}C] + 32$ $T[^{\circ}C] = (T[^{\circ}F] - 32) / 1.8$

Unit Format Numbers:

Measure	Value	Format	Example
Height	N(1).N(2)m → N(3)cm → N(1)'N(2)''	900cm → 9.00m → 9'09''	183cm →1.83m →6'0"
Weight	$N(3)$ kg \rightarrow $N(3)$ lbs	900kg → 900lbs	100kg → 220lbs
Temperatur e	$N(2)^{\circ}C \rightarrow N(3)^{\circ}F$	90ºC → 990ºF	35ºC → 95ºF
Distance	N(3).N(3)km → N(3).N(3)mi	90.000km → 90.000mi	1.789km → 6.123mi
Speed	N(2).N(3)m/s → N(3).N(3)mph → N(3).N(3)km/h	90.000m/s → 90.000mph → 90.000km/h	1.789m/s → 6.123mph → 3.890km/h
Precipitation	$N(2)$ cm \rightarrow $N(2)$ in	90cm → 90in	2cm → 1in

If for some Sport the format is different it can be redefined in the specific ODF Sport Data Dictionary.

5.1.4. General information for all messages

- For all the messages its content must be UTF-8.
- For all the messages, the order (of the elements) defined in the Message Structure table section is important to validate the messages.
- 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.
- By default, all elements of the XML messages will be defined by a unique key value.



This key can be an attribute, like "Code" in the case of Athlete element, or a summary of attributes, like Type+Code or Type+Code+Pos (if Pos is defined for this element) in the case of Extension, ExtendedResult,... elements.



5.2. Competition schedule

5.2.1. Description

Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

In deciding which event units to include, consider the following:

- 1. "schedule" flag in the ODF Common Codes
 - Include event units that have the ODF Common Codes flag for "schedule" set to "Y".
- 2. Status
 - Exclude event units with a status of planned (Status="1") unless a planned event unit must be sent to change a scheduled event unit (Status="2") into a planned event unit (Status="1").

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

5.2.2. Header Values

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	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1



5.2.3. Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE").

5.2.4. Message Structure

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

Competition							
•	Code						
	Discipline						
	•	Code					
		Gender					
		(1N)					
			Code				
			Event				
			(1N)				
				Code			
				Phase (1N)			
					Code		
					Туре		
					Unit (1N)		
						Code	
						Status	
						StartDate	
						Estimated	
						StartDate	
						EndDate	
						Estimated	
						EndDate	
						Medal	
						Venue	
						Location	
						SessionT	
						уре	
						Estimated	
						StartText	
						(0N)	
							Language
							Value
						ItemNam	
						e (0,N)	
							Language
							Value
						Modificati	
						onIndicat	
						or (see	
						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 <u>update</u> message".

5.2.5. Message Values



Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Discipline	Code	М	CC @Discipline	Discipline Code
Gender	Code	М	CC @DisciplineGender	Discipline Gender Code
Event	Code	М	CC @Event	Event ID
Phase	Code	М	CC @Phase	Phase ID
	Туре	М	CC @PhaseType	Include the phase type for those competition, official training phases, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit	Code	M	CC @Unit	Unit ID
	Status	М	CC @UnitStatus	Unit Status(Except the planned status in the case of the bulk message)
	StartDate	0	DateTime	Start date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. Example: 2006-02-26T10:00:00+01:00
	EstimatedStartDate	0	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@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @StartDate is informed. In case of this attribute is 'true' the StartDate attribute normaly is used for sorting.
	EndDate	0	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. Example: 2006-02-26T10:00:00+01:00



Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	0	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@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @EndDate is informed.
	Medal	М	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	Μ	CC @VenueCode	Venue where the unit takes place
	Location	М	CC @LocationCode	Location where the unit takes place
	SessionType	0	CC@SessionType	Session type of the Event Unit (i.e. Morning, Afternoon,) This attribute is <u>only used for</u> Competition Schedules
Unit/	Language	М	CC @Language	Code Language of the @Value
EstimatedSta rtText This element is <u>only used</u> <u>for</u> <u>Competition</u> <u>Schedules</u>	Value	Μ	S(20)	Text that explains in the case that StartDate is an estimation which is the Start Time (i.e. "After M.1")
Unit/	Language	М	CC @Language	Code Language of the @Value
ItemName This element is <u>only used</u> for Non <u>Competition</u> <u>Schedules</u> in case that this Unit are not in the common codes	Value	Μ	S(40)	Item Name



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. It is <u>not</u> 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 ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_SCHEDULE_UPDATE	Competition schedule update
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition 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
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 <u>not</u> be 'D'. Also you must send a 'D' if the Event Unit Status change to Planned.
				C C

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. List of participants by discipline

5.4.1. Description

A participant is considered as a single individual participating or had participating as a competitor of type athlete (participating or not in the currents games) or official 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 participant 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 participant 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 participants by discipline is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline.

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

This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

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). Historical athletes will not registered to any event.

5.4.2. Header Values

The following table describes the ODF header attributes

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



DocumentSubcode	S(10)	Attribute used to extend DocumentCode. GENERAL value by default but it can be useful for disciplines with a huge number of participants (for example AT)
DocumentType	DT_PARTIC	List of participants by discipline
Version	1V	<u>V</u> ersion 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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.4.3. Trigger and Frequency

The list of participants by discipline will be sent as a bulk message (DocumentType="DT_PARTIC") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_PARTIC_UPDATE").

5.4.4. Message Structure

The following elements describe the message structure from the 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
DisciplineEntry
RegisteredEvent
EventEntry
OfficialFunction

Competition


Code				
Participant				
(1N)				
	Code			
	Parent			
	Status			
	GivenName			
	FamilvName			
	PrintName			
	PrintInitialName			
	TVName			
	TVInitialName			
	Gender			
	Organisation			
	BirthDate			
	Height			
	Weight			
	PlaceofRirth			
	CountryofBirth			
	PlaceofResidence			
	CountryofResidenc			
	Nationality			
	MainFunctionId			
	Current			
	OlympicSolidarity			
	ModificationIndicato			
	r (see Table Note)			
	Discipline			
	Discipline	Code		
		InternationalFederationId		
		DisciplineEntry (0, N)		
			Code	
			Type	
			Pos	
			Value	
		RegisteredEvent (0, N)	value	
			Gondor	
			Event	
			Rib	
			Class	
			Guide	
			EventEntry	
			(0N)	
				Code
				Туре
				Pos
				Value
	OfficialFunction			
	(0N)			
		FunctionId		

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

5.4.5. Message Values

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



Element	Attribute	M/O	Value	Comments
Participant	Code	Μ	S(20) with no leading zeroes	Participant's ID, to identify an athlete or an official, and holding participant'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 participant's information.
				Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
				When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
	Parent	Μ	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.
				The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.
	Status	M/O	CC @AccreditationStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".
	GivenName	0	S(25)	Given name in WNPA format (mixed case)



Element	Attribute	M/O	Value	Comments
	FamilyName	М	S(25)	Family name in WNPA
				format (mixed case)
	PrintName	М	S(35)	Print name (family name
				in upper case + given
				name in mixed case)
	PrintInitialName	М	S(18)	Print Initial name (for the
				given name it is sent just
			0(05)	the initial, without dot)
		M	S(35)	
	I VInitialName	M	S(18)	I V initial name
	Gender	IVI	CC @PersonGender	Participant's gender
	Organisation	Ν.4	CC @Organisation	
	BirthData			Data of birth This
	BinnDale	0		information could be not
				known at the very
				beginning but it will be
				completed for all
				participants after
				successive updates
	Height	0	N(3)	Height in centimetres. It
	5		999	will be included if this
				information is available.
				This information is not
				needed in the case of
				officials/referees.
	Weight	0	N(3)	Weight in kilograms. It will
			999	be included if this
				information is available.
				This information is not
				needed in the case of
				officials/referees.
	PlaceofBirth	0	S(75)	Place of Birth
	CountryofBirth	0	CC @Country	Country ID of Birth
	PlaceofResidence	0	S(75)	Place of Residence
	CountryofResidence	0		Country ID of Residence
	Nationality	0	CC @Country	Participant's nationality.
				Although this attribute is
				Although this attribute is
				exceptional situations it
				will not be known and for
				this reason not ready to
				be sent
	MainFunctionId	O/M	CC @Function	Main function
		27.00		In the Case of
				Current="true" this
				attribute is Mandatory
	Current	М	boolean	It define if a participant is
				participating in the games
				(True) or is a Historical
				participant (False)
	OlympicSolidarity	0	Y or N	Flag to indicating if the
				participant participates in
				the Olympic Movement
				program



Discipline Code M CC @ Discipline It must be the discipline of discipline (Although any participating athlete will be assigned at least one discipline, but it could be more. Any accredited official will be assigned at least one discipline of the message) InternationalFederationid O S(16) Competitor's federation number for the corresponding discipline assigns international Federation codes to athletes) DisciplineEntry Code M See table comment Key of the Discipline entry. the event entry. Will have to be sent. It will he discipline entries this element will have to be sent. It will not be sent, official's discipline entry No See table comment Key of the Discipline Entry. Value O See table comment Value of the @Code (+ @Pos) referenced Discipline Entry. Na optional value used to Discipline Entry. RegisteredEvent Gender M CC @Event Event D Any accredited with uary associated event. Historical athlete will not registered to any event. Bib O See table comment Sicipline Gender Code (+ @Pos) referenced Discipline Gender Code (+ @Pos) referenced Discipline C
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Class O CC @SportClass Code to identify the
Class O CC @SportClass Code to identify the
Class O CC @SportClass 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.



Element	Attribute	M/O	Value	Comments
	Guide	0	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. Send only in the Case of
				Current="true".
EventEntry (If there are specific	Code	Μ	See table comment	Key of the Event Entry, to uniquely identify the event entry.
athlete's event entries, this element	Туре	М	See table comment	Type (categorization) of Event Entry.
will have to be sent. It will not be sent, otherwise. The	Pos	0	See table comment	An optional value used to event entry information with same type and code.
athlete's event entries for each specific discipline will be defined in each of the ODF Sport Data Dictionaries)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Event Entry.
OfficialFunction (Send if the official has optional functions. Do not send otherwise)	FunctionId	Μ	CC @Function	Optional officials' function code

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

5.4.6. Message sort

The message is sorted by Participant @Code



5.5. List of participants by discipline update

5.5.1. Description

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

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

5.5.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_UPDATE	List of participants by discipline update
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.5.3. Trigger and Frequency

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



5.5.4. Message Structure

The message structure of the list of participants by discipline update message is the same as the list of participants 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 Participants.

5.5.5. Message Values

All message attributes are the same as the list of participants by discipline message, but including the attribute defined below

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

5.5.6. Message sort

The message is sorted by Participant @Code



5.6. List of teams

5.6.1. Description

The list of teams contains the list of teams participating and not participating in the current competition.

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.

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). Historical teams will not registered to any event.

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.

5.6.2. Header Values

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	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.6.3. Trigger and Frequency

The list of teams by discipline will be sent as a bulk message (DocumentType="DT_PARTIC_TEAMS") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_PARTIC_TEAMS_UPDATE").

5.6.4. Message Structure

The following elements describe the message structure from the 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
Composition and its child element
TeamOfficials and its child element
EventEntry

Competition					
	Code				
	Team (1N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		ModificationIndicato r (see Table Note)			
		Composition (01)			
			Athlete (1N)		
				Code	
				Order	
		TeamOfficials (01)			
			Official (1N)		
				Code	
				Function	
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (01)		



		Event	
		Gender	
		Bib	
		EventEntry	
		(0N)	
			Code
			Туре
			Pos
			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 by discipline <u>update</u> message".

5.6.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Team	Code	М	S(20) with no	Team's ID (example
			leading zeroes	ATM001ESP01, 393553).
				Na
				When the leam is an
				nistorical one, then this ID will
	Organization	N/	CC @Organization	Start with 1.
	Number			Team organisation's ID
	Number	IVI/O	N(Z)	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, it will be
				incremental, 1 for the first
				organisation's team
				participating in the event, 2 for
				the second organisation's
				team, etc.
				Required in the case of
	Name	M/O	S(73)	Team's name It will apply to
	Name		0(70)	some of the disciplines If
			See table comment	there is not any special rule
				for that discipline, send the
				Description of the code
				CC@Organisation. It will be
				Optional in the case of List of
				Team Update when the @
				ModificationIndicator=D
	Gender	M		Discipline Gender Code of the
			@DisciplineGender	I eam
	Current	M	boolean	It define if a team is
				(True) or is a Historical tagm
				(raise)



Element	Attribute	M/O	Value	Comments
Athlete	Code	М	S(20) with no	Athlete's ID of the listed
(In the case of current			leading zeroes	team's member.
teams the number of			-	
athletes will be 2 or				Therefore, he/she makes part
more)				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.
	Order	0	Numeric	Team member order
Official	Code	М	S(20) with no	Official's ID of the listed
			leading zeroes	team's official.
(If there are specific				
team's officials, this				Therefore, he/she makes part
element will have to				of the team's officials.
be sent. It will not be				
sent, otherwise. The				You should be able to find
disciplines that may				further information about the
have team's officials				official in the list of officials'
will have to mention				message according to its
this in each of the				@Code.
ODF Sport Data	Function	М	CC @Function	Official's function for the
Dictionaries. It				team.
doesn't have sense in			See table comment	
the historical teams)				
Discipline	Code	М	CC @Discipline	It must be the discipline code
				used to fill the OdfBody
(Any team will be		-	- ()	@DocumentCode attribute
assigned just one	InternationalFederationId	0	S(16)	Federation number for the
discipline)				corresponding discipline
				(include if the discipline
				assigns international
				federation codes to teams)
RegisteredEvent	Gender	M		Discipline Gender Code
	Friend			Fromt ID
(Any team will be	Event	M		Event ID
assigned at least one	BID	0	See table comment	Bib number.
event, except for a				Dib www.bania in fact a ana sial
historical team, which				Bib number is in fact a special
				Event Entry. However, since it
any event)				is very meaningful in the
				spons that make use of this
				aundule, il has deen
				olthough it was part of
				EventEntry in the provious
				versions
EventEntry	Codo	M	Soo tablo commont	Koy of the Event Entry to
Evententry	Code	IVI		Rey of the Event Entry, to
(If there are encoifie				entry
team's event entries	Type	N A	See table comment	Type (categorization) of Event
this element will have	туре	IVI		Entry
to be sent it will nave	Pop		Soo tabla commant	Liluy.
he sent otherwise	FUS	0	See lable comment	An optional value used to
The team's event				event entry information with
The learn's evenil		l		same type and code.



Element	Attribute	M/O	Value	Comments
entries for each	Value	0	See table comment	Value of the @Code (+
specific discipline will				@Pos) referenced Event
be defined in each of				Entry.
the ODF Sport Data				
Dictionaries)				
	(Table comment: Please, ref	er to the	ODF Sport Data Diction	onary for each of the

disciplines)

5.6.6. Message sort

The message is sorted by Team @Code.



5.7. List of teams update

5.7.1. Description

List of teams update is an update message. It is <u>not</u> 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.

5.7.2. Header Values

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_UPDA TE	List of participant teams update
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.7.3. 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.



5.7.4. Message Structure

The message structure of the list of teams update message is the same as the list of teams' 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.

5.7.5. 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
	ModificationIndicator	М	N, U, D	N-New team (in the case that this information comes as a late entry)
				U-Update team
				D-Delete team
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

5.7.6. Message sort

The message is sorted by Team @Code.



5.8. List of equestrian horses

5.8.1. 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.

5.8.2. Header Values

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	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.8.3. Trigger and Frequency

The list of equestrian horses will be sent as a bulk message (DocumentType="DT_PARTIC_HORSES") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_PARTIC_HORSES_UPDATE").

5.8.4. Message Structure

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



Competition			
	Code		
	Horse (1N)		
		Code	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	
		Groom	
		ModificationIndicator	
		(see Table Note)	
		Entry (0N)	
			Code
			Туре
			Pos
			Value

Table Note: "List of horses" and "List of horses update" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "List of horses <u>update</u> message".

5.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Horse	Code	М	S(20) with no	Horse's ID
			leading zeroes	
	Name	М	S(25)	Horse's name will be in upper
				case.
	Organisation	M/O	CC @Organisation	Horse's organisation. It's
				mandatory except for the
				message List of Horses
				Update for Modern
				Pentathion discipline.
	Sex	0	CC @HorseSex	Horse's sex. Send if the
				information is available
	YearBirth	0	N(4)	Horse's year of birth. Send if
		_	9999	the information is available
	Passport	0	S(12)	Horse's passport. Send if the
				information is available
	ColourCode	0	CC @HorseColour	Horse's colour code. Send if
		_		the information is available
	BreedCode	0	CC @HorseBreed	Horse's breed code. Send if
			a (a =)	the information is available
	Sire	0	S(25)	Horse's sire. Send if the
				information is available.
				The content should be in
				upper case.



Element	Attribute	M/O	Value	Comments
	Owner	0	S(35)	Horse's first owner. Send if the information is available.
				The content should be in upper case.
	SecondOwner	0	S(35)	Horse's second owner. Send if this information is available.
				The content should be in upper case.
	Groom	0	S(35)	Horse's groom. Send if the information is available.
				The content should be in upper case.
Entry (If there are	Code	М	See table comment	Key of the Entry, to uniquely identify the entry.
specific horse's entries, this	Туре	Μ	See table comment	Type (categorization) of Entry.
element will have to be sent. It will not	Pos	0	See table comment	An optional value used to entry information with same type and code.
be sent, otherwise. The horse's event entries for each specific discipline will be defined in each of the ODF Sport Data Dictionaries)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Entry.

5.8.6. Message sort

The message will be sorted by Horse @Code



5.9. List of horses update

5.9.1. Description

List of horses update is an update message. It is \underline{not} a complete list of horses' information message, only the horse data being modified.

In the case of modern pentathlon, the compete list of horses the first time will be sent as late entries and after it complete message the data can be modified.

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

5.9.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	Just for the disciplines Equestrian and modern pentathlon
DocumentType	DT_PARTIC_HORSES_UPD ATE	List of equestrian horses
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.9.3. Trigger and Frequency

This message should be triggered at any time there has been a horse modification for any previously sent list of horse's bulk message.

5.9.4. Message Structure

The message structure of the list of horses update message is the same as the list of equestrian horses 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 Horses.

5.9.5. Message Values

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

Element At	ttribute	M/O	Value	Comments
Horse	1odificationIndicator	M	N, U, D	N-New horse (in the case that this information comes as a late entry) U-Update horse D- Delete horse If ModificationIndicator='N', then include new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then update the horse to the previous bulk-loaded list of horses If ModificationIndicator='D', then delete the horse to the previous bulk-loaded list of horses

5.9.6. Message sort

The message will be sorted by Horse @Code



5.10. Medal standings

5.10.1.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.

5.10.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL000000	Global message for all disciplines
DocumentType	DT_MEDALS	Medal standings
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.10.3. 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.





5.10.4. Message Structure

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

Competition					
·	Code				
	MedalStandings				
		DateTime			
		LastEvent			
		TotalEvents			
		FinishedEvents			
		MedalSummary			
			MedalNumber(1N)		
				Туре	
				Gold	
				Silver	
				Bronze	
				Total	
		MedalsTable			
			MedalLine (0N)		
				Rank	
				RankTotal	
				SortRank	
				RankEqual	
				SortRankTotal	
				RankTotalEqual	
				Organisation	
				MedalNumber (1N)	
					Туре
					Gold
					Silver
					Bronze
					Total

5.10.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
MedalStandings	DateTime	Μ	DateTime	Date and Time when the content has been updated <i>Example:</i> 2006-02-26T10:00:00+01:00
	LastEvent	Μ	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	М	Numeric	Total number of competition events (events that award medals)



Element	Attribute	M/O	Value	Comments
	FinishedEvents	М	Numeric	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 maches have medal (Bronze and Gold), this attribute only count when the Gold medal has been award (not count for Bronze because the event has not finished yet).
MedalSummary /MedalNumber	Туре	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
(However the general definition states that	Gold	М	Numeric	Number of gold medals for MedalSummary /MedalNumber @Type event categorization
MedalNumber 1N, in Olympics it will be fixed to	Silver	М	Numeric	Number of silver medals for MedalSummary /MedalNumber @Type event categorization
four, for Type=(M, W, X, TOT)	Bronze	М	Numeric	Number of bronze medals for MedalSummary /MedalNumber @Type event categorization
	Total	М	Numeric	For all the finished competition events:
				Total number of medals for MedalSummary /MedalNumber @Type event categorization
MedalLine	Rank	М	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	М	Numeric	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be defined for the IOC rules.
	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	М	Y, N	Y: If there are more organisations with the same @RankTotal
				N: If there are not more organisations with the same @RankTotal
	Organisation	М	CC @Organisation	Organisation's code.



Element	Attribute	M/O	Value	Comments
MedalLine	Туре	М	CC	Type of medal summarization
/MedalNumber			@MedalSummaryType	(categorize by event gender
				and all events).
(However the	Gold	М	Numeric	For the MedalLine
general definition				@Organisation:
states that				Number of sold seconds for
				Number of gold medals for
1N, IN Olympics				MedalSummary /MedalNumber
four for	0'1		NL	@ Type event categorization
Tupo $-(M M X)$	Silver	IVI	Numeric	For the MedalLine
				@Organisation:
101)				Number of silver models for
				MedalSummary /MedalNumber
				@Type event categorization
	Bronze	М	Numeric	For the Medall ine
	DIGINZO	101	- Turneno	@Organisation:
				e organisation.
				Number of bronze medals for
				MedalSummary /MedalNumber
				@Type event categorization
	Total	М	Numeric	For the MedalLine
				@Organisation:
				Total number of medals for
				MedalSummary /MedalNumber
				@Type event categorization

5.10.6.Message sort

Message should be sorted by the SortRank @Value attribute



5.11. Medallists of the day

5.11.1.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.

5.11.2.Header Values

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, refer to the ODF header definition in chapter 5.1.1
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.11.3.Trigger and Frequency

"Medallists by day" is sent at the end of the current day (Logical Date) with the officials medals know for today.

In case that some medal of the previous days changes, it will send a new version of this (for the DocumentSubtype corresponding) as soon as possible.

5.11.4.Message Structure



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

Competition								
	Code							
	Discipline							
	(1N)							
		Code						
		TotalEv						
		ents						
		Finished						
		Events						
		Gender						
		(1N)						
			Code					
			Event					
			(1N)					
				Code				
				Date				
				Medal				
				(1N)				
					Code			
					Competitor			
						Code		
						Type		
						Örder		
		T				Composition		
							Athlete (1N)	
								Code
								Order

5.11.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Discipline	Code	М	CC @Discipline	Discipline Code
	TotalEve	0	Numeric	Total number of competition events
	nts			(events that award medals)
				Mandatory in the case of
				DT_MEDALLISTS_DISCIPLINE
	Finished	0	Numeric	Number of competition events that have
	Events			awarded a type of medal, out of the total
				Mandatory in the case of
Condor	Codo	N.4	<u> </u>	DI_MEDALLISIS_DISCIPLINE
Gender	Code	IVI	@DisciplineCender	Discipline Gender Code
Event	Code	N/		Event ID
	Data			
	Date	0	YYYYMMDD	Date of the Gold medal match
				Mandatory in the case of
				DT_MEDALLISTS_DISCIPLINE
Medal	Code	М	CC @MedalType	Medal type gold, silver or bronze
				All the Competitors with the same
				CC@MedalType must be not grouped in
				the same element (it applies in the
				equalled medals)
Competitor	Code	Μ	S(20) with no	Competitor's ID
			leading zeroes	



Element	Attribute	M/O	Value	Comments		
(Refer to chapter	Туре	М	Т, А	T for team		
4.3.3 of the ODF				A for athlete		
Sport Messages						
Interface Document						
for competitors'	for competitors' Order M Nu		Numeric	Competitor order (Send 1 by default)		
rules).				and in the case of tie the order will be		
			defined for the IOC rules.			
	Code	М	S(20) with no	Individual athlete's ID (if Competitor		
Composition			leading zeroes	@Type="A" or team member's ID (if		
				Competitor @Type="T").		
/Δthlete	Order	М	Numeric	Team member order for medal		
				(according to each different sport rule)		
				Send 1 if individual medal		

5.11.6.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).



5.12. Historical records

5.12.1.Description

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

5.12.2.Header Values

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according
		to CC @Discipline
DocumentType	DT_HISTORIC_RECORD	Historical records
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

The following table describes the ODF header attributes.

5.12.3.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.

5.12.4.Message Structure

The following elements describe the message structure from the 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

Composition (Only in the case of athletes of one Historical team are not known this



element not will be sent)

Competition									
	Code								
	HistoricalRecords								
		Record							
		(1 N)							
		(Code						
			RecordType						
			(1 N)						
			(11)	Codo					
				Cule					
				Subcode					
				Equalled					
				ModificationIndi					
				cator (See					
				Table Note)					
				RecordData					
					ResultType				
					Result				
				ExtRecords					
				(0,1)					
					ExtRecord				
					(1N)				
		İ				Tvpe		1	İ
		1			1	Pos	1	1	
						Code			
		1	1	1	t	Value		1	1
				Compotitor		Value			
				(1 N)					
				(1	Codo				
					Tuno				
					ExtBooordo				
					(0,1)	ExtBooord	+		-
						(1)	Tuno		
							Type Doo		
						-	FUS	-	
							Code		
						-	value		-
					RecordData				
					(0,1)		-	-	-
						Country			
						Place			
						Date			
						Confirmed			
						Event			
					Composition				
					(0,1)				
						Athlete		1	
						(1N)			
							Code		
							Order		
							ExtRecords		
							(0,1)		
							· · ·	ExtRecord	
							1	(1N)	
									Туре
		1	1		1	1			Pos
									Code
		1	1		1	1			Value
			1				RecordData	1	
							(0,1)	1	
			1					Countrv	İ
		1			1	1	1	Place	
		1	1	1	1	1	1	Date	1
	1	1	1	1	1	1	1	Confirmed	1
	1	1	1	1	1	1	1	Event	1
	1	1	1	1	1		1		1

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

5.12.5.Message Values

Element	Attribute	M/O	Value	Comments



Element	Attribute	M/O	Value	Comments
Competition	Code	М	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.
Record/RecordType	Code	М	CC @RecordType	Record type.
Send several record types in the case several record types are in a particular historical record	Subcode	0	- NOC if Code="NR" or "NB" - Rank if Code="BOP", "ALL" or "SBP" - WRC order if Code="WRC"	It will be mandatory in case of Code="NR", "NB", "BOP", "WRC", "ALL" and "SBP"
	Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
Record /RecordType	ResultType	М	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	М	See table comment	The result of the competitor for the record
Record	Туре	М	See table comment	Type (categorization) of the extended record information
/RecordType/ExtRecords /ExtRecord	Code	М	See table comment	Key of the extended record information to uniquely identify this element.
(/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 5.1.3)	Pos	0	Numeric See table comment	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType/ Competitor (Related competitor to whom it is intended to assign one particular record	Code	М	S(20) with no leading zeroes	Competitor's ID When the Competitor is an historical athlete, then this ID will start with "A" and when it is a Team it will start with "T".
Athlete's or team's information should be in DT_PARTIC (@Current="false") if Competitor @Type="A" or DT_PARTIC_TEAMS (@Current="false") if Competitor @Type="T". Refer to chapter 4.3.3 of the ODF Sport Messages Interface Document for competitors' rules)	Туре	Μ	Т, А	T for team A for athlete
Record /RecordType Competitor/ExtRecords/	Туре	М	See table comment	Type (categorization) of the extended record information
ExtRecord (/ExtRecords /ExtRecord are	Code	М	See table comment	Key of the extended record information to uniquely identify this element.



Element	Attribute	M/O	Value	Comments
optional elements according to the general rule described in	Pos	0	Numeric	An optional numerical value used to sort extended record information
chapter 5.1.3)			See table comment	with same type and code (like split times).
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType	Country	M	CC @Country	It should include the country code where the record was broken
	Place	М	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").
according to the competitor's	Date	М	YYYYMMDD	It should include the date where the record was broken.
It will have to be sent always if	Confirmed	0	See table comment	Send if it is being requested by the specific discipline, since some historical records / record types may
However, if Competitor @Type="A", it should not be used)	Event	0	S(40)	not be confirmed Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games" etc.)
Record /RecordType Competitor /Composition Athlete	Code	М	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete.
(Individual athlete / team				This ID will start with "A" as it is an historical Athlete.
member information should be in DT_PARTIC (@Current="false"). Refer to chapter 4.3.3 of the ODF Sport Messages Interface Document for competitors' rules.)	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Record /RecordType	Туре	М	See table comment	Type (categorization) of the
Competitor /Composition Athlete /ExtRecords ExtRecord	Code	М	See table comment	Key of the extended record information to uniquely identify this element
(/ExtRecords /ExtRecord are optional elements according to	Pos	0	Numeric	An optional numerical value used to sort extended record information
the general rule described in chapter 4.3.3)			See table comment	with same type and code (like split times).
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType Competitor /Composition	Country	M	CC @Country	It should include the country code where the record was broken
Athlete /RecordData	Place	М	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").
(Individual athlete's record data, according to competitors'	Date	М	YYYYMMDD	It should include the date where the record was broken
rules in chapter 4.3.3.	Confirmed	0	See table comment	Send if it is being requested by the specific discipline, since some bistorical records / record times may
Competitor @Type="A".				not be confirmed



Element	Attribute	M/O	Value	Comments
However, if Competitor	Event	0	S(40)	Send the text of the event name
@Type="T", it should not be				where the record was broken
<u>used</u>				(example: "World Championships",
				"Olympic Games", etc.) if this
Therefore, it is not used for				information is available.
team members in this case, just				
single athletes)				
(Table comment: Please, refer to the ODE Sport Data Dictionary for each of the				

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

5.12.6.Message sort

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



5.13. Historical records update

5.13.1. Description

Historical Record update is an update message. It is not a complete historical record information message, but only will be send if the historical record data have been modified.

5.13.2. Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according
		to CC @Discipline
DocumentType	DT_HIST_REC_UPDATE	Historical records update
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.13.3.Trigger and Frequency

This message will not be generated for London 2012.

5.13.4. Message Structure

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

5.13.5.Message Values

All message attributes are the same as the historical record message, but including the attribute defined below

Element Attribute M/O Value Comments	
--------------------------------------	--



Element	Attribute	M/O	Value	Comments
RecordTy pe	ModificationIndicator	Μ	N, U, D	N-New record type U-Update record type D-Delete record type If ModificationIndicator='N', then include new record type to the previous bulk-loaded historical record If ModificationIndicator='U', then update the record type to the previous bulk-loaded historical record If ModificationIndicator='D', then delete the record type from the previous bulk-loaded historical record.

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

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GM	Global good morning
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

The following table describes the ODF header attributes.

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 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

	N/ 1	
Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the
		disciplines
DocumentType	DT_GLOBAL_GN	Global good night
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

The following table describes the ODF header attributes.

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 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. Background document

5.16.1.Description

A Background document message is considered as a unique document of background.

The arrival of this message resets the previous Background document.

5.16.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	S(9)	RSC with the following format: DD0000000 Where: DD – Discipline assosicated to the background item		
DocumentSubCode	Numeric	Unique identifier for each background item		
DocumentType	DT_BCK	Type of BCK documents		
Version	1V	Version number associated to the message's content. Ascendant number		
Language	CC @Language	Language code		
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		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		

5.16.3.Trigger and Frequency

Background document wil be sending every time that the document is published.



5.16.4. Message Structure

The following elements describe the message stru	ucture from the OdfBody element.
--	----------------------------------

Competition				
	Code			
	Document			
		Parent		
		Category		
		CategoryName		
		ReportType		
		ReportTypeName		
		SortOrder		
		FileName		
		ReportFormat		
		ModificationIndicator (see Table Note)		
		Title		
			-	
		Body		
			-	

Table Note: "Background document message" and "Background document update message" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Background document <u>update</u> message".

5.16.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Document	Parent	М	Numeric ¹	Unique identifier of parent
				document.
				If the report has no parent
				ID then it takes value 0
	Category	М	CC @Category	Category code of
				application
	Category Name	М	S(40)	Category Name
	ReportType	М	CC @ReportType	Report Type code of
				application
	ReportType Name	М	S(40)	Report Type Name
	SortOrder	0	S(8)	This field identifies the
				Sort order associated to
				the report. Value to be
				defined by the
				Committee.
	FileName	M/O	S(10)	This field identifies the
				filename of the report.
				This is only Mandatory for
				DT_BCK_IMP

¹ Parent: background documents are originally created in English. If Press Operation staff considers interesting translating any report, the translations can be created from the English one. For translated items Parent element is the DocumentSubcode of the English version. Example: English version \rightarrow DocumentSubcode ="1230" French translation \rightarrow Parent="1230"



Element	Attribute	M/O	Value	Comments
	ReportFormat	Μ	S(1)	This field identifies the format of the report. The possible values are: "H" for HTML Reports. "P" for PDF Reports.
Document/Title	-	М	S(100)	Text describing Document Title
Document/Body	-	М	Free text ²	Accordingly to the ReportFormat field the body element will contain: In the case of "H" (HTML Report) the value will be the RTF text containing the Body of the HTML report. In the case of "P" (PDF Report) the value will be the PDF report encoded in Base64.

5.16.6.Message sort

 $^{^{2}}$ The information provided should be codified in UTF-8.



5.17. Background document update

5.17.1.Description

Background document update is an unpublish message of one publish document. If the document is published only the action delete/unpublish can be do to it. Note: if one Document is deleted/unpublished all others BCK documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.17.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	S(9)	RSC with the following format: DD0000000		
		Where: DD – Discipline assosicated to the background item		
DocumentSubCode	Numeric	Unique identifier for each background item		
DocumentType	DT_BCK_UPDATE	Type of BCK documents		
Version	1V	Version number associated to the message's content. Ascendant number		
Language	CC @Language	Language code		
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		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		



5.17.3. Trigger and Frequency

Background update document will be sending every time that this document is unpublished.

5.17.4. Message Structure

The message structure of the Background document update message is the same as the Background document message, but adding the attribute ModificationIndicator, which is detailed in the next section.

<u>The elements Title and Body will be not required</u> in the case of delete/unpublish documents.

5.17.5.Message Values

All message attributes are the same as the backgroung document message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Documen t	ModificationIndicator	М	D	D – Delete/Unpublish BCK document If ModificationIndicator='D', then delete the document to the previous BCK document

5.17.6.Message sort



5.18. Background Import document

5.18.1.Description

A Background import document message is considered as a unique document of background.

The arrival of this message resets the previous Background document.

5.18.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	Numeric	Unique identifier for each background item.
DocumentType	DT_BCK_IMP	Type of BCK documents
Version	1V	<u>V</u> ersion number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.18.3.Trigger and Frequency

Background import document will be sending a few months before games.

5.18.4. Message Structure

The message structure of the Background import document message is the same as the Background document message.

5.18.5.Message Values

All message attributes are the same as the background document message



5.18.6.Message sort



5.19. Participant Biography

5.19.1.Description

A participant biography is considered as a single individual participating as a competitor of type athlete or official 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.

The arrival of this message resets the previous participant biography information This message only includes a participant.

5.19.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DDGTYP000
		Where: DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF).
		For example ATMCOA000, indicates a Coach Men biography for Athletics.
DocumentSubCode	S(20) with no leading zeroes	Participant's ID, to identify an athlete, a coach or an official
DocumentType	DT_BIO_PAR	Biography of one Participant
DocumentSubtype	Code	Description
	MEDIUM	Medium Biography (only for ATH and COA DocumentSubCode)
	COMPLETE	Complete biography
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.19.3. Trigger and Frequency

Biographies will be available the first day of the press operation. These messages are sent the first time including the complete bulk information known up to that moment.

5.19.4. Message Structure

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

Depend on the customer the Biography can be more or less field of data, here we have defined 2 types (DocumentSubtype) MEDIUM and COMPLETE of messages.

In the case of ATH the main difference between both is that the DocumentSubtype=COMPLETE has the following elements:

- Participant/CHighlights
- Participant/GInterest/AddInformation
- Participant/GInterest/Debut
- Participant/GInterest/Injuries
- <u>Participant/GInterest/PreviousOlympics</u>

In the case of COA the difference is that the DocumentSubtype=COMPLETE has Participant/GInterest/AddInformation element.

The elements that are optional in this message depend on the DocumentSubCode, then:

For ATH:

Optional message elements CHighlights

For COA:

Optional message elements CHighlights

For OFF:

Optional message elements OfficialFunction





Competitio					
n					
	Code				
	Participant				
		Code			
		Gender			
		Organisation			
		Current			
		ModificationIndic			
		ator (see Table			
		Note)			
		ExternalCode (*)			
		GivenName (*)			
		FamilyName (*)			
		BirthDate (*)			
		Height (*)			
		Weight (*)			
		PlaceofBirth (*)			
		CountryofBirth (*)			
		PlaceofResidenc			
		e (*)			
		CountryofReside			
		nce (*)			
		Nationality (*)			
		OlympicSolidarity			
		(*)			
		Language			
			Language		
			CHighlights (0,1)		
				Highlights(1, 2)	
					Type
					-
			Olatanat		
			Ginterest	L Back Back to	
				Highlights	
					-
				Nickname	
					-
				PrevNames	
					-
				Hobbies	
					-
				Occupation	
				Occupation	
					-
				Education	
					-
				MarStatus	
					-
				Family	
				-	-
				LandSpoken	
				Ohih Naraa	-
					-
				Coach	
					-
				Position_Style	
				-	-
				Hand	
					-
				Sporting Polotivico	
				Sporting_Relatives	



				-
			OtherSports	
				-
			Debut	
				-
			Injuries	
				-
			AddInformation	
				-
			PreviousOlympics	
				-
	Dicipline (*)			
		Code(*)		
	OfficialFunction (0N)			
		FunctionId		
		Main_Function_Flag		

Table Note: "Participant Biography" and "Participant update Biography" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Participant update Biography message". (*) Field needed when the message is used to import data into the Info Diffusion System.

5.19.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Participant	Code	Μ	S(20) with no leading zeroes	Participant's ID, to identify an athlete or an official, and holding participant's valid information for one particular period of time.
	Gender	Μ	CC @PersonGender	Participant's gender (M/W)
	Organisation	0	CC @Organisation	Organisation ID. For ATH and COA this attribute is Mandatory.
	Current	Μ	boolean	It define if a participant is participating in the games (True) or is a Historical participant (False)
Participant/Language	Language	М	CC @Language	Language code
Participant/Language /CHighlights/ Highlights	Туре	М	ATH or COA	Identify if this highlights is refered to the participant (as an athlete or a Coach)
Participant/Language /CHighlights / Highlights (This element is only for DocumentSubCode ATH and COA)	-	0	Free text ³	RTF text describing the most important <u>results</u> the athlete/Coach has got during his career
Participant/Language /GInterest /Highlights	-	0	Free text ⁴	Highlights (only for OFF)

³ The length of the information provided should be codified in UTF-8, and not more than 10000 characters.

characters ⁴ The length of the information provided should be codified in UTF-8, and not more than 4000 characters



Element	Attribute	M/O	Value	Comments
Participant/Language /GInterest /Nickname	-	0	Free text ⁵	Nick Name
Participant/Language /GInterest /PrevNames	-	0	Free text ⁶	Other/ Previous Names
Participant/Language /GInterest /Hobbies	-	0	Free text ⁷	Hobbies
Participant/Language /GInterest /Occupation	-	0	Free text ⁸	Occupation
Participant/Language /GInterest /Education	-	0	Free text ⁹	Education
Participant/Language /GInterest /MarStatus	-	0	CC@MaritalStatus	Marital Status
Participant/Language /GInterest /Family	-	0	Free text ¹⁰	Information about family's athlete
Participant/Language /GInterest /LangSpoken	-	0	Free text ¹¹	Languages spoken
Participant/Language /GInterest /Club_Name	-	0	Free text ¹²	Club the Athlete belongs to
Participant/Language /GInterest /Coach	-	0	Free text ¹³	Coach name
Participant/Language /GInterest /Position_Style	-	0	Free text ¹⁴	Position or Style
Participant/Language /GInterest /Hand	-	0	Free text ¹⁵	Hand
Participant/Language /GInterest /Sporting_Relatives	-	0	Free text ¹⁶	Sporting or Famous Relatives
Participant/Language /Ginterest/ OtherSports	-	0	Free text ¹⁷	Other Sports

⁵ The length of the information provided should be codified in UTF-8, and not more than 400 characters ⁶ The length of the information provided should be codified in UTF-8, and not more than 1000 characters ⁷ The length of the information provided should be codified in UTF-8, and not more than 120 characters ⁸ The length of the information provided should be codified in UTF-8, and not more than 120 characters ⁹ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁰ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹¹ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹² The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹³ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁴ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁵ The length of the information provided should be codified in UTF-8, and not more than 400 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 400 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁷ The length of the information provided should be codified in UTF-8, and not more than 120 characters ¹⁶ The length of the information provided should be codified in UTF-8, and not more than 1000 characters ¹⁷ The length of the information provided should be codified in UTF-8.

¹⁷ The length of the information provided should be codified in UTF-8, and not more than 1000 characters



Element	Attribute	M/O	Value	Comments
Participant/Language /GInterest /Debut	-	0	Free text ¹⁸	Debut
Participant/Language /GInterest /Injuries	-	0	Free text ¹⁹	Injuries
Participant/Language /GInterest /AddInformation	-	0	Free text ²⁰	Additional Information
Participant/Language /GInterest /PreviousOlympics	-	0	Free text ²¹	Information for Previous Olympic Games.
Participant /OfficialFunction	FunctionId	М	CC @Function	Optional officials' function code
(This element is only for DocumentSubCode OFF)	Main_Function_Flag	Μ	Y, N	Identify the Main function

5.19.6.Message sort

¹⁸ The length of the information provided should be codified in UTF-8, and not more than 250 characters ¹⁹ The length of the information provided should be codified in UTF-8, and not more than 4000

characters ²⁰ The length of the information provided should be codified in UTF-8, and not more than 10000

characters ²¹ The length of the information provided should be codified in UTF-8, and not more than 400 characters



5.20. Participant update Biography

5.20.1.Description

Participant update biography is an update message. The element Participant with all its children and its attribute must be send.

5.20.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DDGTYP000 Where:
		DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF).
		For example ATMCOA000, indicates a Coach Men biography for Athletics.
DocumentSubCode	S(20) with no leading zeroes	Participant's ID, to identify an athlete, a coach or an official
DocumentType	DT_BIO_PAR_UPDATE	Update Biography of one Participant
DocumentSubtype	Code	Description
	MEDIUM	Medium Biography (only for ATH DocumentSubCode)
	COMPLETE	Complete biography
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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



Serial	Numeric	Please, refer to the ODF header definition chapter
		5.1.1

5.20.3. Trigger and Frequency

This message should be triggered at any time there has been a participant modification or a delete/unpublish in the biography.

5.20.4. Message Structure

The message structure of the participant update biography message is the same as the participant biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.20.5.Message Values

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

Element	Attribute	M/O	Value	Comments
	ModificationIndicator	М	U, D	U - Update biography D – Delete, Unpublish Biography
Participa nt				If ModificationIndicator='U', then update the
				biography If ModificationIndicator='D', then delete/unpublish the Biography

5.20.6.Message sort



5.21. Import Participant Biography

5.21.1.Description

An import participant biography is considered as a single individual participating as a competitor of type athlete or official 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.

The arrival of this message resets the previous import participant biography information.

This message only includes a participant.

5.21.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Participant's external ID Biography, to identify an athlete, a coach or an official. This ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
DocumentSubCode	ATH, COA, OFF	To identify if this is an athlete, coach or official biography.
DocumentType	DT_BIO_PAR_IMP	Import Biography of one Participant
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1



5.21.3. Trigger and Frequency

Import participants biography will be sending a few months before games.

5.21.4.Message Structure

It will use the same attibutes (except Code attribute) and elements used in the Participant Biography message plus the attributes/elements that has marked with (*), which are detailed in the next section.

The elements that are optional in this message depend on the DocumentSubCode like in <u>the Participant Biography message</u>.

5.21.5.Message Values

Element	Attribute	M/O	Value	Comments
Participant	ExternalCode	М	S(20) with no leading zeroes	Participant's external ID Biography it is the same that the DocumentCode header attribute and it is the ID that it is assigned by the Provider. This ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
	ParticipantID	0	S(20) with no leading zeroes	Participant's ID of the person in IDS. This ID is a pre-matched value with Accreditation identifier.
	GivenName	0	S(25)	Given name in mixed case
	FamilyName	М	S(25)	Family name mixed case
	BirthDate	Μ	YYYYMMDD	Date of birth. This information could be not known at the very beginning, but it will be completed for all participants after successive updates
	Height	0	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
	Weight	0	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
	PlaceofBirth	0	S(75)	Place of Birth. This information is not needed in the case of officials/referees.



Element	Attribute	M/O	Value	Comments
	CountryofBirth	0	CC @Country	Country ID of Birth. This information is not needed in the case of officials/referees.
	PlaceofResidence	0	S(75)	Place of Residence. This information is not needed in the case of officials/referees.
	CountryofResidence	0	CC @Country	Country ID of Residence. This information is not needed in the case of officials/referees.
	Nationality	0	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
	OlympicSolidarity	0	S(1)	Olympic Solidarity mark Send Y or N. This information is not needed in the case of officials/referees.
Participant/Discipline	Code	М	CC @Discipline	It must be the discipline code

5.21.6.Message sort



5.22. Team Biography

5.22.1.Description

A team biography is considered as a single team participating as a competitor of type team.

The arrival of this message resets the previous team biography information This message only includes a participant.

5.22.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	S(9)	RSC with the following format: DDG000000		
		Where: DD – Discipline G – Gender		
		For example ATM000000, indicates a Men's Team biography.		
DocumentSubCode	S(20) with no leading zeroes	Team's ID, to identify a team		
DocumentType	DT_BIO_TEA	Biography of one team		
DocumentSubtype	Code	Description		
	MEDIUM	Medium Biography		
	COMPLETE	Complete biography		
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1		
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.		
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		



Serial	Numeric	Please, refer to the ODF
		header definition chapter
		5.1.1

5.22.3.Trigger and Frequency

Biographies will be available the first day of the press operation. These messages are sent the first time including the complete bulk information known up to that moment.

5.22.4. Message Structure

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

Depend on the customer the Biography can be more or less field of data, here we have defined 2 types (DocumentSubtype) MEDIUM and COMPLETE of messages. The main difference between both is that the DocumentSubtype=COMPLETE has Team/Language/GInterest/AddInformation element.

The elements that are optional in this message are:

Optional message elements	
CHighlights	
GInterest	

Competition					
•	Code				
	Team				
		Code			
		Gender			
		Organisation			
		Number			
		Name			
		Current			
		ModificationIndicato			
		r (see Table Note)			
		ExternalCode(*)			
		Language			
			Language		
			CHighlights (0,1)		
				Highlights	
					-
			GInterest (0.1)		
				AddInformation	
					-
		Discipline (*)			
			Code (*)		
			RegisteredEvent		
				Event (*)	
				Gender(*)	

Table Note: "Team Biography" and "Team update Biography" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Team <u>update</u> Biography message". (*) Field needed when the message is used to import data into the Info Diffusion System.



5.22.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Team	Code	М	S(20) with no	Team's ID (example
			leading zeroes	ATM001ESP01, 393553)
	Gender	IVI	CC @ Dissipling Conder	Discipline Gender Code of the
	Organisation	N/		Team organisation's ID
	Number	Ö	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, it will be incremental, 1 for the first organisation's team participating in the event, 2 for the second organisation's team, etc. Required in the case of current teams.
	Name	M/O	S(73)	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 Biography when the @ <i>ModificationIndicator=D</i>
	Current	М	boolean	It define if a team is participating in the games (True) or is a Historical team (False)
Team/Language	Language	М	CC @Language	Language code
Team/Language /CHighlights/ Highlights	-	0	Free text ²²	RTF text describing the most important results the team has got during its career
Team/Language/ GInterest /AddInformation	-	0	Free text ²³	Additional Information

²² The length of the information provided should be codified in UTF-8, and not more than 4000

characters ²³ The length of the information provided should be codified in UTF-8, and not more than 10000 characters

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5.22.6.Message sort



5.23. Team update Biography

5.23.1.Description

Team update Biography is an update message. The element Team with all its children and its attribute must be send.

5.23.2.Header Values

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DDG000000 Where: DD – Discipline G – Gender For example ATM000000, indicates a Men's Team biography.
DocumentSubCode	S(20) with no leading zeroes	Team's ID, to identify a team
DocumentType	DT_BIO_TEA_UPDATE	Update Biography of one team
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

The following table describes the ODF header attributes

5.23.3.Trigger and Frequency

This message should be triggered at any time there has been a team modification or a delete/unpublish in the biography.



5.23.4. Message Structure

The message structure of the team update biography message is the same as the team biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.23.5.Message Values

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

Element	Attribute	M/O	Value	Comments
	ModificationIndicator	М	U, D	U - Update biography D – Delete, Unpublish Biography
Team				If ModificationIndicator='U', then update the biography If ModificationIndicator='D', then delete/unpublish the Biography

5.23.6.Message sort



5.24. Import Team Biography

5.24.1.Description

An import team biography is considered as a single team participating as a competitor of type team.

The arrival of this message resets the previous import team biography information. This message only includes a participant.

5.24.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Team's external ID biography, to identify a team. This ID will start with "T".
DocumentType	DT_BIO_TEA_IMP	Import Biography of one Team
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.24.3.Trigger and Frequency

Import tems biography will be sending a few months before games.

5.24.4.Message Structure



It will use the same attibutes (except Code attribute) and elements used in the Team Biography message plus the attributes/elements that has marked with (*), which are detailed in the next section.

5.24.5.Message Values

Element	Attribute	M/O	Value	Comments
Team	ExternalCode	М	S(20) with no leading zeroes	Team's external ID Biography it is the same that the DocumentCode header attribute and it is the ID that it is assigned by the Provider. This ID will start with "T".
Team/ Discipline	Code	М	CC @Discipline	It must be the discipline code
Team/Discipline /	Event	М	CC @Event	Event ID
RegisteredEvent	Gender	М	CC @ DisciplineGender	Gender

5.24.6.Message sort



5.25. NOC/NPC Biography

5.25.1.Description

A NOC/NPC biography is considered as a single NOC/NPC participating in the games.

The arrival of this message resets the previous NOC/NPC biography information. This message only includes a NOC/NPC.

5.25.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all NOC biographies
DocumentSubCode	S(3)	Organisation Code
DocumentType	DT_BIO_NOC	Biography of one NOC/NPC
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.25.3.Trigger and Frequency

Biographies will be available the first day of the press operation. These messages are sent the first time including the complete bulk information known up to that moment.

5.25.4. Message Structure

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



The elements that are optional in this message are:

Optional message elements	
GInterest	
Anthem and its child element	
Membership and its child element	
Officials and its child element	
Participation and its child element	

Competition					
	Code				
	Organisation				
		Code			
		Current			
		ModificationI			
		ndicator (see			
		Table Note)			
		ExternalCode			
		(*)			
		Name(*)			
		Language			
			Language		
			GInterest (0.1)		
				OCElagBo	
				OCFlaybe	
				arer	Orde
					Code
				Highlights	
					-
			Anthem (0,1)		
				Title (0.1)	
					-
				Composer	
				(0,1)	
					-
				Inducted	
				(0,1)	
					-
			Niembersnip (0,1)		
				OfficialNoc Name (0,1)	
					-
				Countriesl ncluded (0,1)	
	1	1			-
				FoundingD	
				ate (0,1)	
				DetalOOD	-
				ecognition (0,1)	
					-
	1	1	Officials (0.1)		
	1			NOCPresi	
				dent (0,1)	



			-
		NOCGenS ecretary (0,1)	
			-
		IOCMemb ers (0,1)	
			-
	Participation (0,1)		
		FirstOGAp pearance (0,1)	
			-
		NumOGAp pearance (0,1)	
			-
		Summary (0,1)	
			-

Table Note: "NOC/NPC Biography" and "NOC/NPC update Biography" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "NOC/NPC update Biography message". (*) Field needed when the message is used to import data into the Info Diffusion System.

5.25.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Organisation	Code	М	CC @ Organisation	Organisation's ID
	Current	М	Boolean	It define if a organisation is participating in the games (True) or is a Historical organisation (False)
Organisation/Langua ge	Language	М	CC @Language	Language code
Organisation/Langua ge /GInterest / OCFlagBearer	Code	0	S(20) with no leading zeroes	Flag Bearer Id
Organisation /Language /GInterest / Highlights	-	0	Free text ²⁴	RTF Text with highlights
Organisation / /Language / Anthem/ Title	-	0	Free text	Anthem's title
Organisation / /Language /Anthem/Composer	-	0	Free text	Anthem's composer name
Organisation / /Language / Anthem/Inducted	-	0	N(4) YYYY	Anthem's inducted year

²⁴ The length of the information provided should be codified in UTF-8, and not more than 4000 characters



Element	Attribute	M/O	Value	Comments
Organisation	-	0	Free text	Official NOC/NPC name
/Language/				
Membership/				
OfficialNocName				
Organisation	-	0	Free text	Countries that composes this
/Language /				NOC/NPC
Membership/				
CountriesIncluded				
Organisation/Langua	-	0	YYYY	Founding date
ge /				
Membership/				
FoundingDate			2000/	
Organisation	-	0	YYYY	IOC recognition date
/Language /				
Nembership/				
		0	Free text	NOC/NDC Prosident's name
	-	0	Fiee lexi	NOC/NPC President's name
ye /Officials/NOCPreside				
nt				
Organisation		0	Free text	NOC/NPC General
/Language		Ŭ		Secretary's name
/Officials/NOCGenSe				ocoretary o name
cretary				
Organisation	-	0	Free text	IOC Member's Name
/Language		-		
/Officials/IOCMember				
s				
Organisation/Langua	-	0	Free text	
ge				Year of first appearance in an
/Participation/FirstOG				Olympic and Paralympic
Appearance				Games
Organisation	-	0	Free text	Number of appearances in
/Language				Olympic and Paralympic
/Participation/NumOG				Games
Appearance			- 25	
Organisation	-	0	Free text ²	RTF Text with Summary of
/Language				Olympic and Paralympic
/Participation/Summa				Games Appearances
ry				

5.25.6.Message sort

²⁵ The length of the information provided should be codified in UTF-8, and not more than 10000 characters



5.26. NOC/NPC update Biography

5.26.1.Description

Team update Biography is an update message. The element Organisation with all its children and its attribute must be send.

5.26.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all NOC biographies
DocumentSubCode	S(3)	Organisation Code
DocumentType	DT_BIO_NOC_UPDATE	Update Biography of one NOC/NPC
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.26.3. Trigger and Frequency

This message should be triggered at any time there has been a NOC/NPC modification or a delete/unpublish in the biography.

5.26.4. Message Structure

The message structure of the NOC/NPC update biography message is the same as the NOC/NPC biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.26.5.Message Values

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



Element	Attribute	M/O	Value	Comments
Organisat ion	ModificationIndicator	M	U, D	U - Update biography D – Delete, Unpublish Biography If ModificationIndicator='U', then update the biography
				If ModificationIndicator='D', then delete/unpublish the Biography

5.26.6.Message sort



5.27. Import NOC/NPC Biography

5.27.1.Description

An import NOC/NPC biography is considered as a single NOC/NPC participating in the games.

The arrival of this message resets the previous import NOC/NPC biography information.

This message only includes a NOC/NPC.

5.27.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Organisation's external ID Biography. This ID will start with "N".
DocumentType	DT_BIO_NOC_IMP	Import Biography of one NOC/NPC
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.27.3.Trigger and Frequency

Import NOC/NPC biography biography will be sending a few months before games.

5.27.4. Message Structure

It will use the same attibutes (except Code attribute) and elements used in the NOC/NPC Biography message plus the attributes that has marked with (*), which are detailed in the next section.



5.27.5.Message Values

Element	Attribute	M/O	Value	Comments
Organisation	ExternalCode	М	S(20) with no leading zeroes	Organisation's external ID Biography. This ID will start with "N".
	Name	М	S(20)	Organisation Name

5.27.6.Message sort



5.28. Horse Biography

5.28.1.Description

A Horse biography is considered as a single Horse participating in the games. The arrival of this message resets the previous Horse biography information. This message only includes a Horse.

5.28.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	EQ000000	Just for the discipline equestrian
DocumentSubCode	S(20) with no leading zeroes	Horse ID, to identify an horse
DocumentType	DT_BIO_HOR	Biography of one Horse
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.28.3.Trigger and Frequency

Biographies will be available the first day of the press operation. These messages are sent the first time including the complete bulk information known up to that moment.

5.28.4. Message Structure

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

The elements that are optional in this message are:


Optional message elements

GInterest

Competition					
	Code				
	Horse				
		Code			
		Organisation			
		Sex			
		Current			
		Height			
		CountryofBirt			
		h			
		Dam			
		StudBook			
		Breeder			
		FormerName			
		FormerRider			
		ModificationIn			
		dicator (see			
		Table Note)			
		ExternalCode			
		(*)			
		Name (*)			
		YearBirth (*)			
		Passport (*)			
		ColourCode			
		(*)			
		BreedCode			
		(*)			
		Sire (*)			
		Owner (*)			
		SecondOwne			
		r (*)			
		Groom (*)			
		Language			
			Language		
			GInterest (0,1)		
				MajorAchiv	
				ements	
					-
		Discipline (*)			
		<u> </u>	Code (*)		

Table Note: "Horse Biography" and "Horse update Biography" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Horse<u>update</u> Biography message". (*) Field needed when the message is used to import data into the Info Diffusion System.

5.28.5.Message Values

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



Element	Attribute	M/O	Value	Comments
	Sex	М	CC @HorseSex	Horse's sex. Send if the information is available
	Height	0	N(3) 999	Height in cms
	CountryofBirth	0	CC @Country	Country ID of Birth
	Dam	0	S(25)	Dam Name
	StudBook	0	S(120)	Stud book Name
	Breeder	0	S(120)	Breeder Name
	FormerName	0	S(120)	Former Name
	FormerRider	0	S(120)	Former Rider Name
Horse/Language	Language	М	CC @Language	Language code
Horse/ Language/GInterest / MajorAchivements	-	0	Free text	RTF Text with Major Achivements

5.28.6.Message sort



5.29. Horse update Biography

5.29.1.Description

Horse update Biography is an update message. The element Horse with all its children and its attribute must be send.

5.29.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	EQ000000	Just for the discipline equestrian
DocumentSubCode	S(20) with no leading zeroes	Horse ID, to identify an horse
DocumentType	DT_BIO_HOR_UPDATE	Update Biography of one Horse
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.29.3.Trigger and Frequency

This message should be triggered at any time there has been a Horse modification or a delete/unpublish in the biography.

5.29.4. Message Structure

The message structure of the Horse update biography message is the same as the Horse biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.



5.29.5.Message Values

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

Element	Attribute	M/O	Value	Comments
Horse	ModificationIndicator	Μ	U, D	U - Update biography D – Delete, Unpublish Biography If ModificationIndicator='U', then update the biography If ModificationIndicator='D', then delete/unpublish the Biography

5.29.6.Message sort



5.30. Import Horse Biography

5.30.1.Description

An import Horse biography is considered as a single Horse participating in the games. The arrival of this message resets the previous import Horse biography information. This message only includes a Horse.

5.30.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Horse's external ID Biography. This ID will start with "H".
DocumentType	DT_BIO_HOR_IMP	Import Biography of one Horse
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1
Language	S(3)	It is a 3-letter code to identify the language related to the content of the message.
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
Serial Numeric		Please, refer to the ODF header definition chapter 5.1.1

5.30.3.Trigger and Frequency

Import horese biography will be sending a few months before games.

5.30.4. Message Structure

It will use the same attibutes (except Code attribute) and elements used in the Horse Biography message plus the attributes that has marked with (*), which are detailed in the next section.



5.30.5.Message Values

Element	Attribute	M/O	Value	Comments
Horse	ExternalCode	М	S(20) with no leading zeroes	Horse's external ID biography. This ID will start with "H".
	Name	М	S(25)	Horse's name will be in upper case.
	YearBirth	М	N(4) 9999	Horse's year of birth. Send if the information is available
	Passport	0	S(12)	Horse's passport. Send if the information is available
	ColourCode	0	CC @HorseColour	Horse's colour code. Send if the information is available
	BreedCode	0	CC @HorseBreed	Horse's breed code. Send if the information is available
	Sire	0	S(25)	Horse's sire. Send if the information is available.
				The content should be in upper case.
	Owner	0	S(35)	Horse's first owner. Send if the information is available.
				The content should be in upper case.
	SecondOwner	0	S(35)	Horse's second owner. Send if this information is available.
				The content should be in upper case.
	Groom	0	S(35)	Horse's groom. Send if the information is available.
				The content should be in upper case.
Horse / Discipline	Code	М	CC @Discipline	It must be the discipline code

5.30.6.Message sort



5.31. Breaking News document

5.31.1.Description

A Breaking News document message is considered as a unique document of Breaking News.

The arrival of this message resets the previous Breaking News document.

5.31.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL000000	Global message for all
		Breaking News
DocumentSubCode	Numeric	Unique identifier for each Breaking News item
DocumentType	DT_BNW	Type of Breaking News documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.31.3. Trigger and Frequency

Breaking News document wil be sending every time that the document be published.

5.31.4.Message Structure

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

Competition



Code			
Document			
	Parent		
	ModificationIndicato		
	r (see Table Note)		
	Title		
		-	

Table Note: "Breaking News document message" and "Breaking News document update message" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Breaking News document <u>update</u> message".

5.31.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Document	Parent	М	Numeric ²⁶	Unique identifier of parent
				document.
				If the report has no parent
				ID then it takes value 0
Decument/Title	-	М	S(100)	Text describing
Document/Title				Document Title

5.31.6.Message sort

²⁶ Parent: Breaking News documents are originally created in English. If Press Operation staff considers interesting translating any report, the translations can be created from the English one. For translated items Parent element is the DocumentCode of the English version. Example: English version \rightarrow DocumentCode ="1230" French translation \rightarrow Parent="1230"



5.32. Breaking News document update

5.32.1.Description

Breaking News document update is an update message of one publish document. If the document is published only the action delete/unpublish can be do to it. Note: if one Document is deleted/unpublished all others BNW documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.32.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all Breaking News
DocumentSubCode	Numeric	Unique identifier for each Breaking News item
DocumentType	DT_BNW_UPDATE	Type of Breaking News documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.32.3.Trigger and Frequency

Breaking News update document wil be send every time that this document is unpublish.



5.32.4. Message Structure

The message structure of the Breaking News document update message is the same as the Breaking News document message, but adding the attribute ModificationIndicator, which is detailed in the next section. <u>The elements Title and Body will be not required</u> in the case of delete/unpublish documents.

5.32.5.Message Values

All message attributes are the same as the breaking news message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Documen t	ModificationIndicator	М	D	 D – Delete/Unpublish BNW document If ModificationIndicator='D', then delete the document to the previous BNW document.

5.32.6.Message sort



5.33. News document

5.33.1.Description

A News document message is considered as a unique document of news.

The arrival of this message resets the previous News document.

5.33.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DD0000000
		Where: DD – Discipline assosicated to the document
DocumentSubCode	Numeric	Unique identifier for each document
DocumentType	DT_NEWS	Type of NEWS documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.33.3.Trigger and Frequency

News document wil be sending every time that this document be published.



5.33.4. Message Structure

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

Competition				
	Code			
	Document			
		Parent		
		ExternalCode		
		Category		
		CategoryName		
		ltem		
		ItemName		
		ModificationIndicato		
		r (see Table Note)		
		Event (0,1)		
			Gender	
			Event	
		Title		
			-	
		Body		
			-	

Table Note: "News document message" and "News document update message" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "News document <u>update</u> message".

5.33.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
	Parent	М	Numeric ²⁷	Unique identifier of parent
				document.
				If the report has no parent
				ID then it takes value 0
	ExternalCode	0	S(10)	External Identifier for the
				News article. This is only
				Mandatory for
				DT_NEWS_IMP
	Category	М	CC @Category	Code of application
				Criteria level 1
	CategoryName	М	S(40)	Category Name
	Item	М	CC @Item	Code of application
				Criteria level 2
	ItemName	М	S(40)	Item Name
	Gender	М	CC@Gender	Discipline Gender ID
Document/Event	Event	М	CC@Event	Event ID
Document/Title	-	М	S(100)	Text describing
				Document Title

²⁷ Parent: news documents are originally created in English. If Press Operation staff considers interesting translating a report, the translations can be created from the English one. For translated items Parent element is the DocumentCode of the English version. Example: English version \rightarrow DocumentCode ="1230"



Element	Attribute	M/O	Value	Comments
Document/Body	-	М	Free text ²⁸	RTF text containing the Body of the HTML article.

5.33.6.Message sort

The message is not sorted.

²⁸ The information provided should be codified in UTF-8.



5.34. News document update

5.34.1.Description

News document update is an update message of one publish document.

If the document is published only two actions can be do to it, modified/update it or delete/unpublish it.

Note: if one Document is deleted/unpublished all others NEWS documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.34.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DD0000000
		DD – Discipline assosicated to the document
DocumentSubCode	Numeric	Unique identifier for each document
DocumentType	DT_NEWS_UPDATE	Type of NEWS documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1



5.34.3. Trigger and Frequency

News update document wil be send every time that this document be updated or unpublish.

5.34.4.Message Structure

The message structure of the News document update message is the same as the News document message, but adding the attribute ModificationIndicator, which is detailed in the next section.

The elements Event, Title and Body will be not required in the case of delete or unpublish documents.

5.34.5.Message Values

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

Element	Attribute	M/O	Value	Comments
	ModificationIndicator	М	U, D	U - Update NEWS document D – Delete/Unpublish NEWS document
Documen t				If ModificationIndicator='U', then update the document to the previous NEWS document. If ModificationIndicator='D', then delete the document to the previous NEWS document.

5.34.6.Message sort



5.35. News Import document

5.35.1.Description

A News import document message is considered as a unique document of news.

The arrival of this message resets the previous News document.

5.35.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	Numeric	Unique identifier for each news item.
DocumentType	DT_NEWS_IMP	Type of NEWS documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.35.3.Trigger and Frequency

News import document will be sending during operation procces.

5.35.4. Message Structure

The message structure of the News import document message is the same as the News document message.

5.35.5.Message Values

All message attributes are the same as the news document message

5.35.6.Message sort



5.36. Transport document (Shuttle Service)

5.36.1.Description

A Transport document message is considered as a unique document of Transport for Shuttle Services.

The arrival of this message resets the previous Shuttle Service document.

5.36.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	S(9)	RSC with the following format: GL0TTT000 Where		
		TTT – Type of Shuttle Service (ATH, OFF, MED)		
DocumentSubCode	Numeric	Unique identifier for each Shuttle Service item		
DocumentType	DT_TRS	Type of TRS documents		
Version	1V	<u>V</u> ersion number associated to the message's content. Ascendant number		
Language	CC @Language	Language code		
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		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		

5.36.3. Trigger and Frequency

Shuttle Service document wil be sending every time that the document be published.



5.36.4. Message Structure

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

Competition				
	Code			
	Document			
		Parent		
		ShuttleServiceType		
		ShuttleServiceTypeName		
		LineIdentifier		
		AssociatedVenue (0N)		
			Code	
		ModificationIndicator (see Table Note)		
		Title		
			-	
		Body		
			-	
	T I I NI / // T			1 / OL

Table Note: "Transport document message" and "Transport document update message" for Shuttle Services share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Transport document <u>update</u> message" for Shuttle Services.

5.36.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
Document	Parent	М	Numeric ²⁹	Unique identifier of parent
				document.
				If the report has no parent
				ID then it takes value 0
	ShuttleServiceType	М	CC	Code of application for
			@ShuttleServiceType	the Shuttle Services Type
	ShuttleServiceTypeName	М	S(40)	Shuttle Service Type
				Name
	LineIdentifier	М	S(10)	This field contains the
				identifier associated to
				the Shuttle Service
AssociatedVenue	Code	М	CC @Venue	Venue code for a venue
				associated to the Shuttle
				Service
Document/Title	-	М	S(100)	Text describing
				Document Title
Document/Body	-	Μ	Free text ³⁰	RTF text containing the
				Body of the HTML article.

French translation \rightarrow Parent="1230"

²⁹ Parent: Shuttle Service documents are originally created in English. If Press Operation staff considers interesting translating any report, the translations can be created from the English one. For translated items Parent element is the DocumentCode of the English version. Example: English version \rightarrow DocumentCode = "1230"

³⁰ The information provided should be codified in UTF-8.



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5.36.6.Message sort



5.37. Transport document update (Shuttle Service)

5.37.1.Description

Transport document update for Shuttle Services is an update message of one publish document.

If the document is published only two actionc can be do to it, modified/update it or delete/unpublish it.

Note: if one Document is deleted/unpublished all others Shuttle Service documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.37.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment	
DocumentCode	S(9)	RSC with the following format: GL0TTT000 Where: TTT – Type of Shuttle Service (ATH, OFF, MED)	
DocumentSubCode	Numeric Unique identifier for Shuttle Service item		
DocumentType	DT_TRS_UPDATE	Type of TRS documents	
Version	1V	Version number associated to the message's content. Ascendant number	
Language	CC @Language	Language code	
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	
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1	



5.37.3. Trigger and Frequency

Shuttle Service update document wil be send every time that this document be updated or unpublish.

5.37.4. Message Structure

The message structure of the Transport document update (for Shuttle Services) message is the same as the Transport document message (for Shuttle Services), but adding the attribute ModificationIndicator, which is detailed in the next section. <u>The elements Title and Body will be not required</u> in the case of delete/unpublish documents.

5.37.5.Message Values

All message attributes are the same as the transport message (for Shuttle Services), but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	М	U, D	U - Update TRS document D – Delete/Unpublish TRS document
				If ModificationIndicator='U', then update the document to the previous TRS document. If ModificationIndicator='D', then delete the document to the previous TRS document.

5.37.6.Message sort



5.38. Transport Import document (Shuttle Service)

5.38.1.Description

A Transport import document message (for Shuttle Services) is considered as a unique document of transport (for Shuttle Services).

The arrival of this message resets the previous Shuttle Service document.

5.38.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	Numeric	Unique identifier for each Shuttle Service item.
DocumentType	DT_TRS_IMP	Type of Transport documents
Version	1V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.38.3.Trigger and Frequency

Transport import document (for Shuttle Services) will be sending during operation procees and some times before the operation starts.

5.38.4. Message Structure

The message structure of the Transport import document message (for Shuttle Services) is the same as the Transport document message (for Shuttle Services).

5.38.5.Message Values

All message attributes are the same as the transport document message (for Shuttle Services).

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5.38.6.Message sort



5.39. Transport document (Announcement)

5.39.1.Description

A Transport document message (for Announcements) is considered as a unique document of Transport for Announcements.

The arrival of this message resets the previous Announcement document.

5.39.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	GL0000000	Global message for all		
		Announcement items		
DocumentSubCode	Numeric	Unique identifier for each		
		Announcement item		
DocumentType	DT_TRS_ANN	Type of TRS_ANN		
		documents		
Version	1V	Version number associated		
		to the message's content.		
		Ascendant number		
Language	CC @Language	Language code		
FeedFlag	"P"-Production	Please, refer to the ODF		
	"T"-Test	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		
Serial	Numeric	Please, refer to the ODF		
		header definition chapter		
		5.1.1		

5.39.3.Trigger and Frequency

Announcement document wil be sending every time that the document be published.

5.39.4. Message Structure

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

Competition



Code			
Document			
	Parent		
	AssociatedShuttleServices(0N)		
		Code	
	ModificationIndicator (see Table Note)		
	Title		
		-	
	Body		
		-	

Table Note: "Transport document message" and "Transport document update message" for Announcements share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Transport document <u>update</u> message" for Announcements.

5.39.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	Μ	CC @Competition	Unique ID for competition
Document	Parent	Μ	Numeric ³¹	Unique identifier of parent
				document.
				If the report has no parent
				ID then it takes value 0
AssociatedShuttleServices	Code	Μ	Numeric	Shuttle Service code for a
				Shuttle Service
				associated to the
				Announcement
Document/Title	-	M	S(100)	Text describing
				Document Title
Document/Body	-	M	Free text ³²	RTF text containing the
				Body of the HTML article.

5.39.6.Message sort

The message is not sorted.

French translation \rightarrow Parent="1230"

³¹ Parent: Announcement documents are originally created in English. If Press Operation staff considers interesting translating any report, the translations can be created from the English one. For translated items Parent element is the DocumentCode of the English version. Example: English version \rightarrow DocumentCode = "1230"

³² The information provided should be codified in UTF-8.



5.40. Transport document update (Announcement)

5.40.1.Description

Transport document update for Announcements is an update message of one publish document.

If the document is published only two actionc can be do to it, modified/update it or delete/unpublish it.

Note: if one Document is deleted/unpublished all others Announcment documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.40.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment			
DocumentCode	GL000000	Global message for all			
		Announcement items			
DocumentSubCode	Numeric	Unique identifier for each Announcement item			
DocumentType	DT_TRS_ANN_UPDATE	Type of TRS_ANN documents			
Version	1V	Version number associated to the message's content. Ascendant number			
Language	CC @Language	Language code			
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			
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1			

5.40.3. Trigger and Frequency

Announcement update document wil be send every time that this document be updated or unpublish.



5.40.4.Message Structure

The message structure of the Transport document update (for Announcements) message is the same as the Transport document message (for Announcements), but adding the attribute ModificationIndicator, which is detailed in the next section. <u>The elements Title and Body will be not required</u> in the case of delete/unpublish documents.

5.40.5.Message Values

All message attributes are the same as the transport message (for Announcements), but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	M	U, D	U - Update TRS_ANN document D – Delete/Unpublish TRS_ANN document If ModificationIndicator='U', then update the document to the previous TRS_ANN document. If ModificationIndicator='D', then delete the
				document to the previous TRS_ANN document.

5.40.6.Message sort



5.41. Extended Start List

5.41.1. Description

The Extended start list is a message containing the list of competitors for one particular event unit with additional information for each competitor, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The start list is a generic message for all sports, including as much generic information as possible, considering start lists may have substantial differences between different disciplines and events (example: mass start list, line-ups, etc.).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although for each Start List message (in ODF Sport Data Dictionary) will have to explain with further detail the optional attributes or optional elements of the message, and may overwrite the use of mandatory attributes.

5.41.2. Header Values

The following table describes the ODF header attributes	

Attribute	Value	Comment		
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute		
DocumentType	DT_ESL	Extended Start list message		
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1		
FeedFlag	"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		
Venue	CC @VenueCode	Venue code where the message is being generated		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		



5.41.3. Trigger and Frequency

The general rule is that this message is sent as soon as all the competitors for one particular event unit are known.

For team event units this message should send as soon as the teams are available (maybe first teams, and after another message with team members).

Trigger also after any major change.

If there is any sport-specific requirement, it should be detailed in each of the ODF Sport Data Dictionaries.

5.41.4. Message Structure

The message structure of the Extended Start List is the same as the Start List message, but adding the following elements as optional in the elements Start/Competitor and Start/Competitor/Composition/Athlete, which are detailed in the next section:

- ExtCompetitor (for Teams and Athletes)
- ExtResults (for Teams and Athletes)
- Club (for Athletes)
- Coach (for Athletes)

Competition						
	Code					
	PhaseInfos (0.1)					
		PhaseInfo (1N)				
			Туре			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension		
				(1N)		
					Туре	
					Code	
					Pos	
					Value	
	UnitInfos (0.1)					
		UnitDateTime (0.1)				
			StartDate			
		UnitInfo (0.,N)				
			Type			
			Code			
			Pos			
			Value			
			Extensions (0.1)			
				Extension		
				(1N)		
				()	Type	
					Code	
					Pos	
					Value	
			Competitor (0 NI)		Value	
				Organisation		
				Order		
				Composition		
				(0.1)		
				(0,1)	Athlete	
	1					FamilyName
						GivenName
	Officials (0.1)					Civonivanio
		Official (1 NI)				
			Code			
			Eurotion		+	
	1		FUNCTION			

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		Order			
		ExtOfficial (0,1)			
			Type		
			Code		
			Pos		
			Value		
Start (0_N)			Value		
Otart (0v)	StartOrdor				
	StartOrder				
	Competitor				
		Code			
		Туре			
		Bib			
		ExtCompetitor (0,1) (see Table Note)			
		ExtResults (0,1) (see Table Note)			
		,	-		
		Coaches (0,1)			
			Coach (1 N)		
				Codo	
				Code	
				Function	
				Order	
		EventUnitEntry (0N)			
			Туре		
			Code		
			Pos		
			Value		
		Composition (0.1)			
			Athlete (1N)		
				Code	
				Order	
				Bib	
				Did ExtCompositor (0, 1)	
				(see Table Note)	
				ExtResults (0,1) (see	
				Coach (0,1)	
					-
				EventUnitEntry (0N)	
					Туре
					Code
					Pos
					Value

Table Note: "Start List" and "Extended Start List" share the same message structure and message attributes, except for the ExtCompetitor, ExtResults, Club and Coach (these two last only for Athletes) elements, which is specific of the "Extended Start List message".

5.41.5. Message Values

All message attributes are the same as the Start List message, but including the attribute defined below.

Element	Attribute	M/O	Value	Comments
Start /Competitor/ ExtCompetitor	-	0	Free Text	Team's extended information.
Start /Competitor/ ExtResults	-	0	Free Text	Team's extended results information.
Start /Competitor /Composition /Athlete / ExtCompetitor	-	0	Free Text	Athlete or Team Member's extended information.



Element	Attribute	M/O	Value	Comments
Start /Competitor	-	0	Free Text	Athlete or Team Member's extended
/Composition /Athlete /				Restults information.
ExtRestuls				
Start /Competitor	-	0	Free Text	Athlete or Team Member's Club
/Composition /Athlete /				Name.
Club				
Start /Competitor	-	0	Free Text	Athlete or Team Member's coach
/Composition /Athlete /				Name.
Coach				

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.41.6. Message sort

There is not any special sort order requirement for this message. Usually, Start @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries (if the Extended start list is sent at the moment the competitors are known). Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



5.42. Picture message

5.42.1. Description

The Picture message contens picture of athletes, coachs or officials.

5.42.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	GL0000000	Global message for all messages		
DocumentSubcode	S(20) with no	Participant's ID, to identify an		
	leading zeroes	athlete, a coach or an official		
DocumentType	DT_PIC	Picture message		
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1		
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		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		

5.42.3. Trigger and Frequency

The general rule is that this message will be available the first day of the press operation.

Trigger also after any major change.

5.42.4. Message Structure

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

Competition			
	Code		
	Picture		
		ModificationIndic ator (see Table Note)	

Table Note: "Picture message" and "Picture update message" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Picture <u>update</u> message".



5.42.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Picture message.

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
	-	М	Free Text	The Picture element may have a
Picture				body consisting of one <u>Base64-</u>
				<u>encoded</u> report
(Table comment: Attribute to be set Mandatory from Optional, redefined or extended				

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.42.6. Message sort

There is not any message sorting requirement for this message.



5.43. Picture message update

5.43.1. Description

The Picture messages update conten the update picture of athletes, coachs or officials.

5.43.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment		
DocumentCode	GL0000000	Global message for all messages		
DocumentSubcode	S(20) with no	Participant's ID, to identify an		
	leading zeroes	athlete, a coach or an official		
DocumentType	DT_PIC_UPDATE	Update picture message		
Version	1V	Please, refer to the ODF header definition in chapter 5.1.1		
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		
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1		

5.43.3. Trigger and Frequency

The general rule is that this message will be available when there is an update/delete of the picture.

Trigger also after any major change.

5.43.4. Message Structure

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

5.43.5. Message Values

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

Element Attribute	M/O Value	Comments
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Element	Attribute	M/O	Value	Comments
	ModificationIndicator	М	U, D	U - Update Picture message D – Delete Picture message
Picture				If ModificationIndicator='U', then update the message to the previous Picture message.
				If ModificationIndicator='D', then delete the message to the previous Picture message.

5.43.6.Message sort

The message is not sorted.

5.44. Notification message

5.44.1. Description

This message contains a notification of availability of an online document.

5.44.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment	
DocumentCode	S(9)	Document Code of the online	
		document that is being notified.	
DocumentSubcode	S(10)	Document Subcode of the online	
		document that is being notified.	
DocumentType	DT_NOTIFICATION	Picture message	
DocumentSubtype	S(50)	Concatenation of Document Type	
		and Document Subtype the online	
		document that is being notified. This	
		is needed to preserve the Key of the	
		message.	
Version	1V	Version of the online document that	
		is being notified.	
FeedFlag	"P"-Production	FeedFlag of the online document	
	"T"-Test	that is being notified.	
Date	Date	Please refer to the ODE header	
		definition in chapter 5.1.1	
Time	MillisTime	Please refer to the ODE header	
		definition in chapter 5.1.1	
Venue	CC @VenueCode	Venue of the online document that	
		is being notified.	
Serial	Numeric	Serial of the online document that is	
		being notified.	

5.44.3. Trigger and Frequency

Trigger of this message is the reception of the original message that is made available online.



5.44.4. Message Structure

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

Competition		
	Code	
	DirectLink	
		Link
		DocumentType
		DocumentSubtype

5.44.5. Message Values³³

Be aware of all mandatory attributes that will have to appear in any Notification message.

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
DirectLink	Link	М	S(255)	URL of the link to the document
	DocumentType	М	S(30)	DocumentType of the original
				message
	DocumentSubtype	0	S(20)	DocumentSubtype of the original
				message

5.44.6. Message sort

There is not any message sorting requirement for this message.

5.45. Schedule and Results by NOC

5.45.1.Description

The "Schedule and Results by NOC" message contains the results and schedule of a NOC for single competition day (ie between the global GM & GN). It will include only Competition activities (Phase Type=Competition).

The "Schedule and Results by NOC" message is a complete message that increment its content as more events units are completed by the NOC during the day. The arrival of the message resets the entire previous "Schedule and Results by NOC" information.

The message is by NOC, and one message is related to a NOC and day.

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

Start List includes only competitors of current NOC or all competitors in case event unit is Head to Head. It also includes competitors defined as group (Competitor Type = Group). At this case, a group is treated as individual competitors and only includes the athletes of the specific NOC.

³³ Open Issue: Pending to define the Press Diffussion link.


Result does not include results about horses (Competitor Type = Horses). Information about RecordIndicators, Period Results and Actions are not included either.

Cumulative Results are only at event unit level and they do not include results about Type = NOC.

5.45.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000Ydd	Global message for all disciplines (sent at daily level where dd is the Day)
DocumentSubco de	NOC Code	
DocumentType	DT_SCHED_RES_NOC	Schedule and Results by NOC message
Version	1V	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
Serial	Numeric	Please, refer to the ODF header definition chapter 5.1.1

5.45.3. Trigger and Frequency

This message is sent every x minutes once "Global good morning" message has been sent (only for current logical date).

Also it can be generated manually with GSC.

5.45.4. Message Structure

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



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Competition											
	Code										
	Discipline (1N)										
		Code									
		Gender (1N)									
			Code								
			Event (1N)								
				Code							
				Phase (1N)							
					Code						
					Туре						
					Unit (1N)						
					, ,	Code					
						Schedule					
							Status				
							StartDate				
							EstimatedStartDate				
							EndDate				
							EstimatedStartDate				
							Medal				
							Venue				
							Location				
							SessionType				
							EstimatedStartText				
							(0N)				
							(0)	Language			
								Value			
						Startl ist					
						O TAIL 12 OT	Start (0. N)				
								StartOrder			
								SortOrder			
								Competitor			
								Compositor	Code		
									Type		
									Bib		
									Organization		
									Coaches (0, 1)		
										Coach	
										(1 N)	
										(Code
											Function
											Order
									Composition		0,001
									(0.1)		
									(*,*/	Athlete	



							(1N)	
								Code
								Order
								Bib
			ResultList					
				Result (0N)				
					Rank			
					RankEqual			
					ResultType			
					Result			
					IRM			
					QualificationMark			
					WLT			
					SortOrder			
					Competitor			
						Code		
						Туре		
						Bib		
						Organization		
						Composition		
							Athlete	
							(1N)	
								Code
								Order
								Bib



5.45.5.Message Values

The values of the attributes of Start, Result and CumulativeResult are the same as defined in the ODF Sport Messages Interface document. Refer also to chapter 4.3.3 for competitors' rules in the ODF Sport Messages Interface document.

Element	Attribute	M/O	Value	Comments
Competition	Code	Μ	CC @Competition	Unique ID for competition
Discipline	Code	Μ	CC @Discipline	Discipline Code
Gender	Code	Μ	CC	Discipline Gender Code
			@DisciplineGender	
Event	Code	M	CC @Event	Event ID
Phase	Code	M	CC @Phase	Phase ID
	Туре	Μ	CC @PhaseType	Include the phase type only
				for those competition and
				official training phases
Unit	Code	M	CC @Unit	Unit ID
Schedule	Status	M	CC @UnitStatus	Unit Status
	StartDate	0	DateTime	Start date. This attribute
				may not be sent in the case
				of some Unit@Status, such
				as those meaning cancelled,
				postponed.
				Example:
				2006-02-26T10.00.00+01.00
	EstimatedStartDate	0	Boolean	'true' if StartDate (scheduled
	Lotimatedotaribate	Ŭ	Doolean	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
				This attribute may not be
				Linit@Status_such as those
				nostroned
				However it will be always
				sent whenever @StartDate
				is informed.
				In case of this attribute is
				'true' the StartDate attribute
				normaly is used for sorting.



Element	Attribute	M/O	Value	Comments
	EndDate	0	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. Example: 2006-02-26T10:00:00+01:00
	EstimatedEndDate	0	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@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @EndDate is informed.
	Medal	М	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	М	CC @VenueCode	Venue where the unit takes place
	Location	М	CC @LocationCode	Location where the unit takes place
	SessionType	0	CC@SessionType	Session type of the Event Unit (i.e. Morning, Afternoon)
Schedule/ EstimatedStartText	Language	М	CC @Language	Code Language of the @Value
	Value	М	S(20)	Text that explains in the case that StartDate is an estimation which is the Start Time (i.e. "After M.1")
Start	StartOrder	0	Numeric	Start order of the competitor in a start list
(For any start list, competitors will be sent as soon as known)	SortOrder	M	Numeric	Used to sort all start list competitors in an event unit (for example, if there is not StartOrder). It is mainly used for display purposes.



Element	Attribute	M/O	Value	Comments
Start /Competitor (Competitor participating in the event unit. Start /Competitor /Composition is optional for a similar reason: knowing the teams	Code	Μ	S(20) with no leading zeroes, TBD, Code	Competitor's ID, TBD in case that the competitor is not known, Code that define the Group (in case that the group has not identified as a team, this code will be defined in ODF Sport Data Dictionary for each of the disciplines).
participating in one event unit, it is not known yet the team members participating)	Туре	M	T,A,G	T for team A for athlete G for groups that are not a team ID
	Bib	0	Nooquit	I eam competitor's bib number (Competitor @Type should be T).
	Organization	M	NOC Code	
Coaches /Coach	Code	M	S(20) with no leading zeroes	Official ID for the official code
(Competitor's coach)	Function	0		Optionally, send official function
	Order	0		Optionally, send coach order (if more than one coach is needed).
Start /Competitor /Composition /Athlete (Individual athlete if	Code	Μ	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete participating in the event unit.
Competitor @Type="A" or team member if Competitor @Type="T" or "G" participating in the event unit, depending on	Order	Μ	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T" or "G") or 1 if Competitor @Type="A".
Competitor @Type. In the case Competitor @Type="T", it may be empty at early stages of the competition, if the team members are not yet known).	Bib	0		Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T" or "G").
@Code="TBD" this element should not informed.				
Result	Rank	0	Text	Rank of the competitor in the result.
(For any Event Unit Results message, there should be at least one competitor being awarded	RankEqual	0	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
a result for the event unit)	ResultType	0		Type of the @Result attribute
	Result	0		The result of the competitor in the event unit
	IRM	0		The invalid rank mark, in case it is assigned



Element	Attribute	M/O	Value	Comments
	QualificationMark	0		The code which gives an indication on the qualification of the
				competitor for the next round of the competition
	WLT	0		The code whether a competitor won, lost or tied the match / game
	SortOrder	М	Numeric	Used to sort all results in an event unit
Result /Competitor	Code	М	S(20) with no leading zeroes	Competitor's ID
(Competitor related to one event unit result)	Туре	М	T,A	T for team A for athlete
	Bib	0		Bib number
	Organization	М	NOC Code	
Result /Competitor Composition /Athlete	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".
	Bib	0		Bib number

5.45.6.Message sort

Start @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries.

Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries.

Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	30 January 2009	Submitted for review version
R2 v2.0	27 February 2009	Changes after IDM and Submitted for Approval
R2 v3.0	27 March 2009	Approval
R2 v4.0	22 May 2009	After improvements presented in last WNPA meeting
		Some minor corrections
R2 v4.1	19 June 2009	Some minor corrections
R2 v4.2	17 July 2009	Some minor corrections and added the copyright
R2 v4.3	31 July 2009	Some minor corrections
R2 v4.4	28 August 2009	Some minor corrections
R2 v4.5	16 October 2009	Some minor corrections
R2 v5.0	27 November	Improvements presented in last WNPA
	2009	Some minor clarification and Improvements
R2 v6.0	23 December	Add the serialization of PiT in RT messages
	2009	
R2 v6.1	12 March 2010	Some minor corrections
R2 v6.2	28 May 2010	Some minor corrections
R2 v7.0	20 August 2010	Some minor corrections
R2 v7.1	03 September 2010	Some minor clarifications
R2 v7.2	23 September 2010	Some minor clarifications Add references to the Paralympic Games in the License
R2 v7.3	22 October 2010	Some minor clarifications
R2 v7.4	29 October 2010	Correct some typos
R2 v7.5	12 November 2010	Some minor corrections
R2 v7.6	26 November 2010	Some minor clarification
R2 v7.7	18 March 2011	Some minor clarification
R2 v7.8	8 April 2011	Some minor clarification
R2 v7.9	6 May 2011	Some minor clarification
R2 v7.10	11 July 2011	Some minor clarification
R2 v7.11	2 Sept 2011	Some minor clarification
R2 v7.12	3 Oct 2011	Some minor clarification
R2 v8.0	9 Nov 2011	Added message DT_NOTIFICATION
R2 v8.1	2 Dec 2011	Several minor changes due to Change Requests
R2 v9.0	9 Jan 2012	Added message DT_SCHED_RES_NOC and minor changes
R2 v9.1	10 Feb 2012	Some minor corrections
R2 v9.2	12 March 2012	Some minor changes
R2 v10.0	13 April 2012	CR7516 and minor corrections
R2 v10.1	25 May 2012	Some minor corrections
R2 v10.2	22 Jun 2012	Some minor corrections
R2 v10.3	4 Jul 2012	Some minor corrections



File reference: ODF/INT003-R2 v10.3 APP



Version	Status	Changes on version
R2 v1.0	SFR	 First version (it start from the version R1 v5.0) Delete all the references to the IDS header Delete the Code IsoOrganisation because there is reference to this in the document. In the Chapter 4 clarify the table Message Type In the Chapter 5.1.2 update format in DateTime Update the description for the Competition Schedule update (Chapter 5.3.1), delete the value D for the attribute ModificationIndicator Add new messages for update the list of Participants, Teams, Officials and Horses and for this modify the Triggers and Frequency and Message Structure parts for these. Delete the message Organisation because this information is published in the ODF Web, in the Excel file of common codes. Add TVLongName in List of Historical Athletes (section 5.11.4) Add in DT_PARTIC_HISTORIC and DT_TEAM_HISTORIC elements and attributes for the Event (sections 5.11 and 5.12) Add new attributes in the list of participants message like place of Birth, Country of Birth, Place of Residence, Country of Residence, Nationality Add new attributes in the list of Officials like place of Birth, Country of Birth, Place of Residence, Country of Residence Add in DT_PARTIC_ATHLETES, DT_PARTIC_OFFICIALS, DT_PARTIC_TEAMS, DT_PARTIC_HORSES and attribute ModificationIndicator that it will use for the updates
R2 v2.0	SFA	 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. Add and clarify in the Schedule Update message that if an Event unit Status change to Planned it should be send it as a Delete include. We delete this part in the previous version but it is needed for this case. Clarify the description for the Global good morning message. Add in the Chapter 3 the reference to AccreditationStatus In Chapter 5 detail the new messages that we will use for update data as DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_TEAMS_UPDATE, DT_PARTIC_HORSES_UPDATE Add the Message Organisation it seems to be needed for the customers
R2 v3.0	APP	 Approval Add DT_ORGANISATIONS in the list of messages. Corret attributes Estimate by Estimated (For EstimatedStartTime and EstimatedEndTime) in Competition Schedule Message.
R2 v4.0	APP	 Update the Triggers and frequency section for the Schedule message to clarify that this message will be sent one time and after this will be sent update. Delete the message DT_ORGANISATIONS because this information is in the common codes. Merge the messages of list of athletes, list of officials and list of historical athletes into DT_PARTIC message. Merge the messages List of athletes update and list of officials update into DT_PARTIC_UPDATE message. Merge the messages List of Teams and List of Historical teams (add attribute Current and Order for unify it) Update the trigger in the Medallist of the Day message, this message only will be sent one time at he end of the day Add a new optional attribute Pos to the EventEntry element for the Participant message, used for information with same type and code. Add a DocumentSubcode attribute to the OFD header to have the possibility split this message for some disciplines that the number of participants is huge (in DT_PARTIC). Delete the attributes "Label" in the DT_SCHEDULE message because this kind of



Version Status	Changes on version
	 information is defined in the Common codes file. Change the attribute Date for DateTime in the DT_MEDALS message, because is needed to have the time for the change of medals. Update the Message Sort section for the DT_MEDALS message. Add a new message Historical Records Update (DT_HIST_REC_UPDATE) for send updates of Historical Records and add a new attribute ModificationIndicator in the Historical Records definition for it. Change format of the value for the attribute DocumentType from was S(20) to S(30) (in ODF header Message Definition section) Add new attributes in the DT_MEDALLISTS_DAY message structure section TotalEvents, FinishedEvents and Date (that are only used for the DT_MEDALLISTS_DISCIPLINE) Add a new value in the attribute ModificationIndicator for the List of Teams and Horses update messages that identify when a Team or Horse has been deleted. Include a section for General Rules for number's treatment, it includes conversion factors, rounding and unit formats. Add the Attribute Pos in the EventEntry for the List of team's message. Change in Biographies messages some length in the fields.



Version	Status	Changes on version
R2 v4.1	APP	 Update the comment in the MainFunctionId in the DT_PARTIC message. In DT_HISTORIC_RECORD definition message, clarify the name of the message where the names of the athletes/teams are. Add a new section 5.1.4 for general information for all messages
R2 v4.2	APP	 Add a clarification in DT_MEDALLISTS_DAY for group information in case of equaled medals. Add a new element Entry for the horses message to identify some codes like to the horse participates in other disciplines, if the horse is a reserve, (all this entries will be defined in each ODF Sport Data Dictionaries) Add the copyright.
R2 V4.3	APP	• Add a new attribute Gender for identify the Team gender in the List of Teams message.
R2 v4.4	APP	• Add a new attribute Order in the DT_MEDALLISTS_DAY that identify the Order in the athletes when there is a tie.
R2 V4.5	APP	Add an "O" in the Horse messages in the Redefinition table in the list of message section
R2 V5.0	APP	 Add a note in the MainFunctionId attribute for the list of athletes' message. Add the attribute SessionType and the element EstimatedStartText in Schedules messages, there was requeriment of the ORIS group. Add the attribute OlympicSolidarity in the Participant list messages. Add the attribute Serial in the header to all messages. Add a clarification in the case of Status attribute for the Participant List message that say when this attibute is Mandatory or Optional. Approval version for the Non Sport messages; and merges in this document the last ODF Central messages with the Non Sport messages. Apply comments in trigger and frequency in Import biographies messages (participant, team, NOC/NPC and horse). Add the attribute Serial in the header to all messages.
R2 V6.0	APP	Add the attribute Serial in the header to all messages of RT.
R2 V6.1	APP	• Change format of the value for the attribute DocumentType from was S(20) to S(30) (in ODF header Message Definition section) this change was making in the version R2 V4.0 but it was lost in the other version.
R2 V6.2	APP	 Correct some minors' issues in DT_BIO_TEA_IMP message. Delete the multiplicity (1N) in the element RegisteredEvent for the DT_PARTIC_TEAMS and DT_BIO_TEA messages definition, due that "One team is always assumed to participate just in one discipline, in just one event". Clarify in the Introduction section of this document that all messages defined are ODF-PiT. In the "General information for all messages" section, clarify the unique keys in the elements. Clarifly in the DT_MEDALLISTS_DAY message that in the case of tie the MedalType must not be grouped, it applies to the DT_MEDALLISTS_DISCIPLINE (ODF Sport Messages Interface Document) message definition too. Add element ExtRecords (and its child ExtRecord) as a child of Competitor and Athlete elements in the DT_HISTORIC_RECORD and DT_HIST_REC_UPDATE message to put extra information for the Team/Athlete record. In DT_HISTORIC_RECORD and DT_HIST_REC_UPDATE messages change the ocurrences for the elment Competitor from to (0,1), it is only for the case of historical Teams that may be the athletes are not know.



Version	Status	Changes on version
		Add the attribute Name in the Team biographies messages.
		Add the Marital Status code in the Section Codes.
		 Add a new Element Language as a child of Participant and put the elements Chighlights and Ginterest as children of Language element, i.e. because these data can be transate for all types of Participant biographies.



Version	Status	Changes on version
R2 v7.0	APP	 Add Discipline as an elment of Horse in the DT_BIO_HOR_IMP Add a new element ItemName in the Schedule messages to inform Item's Names in non competition schedules in case that it is not in Common codes. Clarify the (*) defined in the imports messages. Add a new Element Language as children of Horse, Organisation and Team and put theirs elements Chighlights, Ginterest, as children of Language element, i.e. because these data can be transate for all types of biographies. Correct the kts units in section of General Rules for number's treatment section. Clarify the element Participant/Language /Ginterest /Highlights in the DT_BIO_PAR, this element is only used by officials' biographies. Correct typo in the BirthDate attribute, for DT_PARTIC and DT_BIO_PAR Add a clarification in the section 4 (List of messages) to say that Central messages also must to produde a DT_GM/DT_GN/DT_SERIAL. Modify the Trigger and Frequency section in Medallists by Date message to clarify the case of invalidations medals from previous days. Add a clarification in tha attribute LogicalDate for this reason in the section Odf header too. Modify Free text lengh in Background, Transport and News messager. Clarify the element RegisteredEvent for the Participants messages and clarify the description of this message.
R2 v7.1	APP	• In Schedule message, clarify the number of ocurrences for the element ItemName, clarifly that the element EstimatedStartText only is used for Competition Schedules clarify the comments for StartDate, EstimatedStartDate, EndDate, EstimatedEndDate.
R2 v7.2	APP	 In Participant messages the attribute DisciplineEntry can be (0N) Add references to the Paralympic Games in the License Change the value fot the attributes Category and ReportType in the Background messages.
R2 v7.3	APP	Clarify the Order in the medals messages.
R2 v7.4	APP	Change some parts in the document were say DocumentSubCode by DocumentSubcode
R2 v7.5	APP	 Change the reference names to Common code document Clarify the description of FileName for Background messages. Add CC@Category and CC@ReportType in Codes Modify length of PlaceofBirth and PlaceofResidence ODF attributes from 30 to 75 in messages of participants and athlete's biographies. Put another sample for the format of the Team's Id in team's message.
R2 v7.6	APP	 Add a new column in the table of Entities (Section 3) to describe the Format of the CC@CodeEntity. Add a comment for the attributes Bib, Class and Guide in participant message that say: Send only in the Case of Current="true". Clarifications after WNPA meeting: In Medals messages clarify the Gold, Silver and Bronze description, also clarify FinishedEvents attribute Clarify EstimatedStartDate attribute in the schedule messages. Clarify the Trigger and Frequency section for DT_SCHEDULE, DT_PARTIC, DT_PARTIC_TEAMS, DT_PARTIC_HORSES to say that these messages can be send more than one time before the first day of the press operation.
R2 v7.7	APP	 Clarification about the use of the parent attribute in the DT_BNW, DT_NEWS and DT_TRS messages



Change Log				
Version	Status	Changes on version		
		 Clarification about DT_TRS message. Removed Optional Attribute SortOrder and some other modifications. Added Code CC @ShuttleServiceType 		



Version	Status	Changes on version
R2 v.7.8	APP	 Corrections on 5.16 - Background document Corrections on 5.34 - News document update
R2 v.7.9	APP	 CC @HandicapClass changed to CC @SportClass Attribute Date in message DT_MEDALLISTS_DAY moved from tag Event to tag Medal. This attribute is now mandatory in all cases.
R2 v.7.10	APP	 Clarification on section 1.1 - This document about the system that generates central messages. CC @Item added, CC @ReportType modified Changes in DT_NEWS message. Changes in DT_BIO_PAR message. Changes in DT_BIO_TEA message. Changes in DT_BIO_HOR message. Changes in DT_BIO_HOR message. Changes in DT_BIO_PAR (new field "PreviousOlympics") and DT_BIO_PAR_IMP (new field "ParticipantID") due to CR002575. Reverted change of Attribute Date in DT_MEDALLISTS made in version R2 v7.9 Competition Schedule: EstimatedStartText field size increased to S(20) Document Control moved to the end of document DT_PARTIC_TEAMS Attribute Function in tag Official is now mandatory (consistent with schema). Section 5.8.5 Organisation attribute made optional for MP. Section 5.2.1 Updated description of Competition Schedule message.
R2 v.7.11	APP	 Clarified the Transport document for Shuttle Services (changes in messages DT_TRS, DT_ TRS_UPDATE and DT_ TRS_IMP). Added two new messages for Announcements Transport documents (DT_TRS_ANN and DT_TRS_ANN_UPDATE). Fixed other typos
R2 v.7.12	APP	• Clarified the External Identifiers used when importing Biographies of Paticipants (chapter 5.21), Teams (chapter 5.24), NOC/NPC (chapter 5.27) and Horses (chapter 5.30).
R2 v.8.0	APP	 Added DT_NOTIFICATION message. Team number changed from N(1) to N(2) in section 5.6.5
R2 v.8.1	APP	 Clarified that the attribute "External Code" is only mandatory in the message DT_NEWS_IMP (section 5.33.5) Modified the attributes ItemType and ItemTypeName by Item and ItemName in the definition of message DT_NEWS (section 5.33.4) Applied CR2602 - Included MEDIUM Bioghraphy for Coaches (DT_BIO_PAR - section 5.19.4) and Teams (DT_BIO_TEA - section 5.22.4) Applied CR2578 - Modified DT_BCK message to indicate the report formatting for HTML and PDF. "LineIdentifier" attribute changed to Mandatory (M) in DT_TRS message in section 5.36.5
R2 v.9.0	APP	 Included the prefixes used for Historical participants in message DT_PARTIC. Included the prefix used for Historical teams in message DT_PARTIC_TEAM. Included the prefixes used for Historical athletes and teams in message DT_HISTORIC_RECORD. Applied CR3817: Added message "DT_SCHED_RES_NOC"
R2 v.9.1	APP	 Included the elements "ExtResults", "Club" and "Coach_ID" in message DT_ESL.



Version	Status	Changes on version
		 Removed RecordEntries/RecordEntry element reference in Section 5.12.5 Updated the length of fields ExternalCode and Participant ID in the messages DT_BIO_PAR_IMP, DT_BIO_TEA_IMP, DT_BIO_NOC_IMP and DT_BIO_HOR_IMP. In Medal Standing message, the attribute MedalLine can be (0N) – Section5.10.4 Added clarification about DateTime TZD – Section 5.1.2
R2 v.9.2	APP	• Updated DocumentCode and DocumentSubCode in the header of the following messages: DT_BCK, DT_BCK_UPDATE, DT_BIO_PAR, DT_BIO_PAR_UPDATE, DT_BIO_TEA, DT_BIO_TEA_UPDATE, DT_BIO_NOC, DT_BIO_NOC_UPDATE, DT_BIO_HOR, DT_BIO_HOR_UPDATE, DT_BNW, DT_BNW_UPDATE, DT_NEWS, DT_NEWS_UPDATE, DT_TRS, DT_TRS_UPDATE, DT_TRS_ANN_UPDATE, DT_PIC_UPDATE.
R2 v.10.0	APP	 Corrected references to the section 5.1.3 (Competitors' Rules) in the ODF Sport Messages Interface Document CR7516 Added Subcode attribute to support National Records, BOP (Best Performance) and WRC (World Record Chronology) in the DT_HISTORIC_RECORDS and DT_HIST_REC_UPDATE messages Updated comments under RegisteredEvent – Section 5.4.5 Clarification about CC @SportClass – Section 3 Renamed the element "Coach_ID" to "Coach" in the DT_ESL message. Added clarification for Historical athletes and teams in DT_PARTIC and DT_TEAM messages: They will not registered to any event. Updated length of "ExternalCode" attribute from S(7) to S(20) in the messages DT_BIO_PAR_IMP, DT_BIO_TEA_IMP, DT_BIO_NOC_IMP and DT_BIO_HOR_IMP.
R2 v10.1	APP	 Added clarification about Event/Date attribute in the Medallist of the day message – Section 5.11.5 Subcode attribute in Record/RecordType will be also mandatory in case of Code="NB", "ALL" and "SBP" – Section 5.12.5
R2 v10.2	APP	 Corrected typo in DocumentSubcode attribute – Sections 5.42.2 and 5.43.2 DT_HIST_REC_UPDATE will not be generated for London 2012 – Section 5.13.3 Removed CumulativeResult element in the DT_SCHED_RES_NOC message
R2 v10.3	APP	 Removed 'H for Horse' as valid Type for Competitor in DT_SCHED_RES_NOC message – Section 5.45.5 Corrected typo in DT_NEWS_IMP – Section 4



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