



INTERNATIONAL OLYMPIC COMMITTEE

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Olympic Data Feed

ODF Golf Data Dictionary

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Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Golf Data Dictionary for Nanjing 2014 Youth Olympics. This Data Dictionary refines the messages described in the ODF2 General Messages Interface Document specifically for Golf.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Golf Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Golf competition for Nanjing 2014 Youth Olympics is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document

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

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT300	ODF General Messages Interface Document	This document describes the ODF General messages
ODF/INT335	ODF2 General Messages Interface	This document describes the ODF2 General Messages



	Document	
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2 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. Please refer to ODF2 General Messages Interface Document to know the format of these codes.

Code Entity	Code Entity Set of Values	
CC @Course	Code	Description
	1	Front
	2	Back
	3	Total
CC @IRM	Code	Description
	DQ	Disqualified
	WD	Withdrawn
CC @ResultType	Code	Description
	STROKES	Strokes
	IRM	IRM



3 Messages

3.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Golf.

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

Message Type	Message name	Message used in this sport	Message extended in this document	ODF version
DT_SCHEDULE	Competition schedule	X		ODF
DT_SCHEDULE_UPDATE	Competition schedule update	X		ODF
DT_PARTIC	List of participants by discipline	X		ODF
DT_PARTIC_TEAMS	List of teams	X		ODF
DT_RESULT	Event Unit Start List and Results	X	X	ODF2
DT_PHASE_RESULT	Phase Results			
DT_CUMULATIVE_RESULT	Cumulative Results	X	X	ODF2
DT_POOL_STANDING	Pool Standings			
DT_BRACKETS	Brackets			
DT_RANKING	Event Final ranking	X		ODF2
DT_MEDALLISTS	Medallists of one event	X		ODF2
DT_CONFIG	Discipline Configuration	X	X	ODF2



3.1.1 Event Unit Start List and Results

3.1.1.1 Description

This message is the Event Unit Start List and Results message as described in the ODF2 General Messages Interface Document.

3.1.1.2 Header Values

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

3.1.1.3 Trigger and Frequency

Please, follow the general definition, taking into account the following

- As soon as the start list is available for each round (one message per round) and any changes [inc. IRMs] (START_LIST)
- ~~When the first player starts the round and all changes/additions in data (LIVE)~~
- After the round is complete (UNCONFIRMED / UNOFFICIAL / OFFICIAL)

3.1.1.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Golf are:

- ExtendedInfos /UnitDateTime (following the general rules for this element)
- ExtendedInfos /ExtendedInfo
- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- Result /Competitor /EventUnitEntry
- Competitor /ExtendedResults
- Result /Competitor /Composition /Athlete /EventUnitEntry
- Competitor /Composition /Athlete /ExtendedResults



3.1.1.5 Message Values

The following table lists the Event Unit Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Golf
	EventName	M	S(40)	Text short description, not code
	SubEventName	M	S(40)	Text short description, not code
	Gender	M	M, W or X	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	Numeric	Rank of the competitor in the corresponding event unit (round). This attribute is optional. In play-off only send when final rank known.
	RankEqual	O	S(1)	Send 'Y' if the Rank is equalled.
	ResultType	M	CC @ResultType	Result type.
	IRM	O	CC @IRM	IRM for the event. Send just in the case @ResultType is IRM (see codes section)
	Result	O	Numeric #00	Result for the particular event unit (round). Not sent in the case of play-off
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. Based on the unit rank, but it should be used to sort out rank ties as well as results without rank (because there is an IRM or all athletes have not started). Those without rank are at the bottom in StartOrder
	StartSortOrder	M	Numeric	Number based in the starting time, Hole 1 before Hole 10 if applicable. In play-off order by the order in which players tee-off on the first play-off hole.



The following table describes in more detail the ExtendedInfos /ExtendedInfo element in the case of Golf.

Element: ExtendedInfos /ExtendedInfo					
Type	Code	Pos	Value	Description	Expected
UI	PLAYOFF	Numeric	Numeric #0	For @Type: Send proposed type	Only in the case of a play-off unit.
				For @Code: Send proposed code	
				For @Pos: Order of the play-off holes, 1 to n	
				For @Value: Send the hole number	

Sample

```

.....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T19:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="1" Value="16" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="2" Value="17" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="3" Value="18" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="4" Value="16" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="5" Value="17" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="6" Value="18" />
</ExtendedInfos>
.....

```

The following table describes in more detail the Competitor /EventUnitEntry element in the case of Golf. Used in the case of team event only.

Element: Competitor /EventUnitEntry						
Type	Code	Pos	Value	Description	Expected	
EUE	START_HOLE		Numeric #0	For @Type: Send proposed type	Always if applicable. Not for play-off	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		
				For @Value: Numbers 1-18 to indicate starting hole.		
	GROUP			Numeric #0	For @Type: Send proposed type	Always
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Group Number	
	START_TIME			hh:mm	For @Type: Send proposed type	Always except in play-off.
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Start Time	
PREV_RANK			Numeric ##0	For @Type: Send proposed type	All rounds after the first except in play-off.	
				For @Code: Send proposed code		
				For @Pos: Do not send anything		



Element: Competitor /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
				For @Value: Overall Rank before the round	
	PREV_ERANK		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the rank of the competitor an equalled rank	If applicable
	PREV_TOTAL		Numeric #00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total before the round	All rounds after the first except in play-off.
	PREV_ROUND	Numeric 0	Numeric #00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Round Number For @Value: Score for the round indicated @Pos	All rounds after the first for each completed round. Not for play-off

Sample

```

.....
<Competitor Code="1020434" Type="T" Organisation="SUI">
  <Description TeamName="Switzerland"/>
  <EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
  <EventUnitEntry Type="EUE" Code="START_TIME" Value="08:40" />
  <EventUnitEntry Type="EUE" Code="PREV_RANK" Value="5" />
  <EventUnitEntry Type="EUE" Code="PREV_ERANK" Value="Y" />
  <EventUnitEntry Type="EUE" Code="PREV TOTAL" Value="138" />
  <EventUnitEntry Type="EUE" Code="PREV ROUND" Pos="1" Value="70" />
  <EventUnitEntry Type="EUE" Code="PREV ROUND" Pos="2" Value="68" />
.....

```

The following table describes in more detail the Competitor /ExtendedResults element. Used in the case of team event only.

Element: Competitor /ExtendedResults						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	TO_PAR			+/-Numeric +/-#0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Score for the round to par, positive, negative integer or 0	Always in Team Event Rounds 1 & 2 only
	FRONT			Numeric ##	For @Type: Send proposed type For @Code: Send proposed code	Always in Team Event Rounds 1 & 2 only



Element: Competitor /ExtendedResults						
Type	Code	Extension Code	Pos	Value	Description	Expected
					For @Pos: Do not send anything.	
					For @Value: Score for the front nine. (1-9)	
	BACK			Numeric ##	For @Type: Send proposed type	Always in Team Event Rounds 1 & 2 only
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Score for the back nine. (10-18)	
	COMPLETE			Numeric ##	For @Type: Send proposed type	Always in Team Event Rounds 1 & 2 only
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Number of holes completed	
	HOLE		Numeric #0	Numeric #0	For @Type: Send proposed type	Always in Team Event Rounds 1 & 2 and team play-off only
					For @Code: Send proposed code	
					For @Pos: Numbers 1-18 to indicate hole number in normal rounds. In play-off this matches the @Pos in ExtendedInfos for the hole.	
					For @Value: Score for the hole.	
		TO_PAR		+/-Numeric +/-0	For @Type: Send proposed type	Always in Team Event Rounds 1 & 2 and team play-off only
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score for the hole to par, positive, negative integer or 0	



Sample

```

.....
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="5" StartOrder="7"
StartSortOrder="7">
  <Competitor Code="1020434" Type="T" Organisation="SUI">
    <Description TeamName="Switzerland" >
      <EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
      <EventUnitEntry Type="EUE" Code="START_TIME" Value="08:40" />
      <EventUnitEntry Type="EUE" Code="PREV_RANK" Value="5" />
      <EventUnitEntry Type="EUE" Code="PREV_ERANK" Value="Y" />
      <EventUnitEntry Type="EUE" Code="PREV_TOTAL" Value="138" />
      <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="1" Value="70" />
      <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="2" Value="68" />
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="TO_PAR" Value="-1" />
        <ExtendedResult Type="ER" Code="FRONT" Value="36" />
        <ExtendedResult Type="ER" Code="BACK" Value="33" />
        <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
        <Extension Code="TO_PAR" Value="-1" />
      </ExtendedResult>
      <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
    </Competitor>
  </ExtendedResults>
.....

```

The following table describes in more detail the Competitor /Composition /Athlete /EventUnitEntry element in the case of Golf. Only to be sent in Individual Event.

Element: Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
EUE	START_HOLE		Numeric #0	For @Type: Send proposed type	Always if applicable. Not for play-off
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Numbers 1-18 to indicate starting hole.	
GROUP			Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Group Number	
START_TIME			hh:mm	For @Type: Send proposed type	Always except in play-off.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Start Time	
PREV_RANK			Numeric ##0	For @Type: Send proposed type	All rounds after the first except in play-off.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Overall Rank before the round	
PREV_ERANK			S(1)	For @Type: Send proposed type	If applicable



Element: Competitor /Composition /Athlete /EventUnitEntry					
Type	Code	Pos	Value	Description	Expected
				For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y in case of the rank of the competitor an equalled rank	
	PREV_TOTAL		Numeric #00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Total before the round	All rounds after the first except in play-off.
	PREV_ROUND	Numeric 0	Numeric #00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the Round Number For @Value: Score for the round indicated @Pos	All rounds after the first for each completed round. Not for play-off

Sample

```

.....
<Competitor Code="1020434" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="1020434" Order="1">
      <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
      BirthDate="1986-08-21" />
      <EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
      <EventUnitEntry Type="EUE" Code="START TIME" Value="08:40" />
      <EventUnitEntry Type="EUE" Code="PREV_RANK" Value="5" />
      <EventUnitEntry Type="EUE" Code="PREV_ERANK" Value="Y" />
      <EventUnitEntry Type="EUE" Code="PREV_TOTAL" Value="138" />
      <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="1" Value="70" />
      <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="2" Value="68" />
    </Athlete>
  </Composition>
.....

```

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

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
ER	TO_PAR			+/-Numeric +/-#0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything. For @Value: Score for the round to par, positive, negative integer or 0	Always except play-off. Only in individual event & final round of team event.
	FRONT			Numeric ##	For @Type: Send proposed type For @Code: Send proposed code	Always when available. Not for play-off. Only in individual



Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension Code	Pos	Value	Description	Expected
					For @Pos: Do not send anything.	event & final round of team event.
					For @Value: Score for the front nine. (1-9)	
	BACK			Numeric ##	For @Type: Send proposed type	Always when available. Not for play-off. Only in individual event & final round of team event.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Score for the back nine. (10-18)	
	COMPLETE			Numeric ##	For @Type: Send proposed type	Always after the competitor has started the round. Not applicable in play-off. Only in individual event & final round of team event.
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Number of holes completed	
	HOLE		Numeric #0	Numeric #0	For @Type: Send proposed type	Always when available. Only in individual event & final round of team event & play-offs.
					For @Code: Send proposed code	
					For @Pos: Numbers 1-18 to indicate hole number in normal rounds. In play-off this matches the @Pos in ExtendedInfos for the hole.	
					For @Value: Score for the hole.	
		TO_PAR		+/-Numeric +/-0	For @Type: Send proposed type	Always when available. Only in individual event & final round of team event & play-offs..
					For @Code: Send proposed code	
					For @Pos: Do not send anything	
					For @Value: Score for the hole to par, positive, negative integer or 0	



Sample for Individual Event

```
.....
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="5" StartOrder="7"
StartSortOrder="7">
  <Competitor Code="1020434" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1020434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1986-08-21" />
        <EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
        <EventUnitEntry Type="EUE" Code="START TIME" Value="08:40" />
        <EventUnitEntry Type="EUE" Code="PREV RANK" Value="5" />
        <EventUnitEntry Type="EUE" Code="PREV_ERANK" Value="Y" />
        <EventUnitEntry Type="EUE" Code="PREV_TOTAL" Value="138" />
        <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="1" Value="70" />
        <EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="2" Value="68" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TO_PAR" Value="-1" />
          <ExtendedResult Type="ER" Code="FRONT" Value="36" />
          <ExtendedResult Type="ER" Code="BACK" Value="33" />
          <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
            <Extension Code="TO_PAR" Value="-1" />
          <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....
```

Sample for Individual Play-off

```
.....
<Result Rank="1" ResultType="STROKES" SortOrder="2" StartOrder="2" StartSortOrder="2" >
  <Competitor Code="1020434" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1020434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1986-08-21" />
        <EventUnitEntry Type="EUE" Code="GROUP" Value="1" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
            <Extension Code="TO_PAR" Value="-1" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....
```

Sample for Team Play-off

```
.....
<Result Rank="1" ResultType="STROKES" SortOrder="2" StartOrder="2" StartSortOrder="2" >
  <Competitor Code="1020434" Type="T" Organisation="SUI">
    <Description TeamName="Switzerland">
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="8" />
          <Extension Code="TO_PAR" Value="-1" />
        </ExtendedResult>
        <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="7" />
      </ExtendedResults>
    </Description>
    <Composition>
      <Athlete Code="1020434" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1986-08-21" />
        <EventUnitEntry Type="EUE" Code="GROUP" Value="1" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
            <Extension Code="TO_PAR" Value="-1" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
        </ExtendedResults>
      </Athlete Code="1020434" Order="2">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1986-08-21" />
        <EventUnitEntry Type="EUE" Code="GROUP" Value="1" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
            <Extension Code="TO_PAR" Value="-1" />
          </ExtendedResult>
          <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
        </ExtendedResults>
      </Athlete Code="1020434" Order="2">
    </Composition>
  </Competitor>
</Result>
.....
```




3.1.1.6 Message sort

Please, follow the general definition.



3.1.3 Cumulative Results

3.1.3.1 Description

This message is the Cumulative Results message as described in the ODF2 General Messages Interface Document.

The Cumulative Results message is used to send a summary of results (including rank) during and at the end of the event.

3.1.3.2 Header Values

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

The DocumentSubtype attribute in the ODF header can contain the following information:

- DDGEEEEUU: that would represent the cumulative results up to and including the referenced unit.

3.1.3.3 Trigger and Frequency

Please, follow the general definition.

3.1.3.4 Message Structure

The optional elements defined for this message in the ODF2 General Messages Interface Document that should be included in the case of Golf are:

- ExtendedInfos /SportDescription
- ExtendedInfos /VenueDescription
- ExtendedInfos and its child element ExtendedInfo
- Competitor /ExtendedResults
- Competitor /Composition /Athlete /ExtendedResults

3.1.3.5 Message Values

The following table lists the Cumulative Results optional and/or extended attributes (defined in the ODF2 General Messages Interface Document), as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
ExtendedInfos /SportDescription	DisciplineName	M	S(40)	Value is Golf
	EventName	M	S(40)	Text short description, not code
	Gender	M	M, W or X	
ExtendedInfos /VenueDescription	VenueName	M	S(25)	Text short description, not code
	Location	M	CC @Location	Location Code
	LocationName	M	S(30)	Text short description, not code
Result	Rank	O	Text	Rank of the competitor in the cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Result type
	IRM	O	CC @IRM	IRM for the cumulative result Send just in the case @ResultType is IRM
	Result	O	Numeric ##0	Cumulative result Send just in the case @ResultType is not IRM



Element	Attribute	M/O	Value	Comments
	SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.
Result /ResultItems /ResultItem /Result (For any Event Unit Results message, there should be at least one competitor being awarded a result)	Rank	O	Text	Rank of the competitor in the result for the phase identified by /ResultItems /ResultItem.
	RankEqual	O	S(1)	Send Y in case of the Rank has been equalled.
	ResultType	O	CC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	Numeric ##0	The result of the competitor for the event unit or phase identified by /ResultItems /ResultItem
	IRM	O	CC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
	SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

The following table describes in more detail the Competition /Result /ResultItems /ResultItem /Result /Extension.

Element: Competition /Result /ResultItems /ResultItem /Result /Extension					
Type	Code	Pos	Value	Description	Expected
RI	TO_PAR		+/-Numeric +/-#0	For @Type: Send proposed type	Always when available
				For @Code: Send proposed code	
				For @Pos: Do not send anything.	
				For @Value: Score for the round to par, positive, negative integer or 0	
COMPLETE			Numeric #0	For @Type: Send proposed type	Always
				For @Code: Send proposed code	
				For @Pos: Do not send anything.	
				For @Value: Send the number of holes completed (1-18)	
MEN			Numeric #0	For @Type: Send proposed type	In Team Event Round 3 only
				For @Code: Send proposed code	
				For @Pos: Do not send anything.	
				For @Value: Send the score for the man in the team	
WOMEN			Numeric #0	For @Type: Send proposed type	In Team Event Round 3 only
				For @Code: Send proposed code	
				For @Pos: Do not send anything.	
				For @Value:	



Element: Competition /Result /ResultItems /ResultItem /Result /Extension					
Type	Code	Pos	Value	Description	Expected
				Send the score for the woman in the team	

The following table describes in more detail the Competitor / ExtendedResults /ExtendedResult. Used in the case of team event only.

Element: Competitor /ExtendedResults /ExtendedResult						
Type	Code	Extension code	Pos	Value	Description	Expected
ER	TO_PAR			+/-Numeric +/-#0	For @Type: Send proposed type	Always when available in team event
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Overall score to par, positive, negative integer or 0	

The following table describes in more detail the Competitor /Composition /Athlete /ExtendedResults /ExtendedResult. Used in the case of individual event only

Element: Competitor /Composition /Athlete /ExtendedResults /ExtendedResult						
Type	Code	Extension code	Pos	Value	Description	Expected
ER	TO_PAR			+/-Numeric +/-#0	For @Type: Send proposed type	Always when available in individual event
					For @Code: Send proposed code	
					For @Pos: Do not send anything.	
					For @Value: Overall score to par, positive, negative integer or 0	



3.1.3.6 Sample for Individual Event

```
.....
<Result Rank="5" EqualRank="Y" ResultType="STROKES" Result="139" SortOrder="6">
  <ResultItems>
    <ResultItem Phase="1" Unit="01" >
      <Result Rank="2" ResultType="STROKES" Result="69" SortOrder="4" >
        <Extension Type="RI" Code="TO_PAR" Value="-1" />
        <Extension Type="RI" Code="COMPLETE" Value="18" />
      </Result>
    </ResultItem>
    <ResultItem Phase="2" Unit="01" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="64" >
        <Extension Type="RI" Code="TO_PAR" Value="0" />
        <Extension Type="RI" Code="COMPLETE" Value="16" />
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="20217432" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="20217432" Order="1">
        <Description GivenName="Jon" FamilyName="Jones" Gender="M" Organisation="SUI"
        BirthDate="1992-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TO PAR" Value="+1" >
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="7" EqualRank="Y" ResultType="STROKES" Result="140" SortOrder="9">
.....
```

3.1.3.7 Sample for Team Event

```
.....
<Result Rank="5" EqualRank="Y" ResultType="STROKES" Result="154" SortOrder="6" >
  <ResultItems>
    <ResultItem Phase="1" Unit="01" >
      <Result Rank="2" ResultType="STROKES" Result="69" SortOrder="4" >
        <Extension Type="RI" Code="TO_PAR" Value="-1" />
        <Extension Type="RI" Code="COMPLETE" Value="18" />
      </Result>
    </ResultItem>
    <ResultItem Phase="2" Unit="01" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="70">
        <Extension Type="RI" Code="TO_PAR" Value="0" />
        <Extension Type="RI" Code="COMPLETE" Value="18" />
      </Result>
    </ResultItem>
    <ResultItem Phase="3" Unit="01" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="15">
        <Extension Type="RI" Code="MEN" Value="7" />
        <Extension Type="RI" Code="WOMEN" Value="8" />
        <Extension Type="RI" Code="TO_PAR" Value="0" />
        <Extension Type="RI" Code="COMPLETE" Value="2" />
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="20217432" Type="T" Organisation="SUI">
    <Description TeamName="Switzerland">
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="TO PAR" Value="+1" >
      </ExtendedResults>
    <Composition>
      <Athlete Code="20217432" Order="1">
        <Description GivenName="Jon" FamilyName="Jones" Gender="M" Organisation="SUI"
        BirthDate="1992-12-15" />
      </Athlete>
      <Athlete Code="20217432" Order="2">
        <Description GivenName="Jan" FamilyName="Smith" Gender="W" Organisation="SUI"
        BirthDate="1992-10-15" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```



```
<Result Rank="7" EqualRank="Y" ResultType="STROKES" Result="140" SortOrder="9">  
.....
```

3.1.3.8 Message sort

Please, follow the general definition.



3.1.4 Configuration

3.1.4.1 Description

This message is the Configuration message as described in the ODF2 General Messages Interface Document.

3.1.4.2 Header Values

Please, follow the general definition though the DocumentCode will be at event level for each competition event.

3.1.4.3 Trigger and Frequency

Please, follow the general definition, taking also into account the following.

- Immediately after the course details are known for each event.

3.1.4.4 Message Structure

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

- ExtendedConfigItem

3.1.4.5 Message Values

Send the attributes and codes according to the tables described in this section.

The following table lists the Discipline configuration optional attributes (defined in the ODF2 General Messages Interface Document) that are used in the case of Golf, as well as the attributes that have an extended definition.

Element	Attribute	M/O	Value	Comments
Config	Gender	O	CC @Gender	
	Event	O	CC @Event	

The following table describes in more detail the ExtendedConfig element.

Element: ExtendedConfig						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected
UI	HOLE		Numeric #0	Numeric 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send hole number. For @Value: Send par value	Always
		DISTANCE	Numeric 0	Numeric #00	For @Code: Send proposed code For @Pos: Send units used. 0 for metres 1 for yards For @Value: Distance	
	COURSE		CC @Course	Numeric 00	For @Type: Send proposed type For @Code: Send proposed code For @Pos:	Always



Element: ExtendedConfig						
Type	Code	ExtendedConfigItem Code	Pos	Value	Description	Expected
					Send proposed code	
					For @Value: Send par value	
		DISTANCE	Numeric 0	Numeric #000	For @Code: Send proposed code	Always
					For @Pos: Send units used. 0 for metres 1 for yards	
					For @Value: Distance	

3.1.4.6 Sample

```

.....
<Configs>
  <Config Gender="W" Event="001">
    <ExtendedConfig Type="EC" Code="COURSE" Pos="1" Value="36" >
      <Extension Code="DISTANCE" Pos="0" Value="3125" />
      <Extension Code="DISTANCE" Pos="1" Value="3389" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="COURSE" Pos="2" Value="36" >
      <Extension Code="DISTANCE" Pos="0" Value="3100" />
      <Extension Code="DISTANCE" Pos="1" Value="3300" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="COURSE" Pos="3" Value="72" >
      <Extension Code="DISTANCE" Pos="0" Value="6245" />
      <Extension Code="DISTANCE" Pos="1" Value="6689" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="HOLE" Pos="1" Value="3" >
      <Extension Code="DISTANCE" Pos="0" Value="146" />
      <Extension Code="DISTANCE" Pos="1" Value="154" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="HOLE" Pos="18" Value="4" >
      <Extension Code="DISTANCE" Pos="0" Value="346" />
      <Extension Code="DISTANCE" Pos="1" Value="384" />
    </ExtendedConfig>
  </Config>
</Configs>
.....

```

3.1.4.7 Message sort

Please, follow the general definition.



DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	5 December 2013	First Version SFR
R2 v1.1	17 January 2014	SFA, updated with reviewers comments
R2 v1.2	28 February 2014	APP
R2 v1.3	28 March 2014	Some corrections
R2 v1.4	31 July 2014	LIVE triggers removed to align ODF definition with real implementation

File reference: ODF/INT316-R2-v1.4 APP (GO)

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	<ul style="list-style-type: none">• First version
R2 v1.1	SFA	<ul style="list-style-type: none">• Introduction: added reference to Nanjing 2014 Youth Olympics• DT_RESULT: changed UnitDateTime to ExtendedInfos /UnitDateTime and UnitInfo to ExtendedInfos /ExtendedInfo and updated sample• DT_RESULT: In the definition of ExtendedResults (competitor & athlete) changed @HOLE to use ExtendedInfos instead of unitinfos
R2 v1.2	APP	<ul style="list-style-type: none">• Removed DT_PARTIC_HORSES message• Added DT_SCHEDULE_UPDATE message
R2 v1.3	APP	<ul style="list-style-type: none">• DT_RESULT, DT_CUMULATIVE_RESULT: removed Diff attribute• DT_RESULT: removed PUTTS Extension• DT_RESULT: EventUnitEnty BACK_NINE replaced by START_HOLE• Added DT_CONFIG message• Codes: added CC @Course
R2 v1.4	APP	<ul style="list-style-type: none">• LIVE triggers removed to align ODF definition with real implementation



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