Olympic Data Feed

Baku 2015

ODF Principles for Baku 2015 European Games

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Technology and Information Department

Baku 2015

1ST EUROPEAN GAMES

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Table of Contents

1 Introduction

1.1 About ODF

The Olympic Data Feed ("ODF") is a unique set of messages which can be delivered in real time or point-in-time and containing point in time, live or archive sports related data, including Schedules, Biographies, Start Lists, Results, Statistics, Records, Medallists, Historical Results etc. as further described in this document.

ODF is used for exchanging such data between Results and IT Providers, Organising Committees, and without limitation other users including the International and European Sports Federations, National Olympic Committees, media organisations (Broadcasters, News Agencies, Newspapers, etc.) and Sports Website Providers.

The ODF specifications define a generic format to represent the results of sport competitions. ODF uses a generic structure to provide a common data format for any sport or competition whilst including the ability to include sport-specific extensions.

ODF is intended as a standard interface valid for all sports and all ODF users. ODF standardises all data provided to users during sporting events by defining data structures that are the ODF messages. The ODF describes the following:

- messages that are not sport dependent (e.g. weather)
- sport messages shared between all the sports (e.g. schedules)
- sport messages that follow general rules for all sports, but that need to be extended to incorporate sport-specific requirements (e.g. results)

The ODF data layer is designed to be independent of the transport mechanism as well as the way the content could be rendered on various platforms (web sites, mobile applications etc.).

1.2 Development of ODF and Baku 2015 European Games

During the 1990s a standard was developed for providing Olympic results data to news agencies. This was a text based solution distributed over serial lines known as the WNPA Feed. From early 2000s a further series of interfaces was created at the Olympic Games for exchanging data between central and local (venue) based results systems using XML. While this new XML based system was provided to external users for their own use, the multiplication of feeds was becoming difficult to produce, test and monitor.

In 2007 the IOC began working with its technology partners to develop an XML based messaging system to replace the previous WNPA and internal XML systems with a single XML interface solution which took into consideration the needs of all users.

This system was introduced at the 2010 Winter Games in Vancouver as it replaced the WNPA Feed and was also tested internally in two sports as a replacement for the internal messaging system.

The London Games in 2012 saw the full introduction of ODF **(ODF1)** for both internal and external messaging systems and was the sole solution for external data users.

After the experience of 2012 the IOC began working on an enhanced version, **ODF2**, due for introduction at the 2016 Games.

The Baku 2015 European Games are on the road to the 2016 Games that will decree the complete usage of ODF2 and for this reason there is a set of disciplines provided in ODF1 format and another set in ODF2 format.

1.3 Scope

All ODF documentation follows the general messages and rules established in this document, including summer and winter sports for the:

- Olympic Games
- Youth Olympic Games
- Paralympic Games

For other multi-sports competitions like the Baku 2015 European Games, the competition owners follow these principles as well as the General Messages documents although they may provide their own sport specific documentation and codes covering specific requirements.

1.4 Objective

The objective of the document is to describe the ODF technical standards which are built according to the following design principles:

- Sport independent: generic across sports with the aim to use the definitions between sports whenever possible;
- Consistent: data structures are consistent for a wide range of sports and systems;
- Adaptable to future evolutions since the ODF design is based on XML extensions to manage all situations;
- Scalable in terms of:
  - Number of messages
  - Granularity (number of intermediates results or intermediate points…)
- Data oriented: the ODF data structures are independent from any presentation layer ODF users need to implement; and
- Simple: easy to process and render as desired.
- **Highlight the use of the ODF Central messages, ODF Sport messages and Schedule and Result statuses for the two sets of disciplines provided in the two different formats, ODF1 and ODF2 for the Baku 2015 European Games.**

1.5 Main Audience

The main audience of this document is:

- Information Technology suppliers of the systems generating and/or distributing ODF messages (e.g. Timing & Scoring / Results Application Providers);
- Sport data consumers, including Press Agencies, Broadcasters, Sports Federations, National Olympic Committees, Major Sports Event Organizers and others; and
- Technology Results Integrators

1.6 Background

Results management is a quite complex environment, as it involves a significant number of sport disciplines, including numerous sport events, each with varied competition formats and rules, and specific sport presentation requirements.

Many sport organisers are faced with a “visibility challenge” when news and results of their events are not always picked-up by media organisations.

In certain cases, this is due to the profile of the event itself or the countless number of events scheduled simultaneously among which media organisations need to select the most relevant ones for their audience.

In some other cases, it is simply because these organisers do not have an easy way to distribute to the media the information which could give their event better visibility.

In the area of results management and distribution, there are also numerous IT companies that provide their services to sport organisers. These companies range from very small (one person providing services to local clubs) to very large (multinationals providing services to major events worldwide including the Olympic Games). The level of sophistication of the services provided varies from one end of the spectrum to the other.

The purpose of ODF is to provide to the whole sport results ecosystem (organisers, IT providers, and media) a way to streamline the distribution of sport related information among the different stakeholders. It is our hope and objective that a broad use of ODF will make results distribution as easy as plug-and-play.

1.7 What ODF isn't

ODF is not intended to display or print results in itself nor is it to manage all aspects of a competition, it is a data feed of the competition information only. Nor is ODF a repository of results data from past competitions.

1.8 Glossary

The following abbreviations are used in this document

Acronym	Description
CC @CodeEntity	This is a reference to a code set, where CodeEntity is the name of the entity that identifies a particular set of codes, for example CC @Discipline is the discipline code set.
Competition	An overall sporting meeting including one or more sports. For example the Baku 2015 European Games.
EF	**European Federation, the federation governing body of a sport**
EGRIS	**European Games Results and Information Service**
EOC	**European Olympic Committee** recognized as such by the IOC
IDS	Info Diffusion System, central technology system which manages many disciplines.
IOC	International Olympic Committee
IRM	Invalid Results Mark, which is a generic term used to describe results such as, without limitation: DNS: Did Not Start DNF: Did Not Finish DSQ: Disqualified The list of IRMs is sport discipline specific.
ODF	Olympic Data Feed. **When used, it is related to both the ODF1 and ODF2 formats**
ODF1	**Olympic Data Feed. The first version defined for the London 2012 Games**
ODF2	**Olympic Data Feed. The second version of the feed created after London Games in 2012.**
OVR	On-Venue Results system
RSC	Results System Codes, identify uniquely one unit of any competition, specifying the discipline, gender, event, phase and unit.
Gender	Gender has two meanings, gender of a person (man/women) or gender of an event (for men, women, mixed, any)
Phase	A group of units at the same level in an event, for example heats in Swimming, pool matches in Basketball or quarterfinals in tennis.
Unit	An individual part of an event, for example a single heat in Swimming, a match in Tennis or a bout in Boxing.
WNPA	World News Press Agencies

1.9 Documentation

The following documentation is available for ODF. The documents are listed in order in which they should be read:

Document Title	Document Reference	Document Description
ODF Principles for Baku 2015 European Games	This document (ODF/INT401)	This document lays the foundation for creating and using ODF.
ODF Language Guidelines and Participant Names	ODF/INT400	This documents details the policies related to participant names.
ODF1 General Messages Interface Document	ODF/INT402	This document describes the ODF messages in the ODF1 format
ODF2 General Messages Interface Document	ODF/INT407	This document describes the ODF messages in the ODF2 format
ODF Data Dictionaries (One per discipline)	ODF/INTXX	This document details and extends the ODF messages described in ODF/INT184 for each sport
ODF Common Codes Document	ODF/COD404	This document describes the ODF codes used across the ODF documents
ODF1 Schema	ODF/SCH001	The ODF1 schema is the tool that helps with the syntactical message validation when developing or testing ODF messages.
ODF2 Schema	ODF/SCH002	The ODF2 schema is the tool that helps with the syntactical message validation when developing or testing ODF messages.
ODF samples	ODF samples	The ODF samples are a collection of sport messages**.**

1.10 Language and Translation

The majority of information related to sports competitions and results is language independent, that is, it deals with participants and numbers (participant names in different languages are managed in a different way, see **ODF Language Guidelines and Participant Names** [ODF/INT400]).

The default language for all ODF messages and for Baku 2015 European Games is English

When only English is used:

- The 'Language' Code may not be included in the header. Where there is no language code then English is assumed.

For the results messages most sports terms (like event names, functions) are fixed so automatic translation is possible and provided in the codes for supported languages as applicable.

Some terms may appear to be non-English but these are usually sport specific as in Judo or Taekwondo.

2 Understanding Sports Competitions

2.1 Understanding Competitions

To manage data distribution for sports competitions each competition is broken down into its component parts so that is easier to manage and understand.

Usually the component parts of an event are a series of competition units which each have a “winner”, and by various means, progress to find an overall winner. In some cases there may be only one “unit” like in a marathon.

Although sports are very different from one another, ODF users who deal with multiple and diverse sports will gain in efficiency by using common terms and data structures.

The following explains how sport competition results are broken down for the purposes of ODF and the distribution of data.

2.1.1 Basic Competition Hierarchy

From the data point of view a sport competition is a set of data container units. These **units** are intended to store the information of each sport activity (in general an activity done by a group of athletes in a field of play during a certain period of time leading to a classification / winners).

An **event** is a group of units that lead to a medal set (gold, silver and bronze). Usually the units are sub-grouped into **phases** that determine the progress within the event.

Each **gender** (male, female, mixed or open) has a set of events. A **discipline** is composed by a set of events of each of its genders; a **sport** is a set of disciplines. See the representation below.

<table>
<tr><td rowspan="20">Competition</td><td rowspan="16">Sport 1</td><td rowspan="12">Discipline 1</td><td rowspan="8">Gender 1</td><td rowspan="6">Event 1
(Medals set: Gold, Silver, Bronze)</td><td rowspan="4">Phase 1</td><td>Unit 1</td></tr>
<tr><td>Unit 2</td></tr>
<tr><td>…</td></tr>
<tr><td>Unit X</td></tr>
<tr><td>Phase 2</td><td>Phase 2 Units</td></tr>
<tr><td>Phase N</td><td>Phase 2 Units</td></tr>
<tr><td>Event 2</td><td colspan="2">Event 2
Phases / Units</td></tr>
<tr><td>…</td><td colspan="2">…</td></tr>
<tr><td>Event N</td><td colspan="2">Event N
Phases / Units</td></tr>
<tr><td>Gender 2</td><td colspan="3">Gender 2
Events / Phases / Units</td></tr>
<tr><td>…</td><td colspan="3">…</td></tr>
<tr><td>Gender N</td><td colspan="3">Gender N
Events / Phases / Units</td></tr>
<tr><td>Discipline 2</td><td colspan="4">Discipline 2
Genders / Events / Phases / Units</td></tr>
<tr><td>…</td><td colspan="4">…</td></tr>
<tr><td>Discipline N</td><td colspan="4">Discipline N
Genders / Events / Phases / Units</td></tr>
<tr><td>Sport 2</td><td colspan="5">Sport 2
Disciplines / Genders / Events / Units</td></tr>
<tr><td colspan="6">…</td></tr>
<tr><td>Sport N</td><td colspan="5">Sport N
Disciplines / Genders / Events / Units</td></tr>
</table>

The basic competition hierarchy is seen here with a series of examples (there are of course many others with different formats, this only shows some common examples):

Level	Team Sports	Timed and Judged Sports	Head to Head
Sport	Basketball 3x3	Aquatics	Badminton
Discipline	Basketball 3x3	Swimming	Badminton
Gender	Men	Women	Women
Event	Men's Tournament	200m Freestyle	Women's Singles
Phase	Men's Quarterfinals	Heats	Semifinals
Unit	Quarterfinal 1	Heat 5	Semifinal 2

Notes:

- There are sports that have only one discipline (e.g. Basketball 3x3)
- There are disciplines that have only one gender (e.g. Synchronised Swimming)
- There are events that have only one unit (e.g. Women's Triathlon)
- Normally there is a one to one correspondence between the physical sport activity units and its corresponding data containers, but there are some special cases where a physical sport activity produces data for more than one data container (e.g. in gymnastics artistic an athlete participation may produce score for the apparatus and for the all-around).

2.2 Messages and Data available

The ODF messages are data messages and may include encapsulated images, PDFs etc.

To meet the needs of managing the Baku 2015 European Games competition and distributing the associated competition information, the following messages are defined in ODF:

- Control Messages (not managing data, only controlling the feed)
- News and informational messages
- Biographies
- Historical Data / Records
- Participant Lists
- Schedules
- Results
  - Units
  - Phases
  - PDF
- Extended Results
  - Results Analysis
  - Current Information
  - Photo Finish
  - Records
  - Statistics
  - Play-by-Play
- Medal information
  - By Event
  - By Sport
  - …

3 Principles and Key Data Messages

3.1 Why ODF1 and ODF2 for Baku 2015 European Games?

The Baku 2015 European Games are on the road to the Rio 2016 Olympic Games and they will take us a step closer to the complete adoption and usage of ODF2 format that will happen in Rio.

The initial idea was to create an intermediate definition of ODF (between the version 1 and 2) for some of the general messages and main statuses (e.g. schedule and results status) in order to simply the ODF user's implementation across all sports. This initial idea was abandoned because it would be better for users of ODF customers to implement something that they could reuse in the future.

Similarly to the *Commonwealth Games - Glasgow 2014* and the *Youth Olympic Games - Nanjing 2014*, Baku 2015 maintains and manages separately the disciplines provided in ODF1 from those provided in ODF2.

The main rule is:

If a discipline is defined for the Baku 2015 European Games (section 4 ODF1 vs ODF2) to be in ODF*x* format, all the Central messages and Sport messages provided by discipline (DocumentCode starts with DD) are in ODF*x* format including all of the related statuses and codes.

3.2 The participants

The participants' message includes all people in a competition within each discipline; including athletes, team staffs (coaches etc.) and competition officials. It provides basic information about each person including name, gender, date of birth and the organisation being represented (a coach can have one nationality but represent a different NOC).

When the participant is an athlete, the participant message also includes competition related information such as the status of the athlete and the events in which the athlete will participate.

Participant messages are sent at **discipline level** (i.e. each message contains only the participants of a given discipline).

Teams are listed in a separate message.

The participant message is sent:

- As a full message (DT_PARTIC); and
- As an update message (DT_PARTIC_UPDATE).

As the participant list can be very large the DT_PARTIC message is sent before the competition starts and all changes are sent as DT_PARTIC_UPDATE during the competition. Like the DT_PARTIC, the DT_PARTIC_UPDATE is also sent at discipline level, but only includes those participants who have had changes to their data. For each participant, the full details of the participant are included in the message (as in the DT_PARTIC message) and not only details that have changed. For a given participant, a DT_PARTIC_UPDATE therefore totally overrides any information included in the DT_PARTIC message or a previously sent DT_PARTIC_UPDATE.

DT_PARTIC and DT_PARTIC_UPDATE messages are Central Messages (as described in section 4.1 Central Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2).

3.2.1 Competitor unique identifiers

All competitors (teams and athletes), coaches and judges etc. are identified by a unique ID in each ODF message. This unique ID is defined by the European Games Organising Committee. Note that the unique ID used for this edition of the European Games will be different than the one used for the next edition, and also different than the IDs used for World Championships or Olympic Games).

In addition, when provided by the EFs, athletes, teams and officials may also be identified by a unique Federation ID, valid across all competitions within the sport.

3.2.2 Participant names

The participant message contains participant names formatted in a variety of ways to cater for the various needs of the ODF users.

Where other messages (e.g. Results) contain participant names, the names are always formatted as Family Name and Given Name in mixed cases. ODF users can:

- Use the name as provided in each message,
- Use one of the formats provided in the participant message (using the AthleteID as a lookup value); or
- Reformat the name according to their needs.

The different formats used for peoples' names are described in the **ODF Language Guidelines and Participant Names** document available with the ODF documentation.

3.2.3 Participant Names updates (<u>only for ODF2</u>)

Participant names are distributed in the DT_PARTIC message but they are also sent in other messages to reduce processing for some ODF users. For example an athlete's name is first sent in DT_PARTIC and then again in DT_RESULT when the start list is available.

If for any reason an athlete's name changes during the course of a competition (for example to correct a misspelling) then a DT_PARTIC_UPDATE is sent to correct it. However, any other messages sent which include the misspelt name are not resent, though all messages in the future will contain the correction. It will therefore be the responsibility of each ODF user to correct the spelling of names as appropriate whenever a DT_PARTIC_UPDATE contains a correction to a name.

In a similar way team names are sent using the DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE messages and then again in the DT_RESULT as well as other related messages.

3.2.4 Competition Officials

According to certain specific sport rules, certain start lists and results include the names of competition officials. ODF includes these officials in the participant message as well as in the specific start list and results messages where appropriate.

The lists of competition officials included in the ODF messages are usually not exhaustive, but include only those official functions as mandated by the EFs (e.g. judging panels in judged sports, referees / umpires in team sports).

Officials are listed with a function that describes their role. This function may change depending on the unit of competition. For example a judge may be an Artistic Impression Judge for one unit and a Technical Merit Judge for the next.

Full details of the functions used are included in the Common Codes document and in section 3 Codes of every ODF Sport Data Dictionary.

3.2.5 Team Officials

As for competition officials, certain team officials are listed in certain ODF messages according to specific sport rules. This is usually true for team sports (e.g. Water Polo, Volleyball etc.) and are related to a specific team (e.g. Coach, Assistant Coach, Doctor)

Team officials' roles are defined by their function (as for competition officials). The full list of functions is available in the Common Codes document and in section 3 Codes of every ODF Sport Data Dictionary.

3.3 Teams

In ODF a team is defined as any grouping of two or more athletes participating in a single event usually from the same organisation. The DT_PARTIC_TEAMS message is defined to include all teams, and all members of each team once the team members are known. When the team members are known, the DT_PARTIC_TEAMS message contains the members for the event (e.g. Men's Volleyball). Team members participating in a single event unit (i.e. one match) are included in the start list for that unit when the information is available.

Updates are available in the DT_PARTIC_TEAMS_UPDATE message.

There is no group message as groups are a number of athletes who compete together but do not form a team, for example a group in Golf or a mixed pair in Badminton Mixed Double.

The DT_PARTIC_TEAMS message is sent before the competition starts and all changes are sent as DT_PARTIC_TEAMS_UPDATE during the competition.

DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE messages are Central Messages (as described in section 4.1 Central Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2).

3.4 Schedule

3.4.1 Discipline Schedule

A full schedule per discipline is provided in a single schedule message, DT_SCHEDULE.

The schedule message includes the scheduled dates, times and status information (in progress, official, etc.) for each unit of the discipline.

Updates are available in the DT_SCHEDULE_UPDATE message. The arrival of this message updates the previous schedule information, but does not notify any other change for the rest of the event units except for those arriving in the message.

To simplify the use of the schedule messages, they also include the names of teams / athletes in head-to-head sports (team, individual and pairs) to make the information easier to render**. This is true ONLY for the disciplines provided in ODF2 format.**

The DT_SCHEDULE message is sent before the competition starts and all changes are sent as DT_SCHEDULE_UPDATE during the competition.

DT_SCHEDULE and DT_SCHEDULE_UPDATE messages are Central Messages (as described in section 4.1 Central Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2).

3.4.2 Schedule Status

In a schedule message, the stage of each unit is described using different statuses as described in section 4.3 Schedule Status

3.5 Configuration

The configuration message, DT_CONFIG, is designed to inform ODF users of the structure and/or configuration of an event. Examples include information such as the number of laps in a Road Race, the number of intermediate points or the number of courts used in Badminton. The message is designed more for systems rather than end users and allows ODF users to appropriately adapt the rendering of the ODF message (e.g. one column per lap, one tab per Badminton court).

Information provided in this message is generally restricted to information which is fixed and not expected to change for the discipline/event/unit although ODF users must be prepared for updates, should that occur. Other such configuration information which is more likely to change should be sent in the start list message.

The DT_CONFIG should always be sent at the lowest appropriate level (unit, phase, and event) depending on the discipline.

DT_CONFIG message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.6 Results Key Data concepts and related messages

3.6.1 Startlist

One significant difference between ODF1 and ODF2 is that the 'Start List' information is provided through different messages:

- DT_START_LIST for all disciplines provided in **ODF1**.
- DT_RESULT with ResultStatus = "START_LIST" for all disciplines provided in **ODF2**.

Please refer to **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format, to the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2) and to each ODF Sport Data Dictionary for more details

3.6.2 Results

The 'Results' message, DT_RESULT is the key message for all competition information and is available for every unit. This message is:

- used to provide the start list before the start of the unit **(only for ODF2 format see section 3.6.1 Startlist);**
- updated continuously throughout the unit with results; and
- sent with the unofficial and official results when the unit is over.

Updates while the competition is live are available in:

- DT_RT _RESULT for all disciplines provided in ODF1.
- DT_RESULT for all disciplines provided in ODF2

In a result message, each unit is described using different statuses as described in section 4.4 Result Status

This message includes the majority of information about a single unit. The only exception may be when there is a very large amount of information to be provided, in which case Results Analysis may be used but **ONLY** for the disciplines provided in ODF2.

The results message carries information specific to a particular unit but some sports have results information covering multiple units (for example overall rank across all Swimming heats). This information is sent in the Cumulative Results or Phase Results messages (see sections below).

Please refer to **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format to the specific **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2) and to each ODF Sport Data Dictionary for more details.

3.6.3 Current Data (only for ODF2)

The Current message, DT_CURRENT, is used to provide fast real time information which is critical to the provision of instant results as well as information with no impact on the results (e.g. speeds, wind speed). It is designed for use by organisations that need sub-second performance.

This message is provided only for the disciplines in ODF2 format.

For the disciplines provided in ODF1 format the corresponding message is DT_RT _RESULT.

This message is only used in a small number of sports and is generally used for:

- Server information;
- Score in team sports;
- Clock information in team sports;
- Speed Information;
- Previous and Next competitors inside a single event unit (e.g. Cycling Time Trial); and
- Updating score of current competitor inside a single event unit (e.g. Cycling Time Trial).

All of the results and scores of the DT_CURRENT message are also always contained in, and consistent with the subsequent DT_RESULT message. DT_RESULT contains the official results and should be used for official purposes. DT_CURRENT is never available with an 'official' status.

Unless otherwise specified the DT_CURRENT message must be sent at the same RSC level as DT_RESULT.

Note that running clock information is only contained in the DT_CURRENT message.

3.6.4 Results related messages (only for ODF2)

Results related messages in ODF2 (e.g. DT_RESULT, DT_PLAY_BY_PLAY, DT_RANKING etc.) are always full and complete messages and always replace the previous version of the same message.

ODF users wishing to manage or render live results must process all results related messages in order to always maintain the latest information.

ODF users wishing to manage or render point-in-time results only may decide for instance not to process any results related message with a ResultStatus = "LIVE" and only process results related messages with a ResultStatus = "START_LIST", "INTERMEDIATE", "UNOFFICIAL" and "OFFICIAL".

Once ODF users determine which messages they plan to process, users must process all messages of these types regardless or the sequence in which they are received. All messages need to be processed in order to properly render the progress of the unit.

3.6.5 Phase Results

In certain disciplines, athlete's progress to the next phase (e.g. quarterfinals to semifinals) according to their individual ranking compared to all other athletes who competed in the same phase. According to each specific sport rules (e.g. Swimming), the DT_PHASE_RESULT message includes the ranking of all competitors in a phase.

This message also includes qualifying marks where appropriate. If these marks are by time/best performance based then the marks will appear in this message and not DT_RESULT (to avoid resending DT_RESULT when it is OFFICIAL to add the qualifying marks).

The level of detail included in this message will vary by discipline but it should include sufficient detail to avoid the need to merge data with other messages to fully and correctly provide the information.

ODF clients requiring only a summary of results might use only this message (without the need to process the results messages at unit level). Where used, the phase results message is sent after every unit including the first one (for the first one, the phase results will be the same as the unit results).

DT_PHASE_RESULT message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.6.6 Cumulative Results

The results messages apply at unit level and provide complete information for a single event unit. However there are some disciplines where scores are accumulated in individual units either within a phase or across phases to add to an overall score. In this case the DT_CUMULATIVE_RESULT message is used to provide the most accurate representation of the current ranking.

ODF clients requiring only a summary might use only this message (without the need to process the results message at unit level). Where used, the cumulative results message is sent after every unit including the first one (although no accumulated information will exist for the first one).

The level of detail included in this message will vary by discipline but it should include sufficient detail to avoid the need to merge data with other messages to fully and correctly provide the information.

The cumulative message is used where competitors participate in a number of event units and are ranked according to the results obtained in all these units. Note this is a general principle which does not apply to all competition formats. See sport documentation for the implementation details.

Updates while the competition is live are available in:

- DT_RT_CUMULATIVE_RESULT for the disciplines provided in **ODF1** format
- DT_CUMULATIVE_RESULT for the disciplines provided in **ODF2** format

DT_CUMULATIVE_RESULT message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.6.7 Play by Play

The play by play message, DT_PLAY_BY_PLAY is designed to describe each action in a unit. This message is sent after each action and contains, in order, all actions registered so far within a unit, so end users can understand the progress of the unit.

This message does not apply to all disciplines.

DT_PLAY_BY_PLAY messages is a Sport Message (as described in section 4.2 Sport Messages).The messages details (Trigger and Frequency, Structure and Values) are defined in the specific **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the specific **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary will have to explain with further details.

3.6.8 Pools

Some sports structure their events so a number of competitors (usually teams or pairs) all participate against one another to determine who will progress to the final phases. This is usually called round robin, pool format or group stage. There are usually multiple pools or groups of competitors in these events.

The DT_POOL_STANDING message provides details of the current standing in each pool, according to the appropriate competition format.

DT_POOL_STANDING message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the specific **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the specific **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.6.9 Brackets

Head-to-head competitions usually structure the event using a bracket or draw format where the winner of each match progress to the next round and losers are out of the event or relegated to a repechage phase. Brackets are often used in combination with pools in team sports (like Beach Soccer and Basketball 3x3).

There can often be multiple brackets in a single event, particularly where repechages are used and the play-off for the bronze medal is often represented by a different bracket to that leading to the overall winner.

The specific message to support the bracket format is DT_BRACKETS which describes the progression of each competitor through to the finals. All brackets within a single event are catered for in a single message.

DT_BRACKETS message is a Sport Message (as described in section 4.2 Sport Messages).The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.6.10 Extensions

3.6.10.1 Use of extensions

ODF aims to provide a generic structure with which all competition formats can be represented, but many sports and competitions require the use of additional information that must be provided to ODF users. ODF allows for the use of special elements called extensions that allow sections of messages to be expanded to include the most specific of sport information but in a way still generic enough to allow ODF users to easily process and render results.

3.6.10.2 Content of extensions

Each extension has three attributes:

- Code
- Pos
- Value

Code is mandatory. Pos and Value are optional.

Within the same element two extensions cannot have the same combination of Code and Pos values.

Extensions are grouped under a parent element where the Code of the parent provides the context for the extensions.

Below is an example of an extension used to provide detailed information about Cycling Mountain Bike:

```
<ExtendedResults>
   <ExtendedResult Type="ER_RESULTS" Code="CM_INTERMEDIATE" Value="11:48" >
      <Extension Code="CM_RANK" Value="16" />
      <Extension Code="CM_ERANK" Value="N" />
      <Extension Code="CM_DIFF" Value="+1:29" />
   </ExtendedResult>
```

3.6.10.3 Code

The Extension Code indicates the meaning of the value for this extension. The Extension Code provides more detail to the extension type (Extended Results [ER] in the example above).

The use of a Code allows ODF users to translate the display of extensions into their chosen language if required.

3.6.10.4 Pos

Pos may be used where there are multiple occurrences of an Extension Code in the same section. For example Pos is used to indicate which attempt is under consideration in case of multiple attempts.

3.6.10.5 Value

Value can be almost anything and suppliers and ODF users need to refer to the ODF Data Dictionaries for a description of the possible values.

In the example above, the Value indicates the rank, if it is equalled or not and a difference of time from the leader.

Values generally fall into one of three general types:

- Number – this might be a count or a result and may be an integer or decimal number. Where the definition describes a number of decimal places suppliers must include leading and trailing zeros. For example, 2.5 to two decimal places must be written 2.50.
- Text (not predefined) – allows the value to be any text up to the maximum field length (see extension xml definition). Used where the values aren't known in advance or there are very many possible values such as for providing a name.
- Pick-list / Predefined – where there is a limited number of possible options which can be defined in advance. For example left or right for handedness.

3.6.10.6 Ignoring extensions

ODF users can use the Type of extensions to include or exclude sets of information when processing results as they choose. Some ODF users may choose to ignore this extended detail.

3.6.10.7 Extension Hierarchy

In most cases a simple extension should provide all the information that an end user requires – a score at half time, a number of attempts. However, there are cases where there is a need to send a group of extensions organised into categories.

For example in Cycling Mountain Bike there are two types of intermediate points (e.g. intermediate and lap) which require the same information.

To allow for extending in this manner Extensions are usually grouped as shown in the example below.

```
<ExtendedResults>
   <ExtendedResult Type="ER_RESULTS" Code="CM_INTERMEDIATE" Value="25:33"
Pos="5”>
      <Extension Code="CM_RANK" Value="2" />
      <Extension Code="CM_ERANK" Value="N" />
      <Extension Code="CM_DIFF" Value="+0:01" />
   </ExtendedResult>
   <ExtendedResult Type="ER_RESULTS" Code="CM_LAP" Value="12:31" Pos="2”>
      <Extension Code="CM_RANK" Value="2" />
      <Extension Code="CM_ERANK" Value="Y" />
      <Extension Code="CM_DIFF" Value="+0:04" />
   </ExtendedResult>
</ExtendedResults>
```

3.6.10.8 Selecting extensions

To make the feed as easy as possible to use providers should re-use extensions from sport to sport for the same concepts (goals for example). This re-use will make it easier for ODF users to develop their own systems for different sports.

Before adding any new extension code, providers must check if such extension code already exists (potentially in another sport discipline) and use it for their own software development.

Providers are not authorised to re-use a code and change its intrinsic meaning. Doing so would make the newly developed software non-ODF compliant.

3.7 Medals

At the end **of an event** (i.e. after the final) the full medals information is available. The DT_MEDALLISTS provides this information for the medal winners.

DT_MEDALLISTS message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2). Please refer to each ODF Sport Data Dictionary for further details.

3.8 Official Communications

The Official Communication message, DT_COMMUNICATION allows competition organisers to transmit important competition related information, mainly for schedule change of an event or event unit or disqualification of an athlete, a team, after completion of an event. An example would be the disqualification of an athlete or changes in the schedule due to unforeseen circumstances.

This message, provided as free text, is intended to alert ODF users of a special situation. A corresponding PDF message with full details is generated simultaneously.

Note that other messages impacted by an Official Communication will be updated in the normal way (by sending a new version of impacted messages).

DT_COMMUNICATION message is a Sport Message (as described in section 4.2 Sport Messages). The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document for the disciplines provided in ODF1 format and in the **ODF2 General Messages** Interface document for the disciplines provided in ODF2 format (see section 4 ODF1 vs ODF2).

3.9 Ordering and Timing of messages

The timing of messages is generally out of the control of the technology teams as release of official versions are subject to the approval by the sport's Technical Delegates. As this process is manual and requires due care in some cases this release may take some time. Some general rules can however be applied when multiple messages need to be sent at the same time (though ODF users must be ready to handle exceptions where message order differs):

- When a status change occurs for an event unit (e.g. unofficial to official) the DT_SCHEDULE_UPDATE message will always precede the associated messages (e.g. DT_RESULT).
- DT_RESULT will be sent before the cumulative/phase result.
- If both DT_MEDALLISTS and DT_RANKING are sent at a particular point in time then DT_MEDALLISTS precedes DT_RANKING.
- The messages produced after the completion of a unit (DT_STATS, DT_BRACKET etc.) will be sent after DT_RESULTS.

Regardless of the order in which messages are sent or received all users must be prepared to process all messages received.

3.10 Sorting within Messages

The correct and consistent use of SortOrder and IDX fields is critical for correct display of results and can be complex during a competition. The following is intended to clarify the use of the fields so all users have the same understanding.

When any sortorder/index data is sent for any competitor (defined message by message) in a unit then that attribute/field must be filled for every competitor for that sort order/index. This ensures any sorting by that value will place all competitors in the correct order (even if some have not started). For example when the first competitor passes the first intermediate point then he/she receives index=1, all others receive index 2, 3 etc. following the StartSortOrder except those with IRM who receive the highest numbers in the appropriate IRM order. The same process follows as each competitor passes the intermediate.

In mass start events when the first competitor reaches intermediate 2 then again all receive the index, the first crosses receives 1, the remainder are numbered according to their sequence order at the first intermediate from 2 ..3 etc. (same order as intermediate 1, not necessarily the same value) followed by the IRMs in appropriate order.

The same follows at every subsequent intermediate point and also applies for the overall SortOrder. The overall SortOrder must be updated every time the forward most intermediate is updated with the same values as the forward most intermediate.

Note: In some cases IRMs may not be at the bottom, when an event is live, IRMs may appear above those who have not yet started the competition.

When SortOrder/indexes are used they will always start at 1, be sequential and not repeat any values.

Where SortOrder is used for head to head units then 1 and 2 are used for home and away. This allocation will not change after the unit when the result is known.

3.11 Which messages to process?

3.11.1 General (non-sport specific) messages

ODF users wishing to manage or render schedule information must process all DT_SCHEDULE and all DT_SCHEDULE_UPDATE messages in order to always maintain the latest schedule information about the specific discipline.

ODF users wishing to manage or render participants information must process all DT_PARTIC and all DT_PARTIC_UPDATE (and for teams and horses) messages in order to always maintain the latest participants' information.

Processing of these two types of messages is mandatory for all disciplines provided in ODF1 format.

For ODF2 disciplines ONLY, ODF users wishing to render minimal competition results would be able to do so by using the unit date & times and participants' name contained in the DT_RESULT messages**.**

ODF users wishing to manage or render biographies, communications, etc. must process all messages in order to always maintain the latest relevant information.

3.12 ODF Message Overwrite

ODF users must replace the content of a previously processed message whenever a new version of the same message is received.

As described in section **Error! Reference source not found.**, a message unique identifier is the aggregation of the following attributes:

1. CompetitionCode
2. DocumentCode
3. DocumentSubcode
4. DocumentType
5. DocumentSubtype
6. Source (*for ODF2 format*) / Venue (*for ODF1 format*)
7. Version

Any new version of a message with the same first 5 attributes as listed above completely overrides its previous version.

Some specific messages, (with an UPDATE suffix) are used for updating some elements and keep the rest of data unchanged, e.g.

- DT_SCHEDULE_UPDATE
- DT_PARTIC_UPDATE
- DT_PARTIC_TEAMS_UPDATE

For these messages, the logic to check for new versions of the same message is not applicable.

3.13 Sequence of Messages

This section provides some examples of the sequence in which ODF messages can be sent. There are more examples in the sport specific ODF Data Dictionaries.

This is the example sequence for the last unit in a phase:

For disciplines provided in **ODF1 format**

Message	Document Code	Result status	Comments
DT_SCHEDULE_UPDATE	DD0000000		Getting Ready
DT_STARTLIST	DDGEEEPUU		Add IRMs
DT_SCHEDULE_UPDATE	DD0000000		Running/Live
DT_RT_RESULT	DDGEEEPUU	LIVE_MANDATORY	Current Status
DT_RT_RESULT	DDGEEEPUU	LIVE_UPDATE	
DT_RT_RESULT	DDGEEEPUU	LIVE_FULL	Current Status
DT_RT_RESULT	DDGEEEPUU	LIVE_UPDATE	
DT_RT_RESULT	DDGEEEPUU	LIVE_LAST	Live Finished
DT_SCHEDULE_UPDATE	DD0000000		Unofficial
DT_RESULT	DDGEEEPUU	UNOFFICIAL	Unofficial Results
DT_PHASE_RESULT	DDGEEEP00	UNOFFICIAL	Unofficial Phase Results
DT_SCHEDULE_UPDATE	DD0000000		Official
DT_RESULT	DDGEEEPUU	OFFICIAL	Official Results

DT_PHASE_RESULT	DDGEEEP00	OFFICIAL	Official Phase Results
DT_MEDALLISTS	DDGEEE000	OFFICIAL	
DT_RANKING	DDGEEE000	OFFICIAL	Final Ranking

For disciplines provided in **ODF2 format**

Message	Document Code	Result Status	Comments
DT_SCHEDULE_UPDATE	DD0000000		Getting Ready
DT_RESULT	DDGEEEPUU	START_LIST	Add IRMs
DT_SCHEDULE_UPDATE	DD0000000		Running
DT_CURRENT	DDGEEEPUU	LIVE	Current Status
DT_RESULT	DDGEEEPUU	LIVE	
DT_CURRENT	DDGEEEPUU	LIVE	Current Status
DT_RESULT	DDGEEEPUU	LIVE	
DT_SCHEDULE_UPDATE	DD0000000		Finished
DT_RESULT	DDGEEEPUU	UNCONFIRMED	Competition is over
DT_PHASE_RESULT	DDGEEEP00	UNCONFIRMED	Unconfirmed Phase Results
DT_RESULT	DDGEEEPUU	UNOFFICIAL	Unofficial Results
DT_PHASE_RESULT	DDGEEEP00	UNOFFICIAL	Unofficial Phase Results
DT_RESULT	DDGEEEPUU	OFFICIAL	Official Results
DT_PHASE_RESULT	DDGEEEP00	OFFICIAL	Official Phase Results
DT_MEDALLISTS	DDGEEE000	OFFICIAL	
DT_RANKING	DDGEEE000	OFFICIAL	Final Ranking

4 ODF1 vs ODF2

The Baku 2015 European Games will take place one year before the Rio 2016 Olympic Games. The European Games will take us a step closer to the complete adoption and usage of ODF2 format.

Thirty disciplines have been confirmed officially for these inaugural Games. The ODF messages for these disciplines that will be distributed in in the format as specified in the following tables.

ODF1 (12 disciplines)	
AR	**Archery**
AT	**Athletics**
B3	**Basketball 3x3**
BD	**Badminton**
BX	**Boxing**
CF	**Canoe Sprint**
DV	**Diving**
SW	**Swimming**
SY	**Synchronised Swimming**
TK	**Taekwondo**
TR	**Triathlon**
TT	**Table Tennis**

ODF2 (18 disciplines)	
AC	**Gymnastics Acrobatic**
AE	**Gymnastics Aerobic**
BS	**Beach Soccer**
BV	**Beach Volleyball**
CB	**Cycling BMX**
CM	**Cycling Mountain Bike**
CR	**Cycling Road**
FE	**Fencing**
GA	**Gymnastics Artistic**
GR	**Gymnastics Rhythmic**
GT	**Trampoline**
JU	**Judo**
KA	**Karate**
SC	**Sambo**
SH	**Shooting**
VO	**Volleyball**
WP	**Water Polo**
WR	**Wrestling**

4.1 Central Messages

The following table lists the ODF Central messages, with their types and their names, applicable to the disciplines distributed in **ODF1 format**.

ODF1 Central Messages	
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_HISTORIC_RECORD	Historical records

The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document.

The following table lists the ODF Central messages, with their types and their names, for the disciplines distributed in **ODF2 format**.

ODF2 Central Messages	
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_MEDALS	Medal standings
DT_MEDALLISTS_DAY	Medallists of the day
DT_HISTORIC_RECORD	Historical records
DT_GLOBAL_GM	Global good morning
DT_GLOBAL_GN	Global good night
DT_BIO_PAR	Biography (published) of one Participant
DT_BIO_NOC	Biography (published) of one EOC
DT_PIC	Picture message
DT_NEWS	News' report

The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF2 General Messages** Interface document.

4.2 Sport Messages

The following table lists the ODF Sport messages, with their types and their names, for the disciplines distributed in **ODF1 format**.

ODF1 Sport Messages	
Message Type	**Message Name**
DT_BRACKETS	Brackets
DT_COMMUNICATION	Official Communication
DT_CONFIG	Discipline configuration
DT_CUMULATIVE_RESULT	Cumulative Results
DT_GM	Discipline/venue good morning
DT_GN	Discipline/venue good night
DT_MEDALLISTS	Medallists of one discipline event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_PHASE_RESULT	Phase Results
DT_PHOTOFINISH	Photofinish
DT_POOL_STANDING	Pool standings of group in a team competition
DT_RANKING	Event Final ranking
DT_RECORD	Records
DT_RESULT	Event Unit Results
DT_START_LIST	Start List
DT_STATS	Statistics table
DT_SERIAL	List of Current PiT Serial
DT_RT_RESULT	RT Event Unit Results
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results
DT_RT_CLOCK	RT Clock
DT_RT_GM	RT Discipline/venue good morning
DT_RT_GN	RT Discipline/venue good night
DT_RT_KA	RT Discipline/venue keep alive
DT_PDF	PDF Message
DT_PDF_GM	PDF Discipline/venue good morning
DT_PDF_GN	PDF Discipline/venue good night
DT_PDF_SERIAL	PDF Serial Message
DT_WEATHER	Event Unit Weather conditions

The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF1 General Messages** Interface document.

The following table lists the ODF Sport messages, with their types and their names, for the disciplines distributed in **ODF2 format**.

ODF2 Sport Messages	
Message Type	**Message Name**
DT_BRACKETS	Brackets
DT_COMMUNICATION	Official Communication
DT_CONFIG	Configuration
DT_CUMULATIVE_RESULT	Cumulative Results
DT_CURRENT	Current Information
DT_LOCAL_ON	Discipline/venue start transmission
DT_LOCAL_OFF	Discipline/venue stop transmission
DT_KA	Keep Alive
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_PHASE_RESULT	Phase Results
DT_IMAGE	Image
DT_PLAY_BY_PLAY	Play by Play
DT_POOL_STANDING	Pool standings
DT_RANKING	Event Final ranking
DT_RECORD	Records
DT_RESULT	Event Unit Start List and Results
DT_RESULT_ANALYSIS	Result Analysis
DT_STATS	Statistics table
DT_PDF	PDF Message
DT_WEATHER	Event Unit Weather conditions

The messages details (Trigger and Frequency, Structure and Values) are defined in the **ODF2 General Messages** Interface document.

4.3 Schedule Status

The schedule messages, DT_SCHEDULE and DT_SCHEDULE_UPDATE, are provided for each specific discipline. In a schedule message, the stage of each unit is described using different statuses defined in the attributes:

- **Status** for the disciplines provided in **ODF1 format**
- **ScheduleStatus** for the disciplines provided in **ODF2 format**

A NEW status value *3 – Getting Ready* has been introduced only for *AT – Athletics, CF – Canoe Sprint* and *SW – Swimming which are* provided in ODF1 format. The new status has the same meaning used in the disciplines provided in ODF2 format as described in the section 4.5.1 Triggers for 'Getting Ready' & 'Running'. As the triggering of this value depends on a manual operation, there may be occasions where this is not sent due to operational constraints. In the event the value is not sent, it will be necessary to wait for the status 4 – Running as standard.

The following table lists the values of the schedule status used for disciplines provide in ODF1 **format**:

Status – ODF1	
Value	**Description**
1	*Planned*
2	*Scheduled*
3	*Getting Ready* NEW
4	*Running*
6	*Unofficial*
7	*Official*
9	*Delayed*
11	*Cancelled*
12	*Protested*
13	*Postponed*
14	*Rescheduled*
15	*Interrupted*

The following table lists the values of the schedule status for disciplines provided in **ODF2 format**:

ScheduleStatus - ODF2	
Value	**Descriptions**
UNSCHEDULED	*Planned*
SCHEDULED	*Scheduled*
GETTING_READY	*Getting Ready*
RUNNING	*Running*
INTERRUPTED	*Interrupted*
SCHEDULED_BREAK	*Scheduled Break*
FINISHED	*Finished*
DELAYED	*Delayed*

CANCELLED	*Cancelled*
POSTPONED	*Postponed*
RESCHEDULED	*Rescheduled*

The following table shows the mapping between ODF1 values and ODF2 values:

Schedule Status - ODF1 vs ODF2 value comparison			
Status (ODF1 value)	**ScheduleStatus (ODF2 value)**	**Descriptions**	**Meaning**
1	**UNSCHEDULED**	*Planned*	*A possible unit to be scheduled, not displayed (e.g. swim-off)*
2	**SCHEDULED**	*Scheduled*	*Unit to be conducted*
3	**GETTING_READY**	*Getting Ready*	*Start of competition is iminent, athletes usually on FOP.* *Note: only for AT, CF, SW and all the disciplines provided in ODF2 format.*
4	**RUNNING**	*Running*	*Competition in progress*
15	**INTERRUPTED**	*Interrupted*	*Competition has started but is now stopped temporarily.*
Does not exist in ODF1	**SCHEDULED_BREAK**	*Scheduled Break*	*Planned break in competition (e.g. end of period*
Does not exist in ODF1	**FINISHED**	*Finished*	*All play is complete in the unit but not yet Unofficial or Official*
6	***Does not exist in ODF2***	*Unofficial*	*All play is complete in the unit. Results are unofficial, data is subject to change depending on sports rules (after filing a protest for instance)*
7	***Does not exist in ODF2***	*Official*	*Results are official, data is unlikely to change except in case of subsequent disqualification.*
9	**DELAYED**	*Delayed*	*Competition has not started and start is late (no new time)*
11	**CANCELLED**	*Cancelled*	*Competition unit was schedule and will not now take place anymore*
12	***Does not exist in ODF2***	*Protested*	*Results are protested*
13	**POSTPONED**	*Postponed*	*Competition has stopped and will take place at a new time (to be determined)*
14	**RESCHEDULED**	*Rescheduled*	*The start (or re-start) of the competition has changed to a new time (new time is known)*

4.3.1 Unscheduled (ODF2) / Planned (ODF1) status for units

For some events, some units may or may not take place depending on the number of entries or outcome of other units.

For example, the number of heats for the 100m in Athletics may not be known until the final entries are received. In this case organisers will plan for the maximum number of heats and then reduce it as the number of athletes is confirmed. Similarly, swim-offs in Swimming are not used unless circumstances require it. Such units are identified in the schedule messages with the status of 'Unscheduled', meaning that these units may take place but are not yet confirmed. The default status is Scheduled (this unit will take place but has not yet started).

ODF users must be aware of the possibility of unscheduled units and design their systems to allow for them to become 'Scheduled' at any time during the competition.

Planned/Unscheduled schedule entries should not be shown anywhere in ODF client systems and these status are sent as information only.

For example, a jump-off in Equestrian or swim-off in Swimming may be in unscheduled status **(code '1' for ODF1 format and code 'UNSCHEDULED' for ODF2 format)** until after the final competitors have competed in the prior unit(s). The need for these optional or dependent units is only known once the results are available and an official announcement is made that a tie must be broken. In these cases, ODF users may get very short notice prior to unscheduled units taking place.

4.4 Result Status

The results messages (e.g. DT_RESULT, DT_PHASE_RESULT etc.) are provided for one specific discipline. In a results message, the stage of each unit is described using different results statuses defined in the attribute **ResultStatus** for both ODF1 and ODF2 formats.

The intent of ResultStatus is to provide the status of the results message rather than the status of the Event Unit although some of the statuses are the same. This status can be used to determine which messages to process and which are the most important (official). It is also used to indicate that the Event Unit is LIVE and that messages are being continually sent.

Some of the key statuses are described below for both the formats.

The main differences between ODF1 and ODF2 in this case consists of the different values for the **ResultStatus** attribute and values replacing entire messages. For example, the status START_LIST in ODF2 format which completely replaces the DT_START_LIST message used in ODF1 format.

ResultStatus - ODF1 format	
Value	**Descriptions**
INTERMEDIATE	Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. e.g. Standing of top 15 athletes on 20th km in Marathon. For team sports or head to head sports this is result of a match at the break (end of period, set, inning, etc.).

	In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL.
LIVE_UPDATE	This status is used in results real time messages. It indicates that a match, event unit, game, etc, is running and a new event happened like a goal, a card, a substitution or a competitor passed through an intermediate point. Live update messages include just that information being changed, and for this reason it is an update message. Information not being included in a message in this status should not be considered to change
LIVE_FULL	This status is used in real time results messages. A live full message is sent for resynchronization purposes, in case of a broken connection between real time customers and real time message senders. To improve the performance, those real time systems that have not lost their connection could discard the process of this message, because it is supposed to include a big amount of data. LIVE_FULL real time results messages should be sent periodically. The frequency of the sending of this message should be fine tuned for each sport, by a parametre that should be configurable. In this case, all the real time information sent up to this moment by LIVE_UPDATE messages is included in one single message.
LIVE_MANDATORY	This status is used in results real time messages. A live mandatory message is a live full message that it is sent to correct data (deletes or corrections in previous messages), i.e. all customers must proceed it because may be in the previous message there are wrong data.
LIVE_LAST	This status is used in results real time messages. A live last message is a live full message that notify that the customer should not expect more messages for this DocumentCode+ DocumentType.
UNOFFICIAL	Results of the competition released as soon as the event is over, not waiting any official decision of the federation or competition secretariat. The correctness of data must be assured.
OFFICIAL	Results of the competition released as soon as the event is officially confirmed taking in the account the resolution of the protests, etc. The person responsible for the results on behalf of federation must approve the distribution of the results

INTERIM	Results of the top x competitors at the logical, predefined points during or at the end of a race, match, etc. Every next competitor may change the standing of those who already have results at a predefined point. This status is valid until the last athlete finishes its competition. e.g. results after a subdivision in gymnastics, results after every 15 athletes in alpine skiing, etc. This report presents current unofficial ranking of the competitors who reached a predefined point or end of the race before the report was issued. The next competitors can (some probably will) change the ranking set before them.
PARTIAL	Results of the top x competitors at the end of a race before all competitors finished their competition. The results at the finish cannot change with arrival of non-finished competitors. The frequency of this report may vary. e.g. after top 3 at the finish, every 10 minutes, etc., final ranking of the teams after each match which set definite team ranking This report presents definite unofficial ranking of the competitors or teams who finished their competition or part of competition before the report was issued. The next competitors or matches cannot change the ranking set before them.

ResultStatus - ODF2 format	
Value	**Descriptions**
START_LIST	The results message is sent with ResultStatus = “START_LIST”. The message contains start information but no results yet (except for IRMs, e.g.DNS [Did Not Start]).
INTERMEDIATE	The results message is sent with ResultStatus = “INTERMEDIATE”. The message contains results information and is sent at logical break points during the unit (after a period in Ice Hockey or Basketball, after a certain number of paddlers in Canoe Slalom, before resurfacing the ice in Figure Skating, etc.). The results and ranks in the message are subject to change once the action on the field of play resumes.
LIVE	The results message is sent with ResultStatus = “LIVE”. Live is used while there is sport activity in an Event Unit and data is being continuously updated.
UNCONFIRMED	The results message is sent with

	ResultStatus = “UNCONFIRMED”. Unconfirmed is the last of the live messages and indicates that the Event Unit is over although not moved to the unofficial or official status yet. In disciplines where units are changed to unofficial or official without delay (e.g. Swimming) then UNCONFIRMED is not used.
UNOFFICIAL	The results message is sent with ResultStatus = “UNOFFICIAL”. This status is used when appropriate in a particular sport. The protocols vary by sport and this status may not be used in some instances. Once results are set to Unofficial, such results are subject to final approval and may still change following decisions of the competition officials.
OFFICIAL	The results message is sent with ResultStatus = “OFFICIAL”. The results have been signed off and will not change other than in exceptional circumstances such as a disqualification.
PARTIAL	The results message is sent with ResultStatus = “PARTIAL”. The data in the document is “official” but does not contain all of the data for all of the competitors. This status is usually only used withy PDF messages and DT_RANKING.
PROTESTED	The results message is sent with ResultStatus = “PROTESTED”. Results are protested.

The following two tables show the mapping between ODF1 values and ODF2 values:

Result Status – ODF1 vs ODF2 value comparison		
ODF1 value		**ODF2 value**
INTERMEDIATE	>> corresponds to >>	**INTERMEDIATE**
LIVE_UPDATE	>> corresponds to >>	**LIVE**
LIVE_FULL	>> corresponds to >>	**LIVE**
LIVE_MANDATORY	>> corresponds to >>	**LIVE**
LIVE_LAST	>> corresponds to >>	**UNCONFIRMED**
UNOFFICIAL	>> corresponds to >>	**UNOFFICIAL**
OFFICIAL	>> corresponds to >>	**OFFICIAL**
INTERIM	>> corresponds to >>	**INTERMEDIATE**
PARTIAL	>> corresponds to >>	**PARTIAL**

Result Status - ODF2 vs ODF1 value comparison		
ODF2 value		**ODF1 value**
START_LIST	>> corresponds to >>	*DT_START_LIST message*
INTERMEDIATE	>> corresponds to >>	**INTERMEDIATE**
LIVE	>> corresponds to >>	**LIVE_FULL**
UNCONFIRMED	>> corresponds to >>	**LIVE_LAST**
UNOFFICIAL	>> corresponds to >>	**UNOFFICIAL**
OFFICIAL	>> corresponds to >>	**OFFICIAL**
PARTIAL	>> corresponds to >>	**PARTIAL**
PROTESTED	>> corresponds to >>	*Schedule Status 12 - Protested*

4.5 Schedule vs Results Status

As mentioned earlier, two different status concepts exist within ODF:

- The first one is the Schedule status (used in schedule messages)
- The second one is the Result status included in the header of most messages generated at the venue.

The full and comparative list is as follows:

For disciplines provided in ODF1 format		
Schedule status	**Result status**	**Comments**
1 *(Planned)*		A possible unit to be scheduled, not to be displayed by ODF users (e.g. swim-off)
2 *(Scheduled)*		Scheduled unit, expected to happen. DT_START_LIST includes start information
3 *(Getting Ready)* only for AT, SW, CF		At time x (sport by sport) before start (see section 4.5.1 for full details).
4 *(Live)*	LIVE	Competition is underway (see section 4.5.1 for full details).
	LIVE_UPDATE	Real Time Updates
	INTERMEDIATE	Updated results at scheduled points or breaks in competition
	LIVE_FULL	Real Time Full message
	LIVE_LAST	All play is complete in the unit but not yet Unofficial nor Official
6 *(Unofficial)*	UNOFFICIAL	Results are unofficial, data is subject to change depending on sports rules (after filing a protest for instance)
7 *(Official)*	OFFICIAL	Results are official, data is unlikely to change except in case of subsequent disqualification.
12 *(Protested)*		Results are protested.
9 *(Delayed)*		The start of the unit has been delayed
11 *(Cancelled)*		A scheduled unit has been cancelled (usually for meteorological reasons)
13 *(Postponed)*		Unit to be moved to a later (unknown) time
14 *(Rescheduled)*		Unit has been moved to a new later time (known time)
15 *(Interrupted)*		Play in the unit is unexpectedly stopped
	PARTIAL	Shows part of the results in the PDF. Considered official but only for some of the athletes. May also be used in final medal and ranking messages.

For disciplines provided in ODF2 format		
ScheduleStatus	**ResultStatus**	**Comments**
UNSCHEDULED		A possible unit to be scheduled, not to be displayed by ODF users (e.g. swim-off)
SCHEDULED		Scheduled unit, expected to happen
	START_LIST	Used when DT_RESULT includes start information
GETTING_READY		At time x (sport by sport) before start (see section 4.5.1 for full details).
RUNNING	LIVE	Competition is underway (see section 4.5.1 for full details).
SCHEDULED_BREAK		Planned break in competition (e.g. end of period)
	INTERMEDIATE	Updated results at scheduled points or breaks in competition
FINISHED	UNCONFIRMED	All play is complete in the unit but not yet Unofficial nor Official
	UNOFFICIAL	Results are unofficial, data is subject to change depending on sports rules (after filing a protest for instance)
	OFFICIAL	Results are official, data is unlikely to change except in case of subsequent disqualification.
	PROTESTED	Results are protested.
DELAYED		The start of the unit has been delayed
CANCELLED		A scheduled unit has been cancelled (usually for meteorological reasons)
POSTPONED		Unit to be moved to a later (unknown) time
RESCHEDULED		Unit has been moved to a new later time (known time)
INTERRUPTED		Play in the unit is unexpectedly stopped
	PARTIAL	Shows part of the results in the PDF. Considered official but only for some of the athletes. May also be used in final medal and ranking messages.

4.5.1 Triggers for 'Getting Ready' & 'Running'

These are the triggers used for changing the schedule status to Getting Ready and Running as well as changing the Result status to Live.

Please refer to sections 4.3 Schedule Status and 4.4 Result Status for the different codes for the ODF1 and the ODF2 formats.

BAKU 2015 disciplines

Sport	Event	Phase	Trigger for 'Getting Ready'	Trigger for 'Running' / 'Live'
AR	All	All	First athlete/team entering the field of play	First athlete loads first arrow
AT	Track	All	Athletes positioning at the lanes	Gunshot (clock begins)
AT	Jumps	All	Athletes lining up for presentation, or approx. 2 minutes before competition when there is no presentation	First athlete in position, ready to jump
AT	Throws	All	Athletes lining up for presentation, or approx. 2 minutes before start when there is no presentation	First athlete in position, ready to throw
BD	All	All	***Status NOT foreseen***	First athlete/team ready to serve
B3	All	All	Teams in formation to listen to their national anthems.	Referee throws the ball and first period clock begins
BV	All	All	Athletes in their benches after warm up, waiting for presentation	First team ready to serve
BX	All	All	First athlete comes through the tunnel	Round 1 clock starts
CB	All	All	Athletes starting to line up at the start	Gates open
CF	All	All	Athletes already on their Canoes/Kayaks and approaching the start line	Referee signals the start of the race and clock begins
CM	All	All	Most/all athletes already at the start, approx. 2 min before start of the race	Gunshot (clock begins)
CR	Road race	All	Most/all athletes already at the start, approx. 2 min before start of the race	Athletes pass the start line and clock begins

BAKU 2015 disciplines				
Sport	**Event**	**Phase**	**Trigger for 'Getting Ready'**	**Trigger for 'Running' / 'Live'**
CR	Time trial	All	First athlete getting into the start position, approx. 30 seconds before start	Clock begins for first athlete
DV	All	All	***Status NOT foreseen***	First athlete on top of the springboard, ready to dive
BS	All	All	Teams lining up to listen to the national anthems.	Referee blows his/her whistle
FE	All	All	Referees and athletes/teams enter competition area	Referee signals the start of the match and clock begins countdown
GA	All	All	Athletes lining up for presentation	First athlete starts performing at his/her apparatus
GR	All	All	First athlete enters the competition area	First athlete's performance music begins
GT	All	All	Athletes line up for presentation	First athlete climbs to the trampoline after warm up
GC	All	All	Athletes line up for presentation	First athlete starts performing
GE	All	All	Athletes line up for presentation	First athlete starts performing
JU	All	All	Athletes line up at the entrance of the competition area, for presentation	Referee signals the start and clock begins the countdown.
KA	All	All	Athletes line up at the entrance of the competition area, for presentation	Referee signals the start.
SH	Skeet, Trap	All	Athletes lining up for presentation	First disk for first athlete is on air
SH	Rifle, pistol	All	Athletes lining up behind their pistols / rifles, for presentation	First targets appear and can be shot at
SW	All	All	Athletes entering the pool area	Start signal (and clock begins)
SY	All	All	***Status NOT foreseen***	First team/duet's performance music begins
TK	All	All	***Status NOT foreseen***	Referee signals the start and clock begins the countdown of the first period.
TR	All	All	***Status NOT foreseen***	Race clock begins
TT	All	All	***Status NOT foreseen***	First athlete ready to serve

BAKU 2015 disciplines				
Sport	**Event**	**Phase**	**Trigger for 'Getting Ready'**	**Trigger for 'Running' / 'Live'**
VO	All	All	Athletes return to the benches after warm-up, while the court's floor is prepared for the start	First team ready to serve
WP	All	All	Athletes lining up for presentation	Referee blows his/her whistle and athletes swim towards the ball
WR	All	All	First athlete enters the competition area	Referee blows his/her whistle and first period's clock begins

5 Message Transmission

5.1 At the Baku 2015 European Games

- The messages will be distributed to all ODF users simultaneously.
- All generated and distributed messages will be stored in a dedicated repository for later re-distribution if required. This re-distribution may apply to any number of ODF users and can either be manual and based on search criteria (see section 5.3.1 Backup Message Web Site for details)
- Undelivered or partially delivered messages due to loss of connectivity will be queued and automatically transmitted after re-establishing the connectivity.

5.2 Online HTTP Message Transmission

5.2.1 Connectivity

ODF message transmission is accomplished via a combination of an underlying TCP/IP based connection along with message transmission using the HTTP protocol.

This method of transmission requires that ODF users be able to establish TCP based connectivity with the organizing committee's network along with having software capable of receiving and dealing with **HTTP Post requests.**

5.2.2 HTTP Usage

Messages will be delivered to ODF users using the HTTP protocol. Specifically each message will be delivered using an HTTP Post request. This is an example of an ODF message posting:

```
POST /path/ODFClient HTTP/1.1
Content-type: text/xml
User-Agent: ODF/1.0
Cache-Control: no-cache
Pragma: no-cache
Host: 172.24.44.85:80
Connection: keep-alive
Content-Length: 1402

<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="EG2015" DocumentCode="BV0000000"
DocumentSubcode="GENERAL" DocumentType="DT_PARTIC_UPDATE" FeedFlag="T"
Date="2012-08-11" Time="121537867" LogicalDate="2012-08-11" Version="1"
Serial="1">
   <Competition Code="EG2015">
      <Participant Code="50214132" Parent="50214132" Status="ACCRED"
GivenName="PABLO" FamilyName="HERRERA" PrintName="HERRERA PABLO"
PrintInitialName="HERRERA P." TVName="HERRERA PABLO" TVInitialName="HERRERA
P." Gender="M" Organisation="ESP" BirthDate="1982-06-29" Height="193"
Weight="85" PlaceofBirth="" CountryofBirth="ESP" PlaceofResidence=""
CountryofResidence="" Nationality="ESP" Current="true"
ModificationIndicator="N" OlympicSolidarity="N" MainFunctionId="AA01">
         <Discipline Code="BV">
            <RegisteredEvent Gender="M" Event="400" Bib="">
               <EventEntry Code="CAPTAIN" Value="N" Type="E_ENTRY"  />
               <EventEntry Code="POSITION" Value="L" Type="E_ENTRY"  Pos="1"/>
               <EventEntry Code="POSITION" Value="B" Type="E_ENTRY"  Pos="2"/>
               <EventEntry Code="SHIRT_NAME" Value="HERRERA" Type="E_ENTRY" />
            </RegisteredEvent>
         </Discipline>
      </Participant>
   </Competition>
</OdfBody>
```

The above example assumes the following:

- The request URL (in this case ‘path/ODFClient’) will be specified by each ODF user.
- The TCP port the requests will be sent to will be specified by each ODF user. The default will be port 80 but each ODF user is free to change this.
- The message payload will contain the ODF message.

Upon receiving the HTTP request the ODF users designated handler may apply any required business rules to the message but it must pass an HTTP response back with a return code of 200 to the sender to indicate successful reception of the message. Here’s what the response would look like:

```
HTTP/1.1 200 OK
```

If the sending software does not receive a successful response within a specific timeframe (for example, 5 seconds) from the recipient the message should be queued again and resent at regular intervals (for example, 5 seconds) till a successful response is received. If failures continue then the recipient must be contacted to resolve the issue.

5.2.3 Expected Results

HTTP Response will be expected from ODF users.

5.3 Backup and Recovery

For the Baku 2015 European Games the “Backup Internet Data Feed” (BIF) server will be the sole backup mechanism in place should there be a failure in the HTTP based delivery mechanism. The BIF will consist of a Website and an automatic resend process.

ODF users can detect missing messages using Serial and Version number (all versions of a particular document should have sequential versions) in the Header (Note: This is not valid if an ODF users applies filtering mechanism so do not receive all the messages of a message key).

ODF users have three options to recover missed messages:

- Wait for the next version of the message (this option is only valid while the unit is LIVE);
- Manually retrieve it from the BIF application

All messages are available in BIF as a backup.

5.3.1 Backup Message Web Site (BIF)

An interactive web site where ODF users will be able to retrieve previously posted ODF messages will be available for the Baku 2015 European Games. The site allows for filtering of the messages to be retrieved based on the following criteria:

- Document Code
- Document Type
- Discipline
- Gender
- Phase
- Event
- Unit
- Date and Time

ODF users can then select messages and:

- Compress them into one .zip file and download it; or
- (Re)distribute them to the ODF Feed using the functionality available at the site.

6 Document Control

6.1 File Reference

ODF/INT401 R-SEG-2015 V2.4 APP

6.2 Version History

Version	Date	Comments
R-SEG-2015 V1.0 SFR	15 August 2014	First Version
R-SEG-2015 V1.1 SFA	3 September 2014	Submitted for approval.
R-SEG-2015 V1.2 APP	5 September 2014	1st Approved version
R-SEG-2015 V1.3 APP	9 September 2014	2nd Approved version
R-SEG-2015 V2.0 SFR	4 December 2014	2nd version – Send for Review
R-SEG-2015 V2.1 SFA	4 December 2014	2nd version – Submitted for Approval
R-SEG-2015 V2.2 APP	24 December 2014	Approved version
R-SEG-2015 V2.3 SFA	4 March 2015	Submitted for approval
R-SEG-2015 V2.4 SFA	11 March 2015	Approved version

6.3 Change Log

Version	Status	Changes
R-SEG-2015 V1.0	SFR	N/A
R-SEG-2015 V1.1	SFA	Added DT_WEATHER ; DT_NEWS. Other minor changes. Submitted for approval.
R-SEG-2015 V1.2	APP	Approved version
R-SEG-2015 V1.3	APP	Removed DT_GLOBAL_GM and DT_GLOBAL_GN: are general messages sent by GL and not by discipline and for this reason will be generated only in ODF2 format. Approved version
R-SEG-2015 V2.0	SFR	§4: The tables' disciplines are updated according to the latest information available. AR, BX and B3 are moved to ODF1 and SC is added in ODF2 §3.6.5 - Add a paragraph regarding the use of qualifying marks in DT_PHASE_RESULT §3.10 - Added a paragraph on sorting within messages §3.6.5 & §3.6.6 - Updated the descriptions of the DT_PHASE_RESULT and DT_CUMULATIVE_RESULT §1.9 – The Common Codes document's Reference is corrected to **COD**404
R-SEG-2015 V2.1	SFA	Minor editorial changes Submitted for approval
R-SEG-2015 V2.2	APP	Approved version
R-SEG-2015 V2.3	SFA	Submitted for approval §4: The number of the disciplines is corrected (30 instead of 29) and the 'GC', 'GE' are modified to the new codes: 'AC', 'AE' Replace the message DT_PHOTOFINISH ('Photofinish') with the DT_IMAGE ('Image') for the ODF2 ONLY. The message DT_PRESSPHOTOFINISH_LK is removed from both ODF1 and ODF2
R-SEG-2015 V2.4	APP	Approved version The message DT_BIO_TEA is removed from ODF2

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