



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT162- R-SOG-2016-v2.8 APP (GO)

Olympic Data Feed



ODF Golf Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
© International Olympic Committee

ODF/INT162- R-SOG-2016-v2.8 APP (GO)
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1 Introduction

1.1 This document

This document includes the ODF Golf Data Dictionary. This Data Dictionary refines the messages described in the ODF 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 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.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
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/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.



Document Reference	Document Title	Document Description
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 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 extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_IMAGE	Image	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	X
DT_CONFIG	Configuration	X



DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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

2.2.1.2 Header Values

The following table describes the message header attributes.



Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.



The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			



	Code	
	IFId	
	RegisteredEvent (0,N)	
		Gender
		Event
		EventEntry (0,N)
		Code
		Type
		Pos
		Value
	OfficialFunction (0,N)	
	FunctionId	

2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will



			start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this



			information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Participant /Discipline (1,1)

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number.It will be included when data available. May not be available for some athletes also.

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	CADDY	N/A	Element Expected: If available This information can be sent in both messages
	Attribute	M/O	Value
	Value	M	S(20)
	Description	Send the athlete's caddy ID	
ENTRY	RANK_OG	N/A	Element Expected: When available This information can be sent in both messages
	Attribute	M/O	Value
	Value	M	Numeric ###0
	Description	Send the Olympic golf ranking of the athlete	

Element: Participant /OfficialFunction (0,N)

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code



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2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 Event Unit Start List and Results

2.2.2.1 Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

This is always a full message and all applicable elements and attributes are always sent.

This message will contain all participants in all rounds, including those that don't progress to next rounds. For Play-offs should include only players that are involved in the play-off.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in GO	Not used in GO
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	* START_LIST: as soon as the start list is available for each round (one message per round) and any changes [inc. IRMs] * LIVE: when the first player starts the round and all changes/additions in data, that is updated after each player completes a hole * INTERMEDIATE : When a round is Postponed * UNOFFICIAL / OFFICIAL: after the round is complete
FeedFlag	"P"-Production "T"-Test	Test message or production message.



Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.2.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:



* As soon as the start list is available for each round (one message with all participants in the competition per round, including those that don't progress to next rounds) and any changes [inc. IRMs] (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

* When the first player starts the round and all changes/additions in data, that is updated after each player completes a hole. (LIVE)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

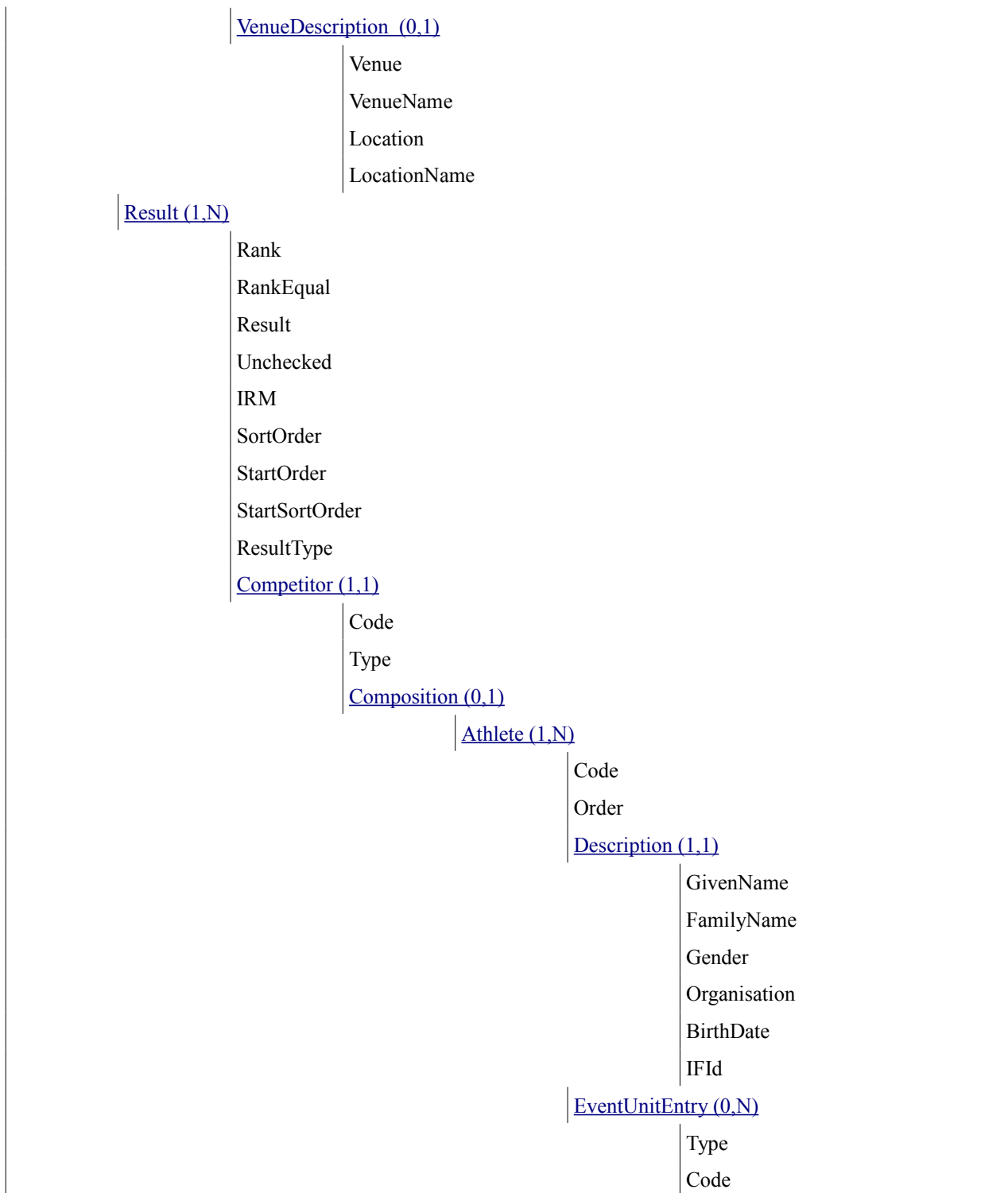
* After the round is complete (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					





	Pos	
	Value	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
		Code
		Pos
		Value

2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PLAYOFF	Numeric	Pos Description: Order of the play-off holes, 1 to n Element Expected: Only in the case of a play-off unit	
	Attribute	M/O	Value	Description



	Value	M	Numeric #0	Send the hole number
--	-------	---	---------------	----------------------

Sample (ExtendedInfo)

```

....
<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>
....

```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit



			(round). This attribute is optional. In play-off only updates when all players finish each hole.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric #00	The result of the competitor in the event unit (round). Send only after athlete completes the round. Not sent in the case of play-off
Unchecked	O	S(1)	Send 'Y' in the case that the result needs to be validated. Do not send if not ="Y"
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM (see codes section)
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. 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
StartOrder	M	Numeric	Competitor's start order. 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.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A	A for athlete

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Send 1 for Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	BIB_COLOUR	N/A	Element Expected: Always, except for athletes with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	O	SC @Colour	Bib colour
EUE	GROUP	N/A	Element Expected: Always, except for athletes with an IRM in a previous round	
	Attribute	M/O	Value	Description



	Value	O	Numeric #0	Group Number
EUE		PREV_ERANK	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send Y in case of the rank of the competitor an equalled rank
EUE		PREV_RANK	N/A	Element Expected: All rounds after the first except in play-off
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Overall Rank before the round
EUE		PREV_ROUND	Numeric 0	Pos Description: Send the Round Number Element Expected: All rounds after the first for each completed round. Not for play-off
	Attribute	M/O	Value	Description
	Value	M	Numeric #00	Score for the round indicated @Pos
EUE		PREV_TOTAL	N/A	Element Expected: All rounds after the first except in play-off
	Attribute	M/O	Value	Description
	Value	M	Numeric #00	Total before the round
EUE		START_HOLE	N/A	Element Expected: Always, except for athletes with an IRM in a previous round
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Numbers 1-18 to indicate starting hole.
EUE		START_TIME	N/A	Element Expected: Always except in play-off and for athletes with an IRM in a previous round
	Attribute	M/O	Value	Description
	Value	O	hh.mm	Start Time



Sample (EventUnitEntry)

```

....
<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="BIB_COLOUR" Value="BLUE" />
      <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>
</Competitor>
....

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member or individual athlete's extended result.

Type	Code	Pos	Description
ER	BACK	N/A	Element Expected: After athlete completes back holes. Not for play-off
	Attribute	M/O	Value
	Value	M	Numeric ##
	Description		Score for the back nine. (10-18)
ER	COMPLETE	N/A	Element Expected: Always after the competitor has started the round. Not applicable in play-off.
	Attribute	M/O	Value
	Value	M	Numeric ##
	Description		Number of holes completed
ER	FRONT	N/A	Element Expected: After athlete completes front holes. Not for play-off
	Attribute	M/O	Value
	Value	M	Numeric ##
	Description		Score for the front nine. (1-9)
ER	HOLE	Numeric #0	Pos Description: Numbers 1-18 to indicate hole number in normal rounds. In play-off this



			matches the @Pos in ExtendedInfos for the hole. Element Expected: Always when available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Score for the hole.
	Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always when available			
	Attribute	Value	Description	
	Code	TO_PAR		
	Pos	N/A	N/A	
	Value	+/-Numeric +/-0	Score for the hole to par, positive, negative integer or 0	
ER		TO_PAR	N/A	Element Expected: Always except play-off. Do not send until the competition starts.
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0

**Sample (ExtendedResult)**

```
....
<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="BIB_COLOUR" Value="BLUE" />
        <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>
....
</ExtendedResults>
....
```

Sample (ExtendedResult for 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 Type="ER" Code="HOLE" Pos="2" Value="3" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
</ExtendedResults>
....
```

2.2.2.6 Message Sort

Sort by Result @SortOrder



2.2.3 Play by Play

2.2.3.1 Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	S(20)	Send the Athlete ID
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results official)
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages



		<p>produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.3.3 Trigger and Frequency

Send after every update in stroke data.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code ExtendedInfos (0,1)	SportDescription (0,1)	DisciplineName EventName SubEventName Gender	
		VenueDescription (0,1)	Venue VenueName Location LocationName	
	UnitActions (0,1)	UnitAction (1,N)		



	Code	
	Type	
	Pos	
	Time	
	X	
	Y	
	Z	
	ExtendedAction (0,N)	
		Code
		Pos
		Value

2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code



LocationName	M	S(30)	Location short name (not code) from Common Codes
--------------	---	-------	--

Element: UnitActions /UnitAction (1,N)				
Type	Code	Pos	Description	
UAC	Numeric #0	Numeric #0	Code Description: Hole Number Pos Description: Shot number during current hole. Element Expected: Always	
Attribute	M/O	Value	Description	
Time	O	DateTime	Time of the shot(Action's time), using ODF DateTime format	
X	O	Numeric #####0.0	Send the resting location x value	
Y	O	Numeric #####0.0	Send the resting location y value	
Z	O	Numeric #####0.0	Send the resting location z value	
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: Only for par 4 and par 5 holes on tee shots				
Attribute	Value	Description		
Code	CLUB			
Pos	N/A	N/A		
Value	SC @Club	Send the club used. Only for par 4 and par 5 holes on tee shots.		
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available				
Attribute	Value	Description		
Code	DTP			
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches		
Value	S(n) metres: ##0.# inches: #####0 feet/inches: ##0'##"	Distance to pin after shot		



Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	ELEVATION	
Pos	N/A	N/A
Value	SC @Elevation	Send the elevation at the point of the shot
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	FAIRWAY_CENTER	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Send ball distance from fairway center
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	FAIRWAY_EDGE	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Send ball distance from fairway edge
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available but cannot be sent without FROM_LOC		
Attribute	Value	Description
Code	FROM_ENH	
Pos	N/A	N/A
Value	SC @EnhancedStrokeLocation	Send the enhanced lie description at the resting point after the shot
Sub Element: UnitActions /UnitAction /ExtendedAction		



Expected: When the information is available		
Attribute	Value	Description
Code	FROM_LOC	
Pos	N/A	N/A
Value	SC @StrokeLocation	Send the lie at the point of the shot
Sub Element: UnitActions /UnitAction /ExtendedAction		
Expected: When the information is available		
Attribute	Value	Description
Code	GREEN	
Pos	N/A	N/A
Value	S(1)	Send Y in the case that the ball is around the green else send N.
Sub Element: UnitActions /UnitAction /ExtendedAction		
Expected: Always		
Attribute	Value	Description
Code	GROUP	
Pos	N/A	N/A
Value	Numeric #0	Group number
Sub Element: UnitActions /UnitAction /ExtendedAction		
Expected: When the information is available		
Attribute	Value	Description
Code	LIE	
Pos	N/A	N/A
Value	SC @Lie	Send the lie at the point of the shot
Sub Element: UnitActions /UnitAction /ExtendedAction		
Expected: When the information is available but cannot be sent without RESTING_LOC		
Attribute	Value	Description
Code	RESTING_ENH	
Pos	N/A	N/A
Value	SC @EnhancedStrokeLocation	Send the enhanced lie description at the resting point after the shot
Sub Element: UnitActions /UnitAction /ExtendedAction		
Expected: When the information is available		
Attribute	Value	Description
Code	RESTING_LOC	



Pos	N/A	N/A
Value	SC @StrokeLocation	Send the lie at the resting point after the shot
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	SHOT	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.# inches: #####0 feet/inches: ##0'##"	Length of the shot
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	SLOPE	
Pos	N/A	N/A
Value	SC @Slope	Send the slope type at the point of the shot
Sub Element: UnitActions /UnitAction /ExtendedAction Expected: When the information is available		
Attribute	Value	Description
Code	STROKE_RES	
Pos	N/A	N/A
Value	SC @StrokeType	Send the stroke result type Note that StrokeTypes DRP and PRV are assessed as value 0 and StrokeTypes STR and PTY are value 1.

Sample (Play by Play)



```
....
<UnitActions>
  <UnitAction Type="UAC" Code="1" Pos="1" Time="2016-08-06T13:00:00+01:00" X="100.4" Y="1200.4"
Z="31.5" >
  <ExtendedAction Code="FROM_LOC" Value="TEE" />
  <ExtendedAction Code="RESTING_LOC " Value="FWY" />
  <ExtendedAction Code="RESTING_ENH" Value="L" />
  <ExtendedAction Code="STROKE_RES" Value="NML" />
  <ExtendedAction Code="ELEVATION" Value="A" />
  <ExtendedAction Code="SLOPE" Value="L" />
  <ExtendedAction Code="LIE" Value="GOOD" />
  <ExtendedAction Code="GREEN" Value="Y" />
  <ExtendedAction Code="FAIRWAY_EDGE" Pos="0" Value="20.00" />
  <ExtendedAction Code="FAIRWAY_EDGE" Pos="1" Value="787" />
  <ExtendedAction Code="FAIRWAY_EDGE" Pos="2" Value="65'7"" />
  <ExtendedAction Code="FAIRWAY_CENTER" Pos="0" Value="8.00" />
  <ExtendedAction Code="FAIRWAY_CENTER" Pos="1" Value="314" />
  <ExtendedAction Code="FAIRWAY_CENTER" Pos="2" Value="26'3"" />
  <ExtendedAction Code="GROUP" Value="1" />
  <ExtendedAction Code="SHOT" Pos="0" Value="302.2" />
  <ExtendedAction Code="SHOT" Pos="1" Value="11889" />
  <ExtendedAction Code="SHOT" Pos="2" Value="990'9"" />
  <ExtendedAction Code="DTP" Pos="0" Value="149.1" />
  <ExtendedAction Code="DTP" Pos="1" Value="5866" />
  <ExtendedAction Code="DTP" Pos="2" Value="489'3"" />
  </UnitAction>
  <UnitAction Type="UAC" Code="1" Pos="2" Time="2016-08-06T13:07:00+01:00" X="120.4" Y="1270.4"
Z="28.5" >
  <ExtendedAction Code="FROM_LOC" Value="FWY" />
  <ExtendedAction Code="FROM_ENH" Value="L" />
  <ExtendedAction Code="RESTING_LOC " Value="FNG" />
  <ExtendedAction Code="RESTING_ENH" Value="R" />
  <ExtendedAction Code="STROKE_RES" Value="NML" />
  <ExtendedAction Code="ELEVATION" Value="A" />
  <ExtendedAction Code="SLOPE" Value="L" />
  <ExtendedAction Code="LIE" Value="GOOD" />
  <ExtendedAction Code="GREEN" Value="Y" />
  ....
  </UnitAction>
  <!--MORE ACTIONS ETC-->
  <UnitAction Type="UAC" Code="18" Pos="4" Time="2016-08-06T15:12:00+01:00" X="210.4" Y="1100.4"
Z="11.5" >
  <ExtendedAction Code="FROM_LOC " Value="GRN" />
  <ExtendedAction Code="RESTING_LOC " Value="CUP" />
  <ExtendedAction Code="STROKE_RES" Value="NML" />
  ....
  </UnitAction>
</UnitActions>
....
```



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2.2.3.6 Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current group(s) information in each hole.

There is a message for each hole, DocumentSubcode contains hole number. For each hole could be one or more current groups.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Numeric #0	Hole number
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

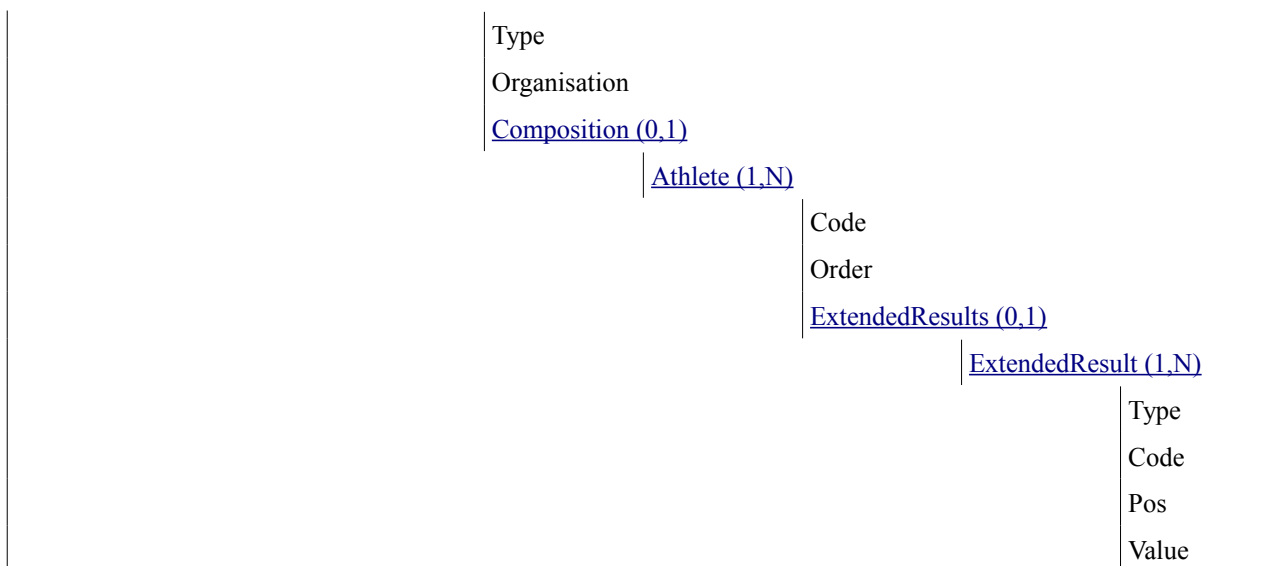
2.2.4.3 Trigger and Frequency

At the beginning send all groups in first hole(s) and update after every stroke.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		ExtendedInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
				Code			
				Pos			
				Value			
	Result (0,N)						
		Result					
		SortOrder					
		StartSortOrder					
		ResultType					
		Competitor (1,N)					
			Code				



2.2.4.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	GROUP	Numeric 0	Pos Description: Order of the group in the holeElement Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric #0
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
	Attribute	Value	Description
	Code	MEMBER	
	Pos	Numeric 0	Bib colour order as defined in DT_CONFIG



Value	S(20) with no leading zeroes	Athlete's ID
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected:		
Attribute	Value	Description
Code	NEXT	
Pos	N/A	N/A
Value	S(20) with no leading zeroes	Next player to take a shot in the group.

Element: Result (0,N)			
Attribute	M/O	Value	Description
Result	O	Numeric #0	Current number of shots in the hole.
SortOrder	M	Numeric	Overall player order in the hole "1, 2.... n". That is, order of the group in the hole and then by the same order as @StartSortOrder within the hole. All athletes have a different SortOrder.
StartSortOrder	M	Numeric	Same as @Pos attribute in MEMBER extension in ExtendedInfo.
ResultType	O	SC @ResultType	Type of the @Result attribute.

Element: Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric	Send 1 for Competitor @Type="A".



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
Type		Code	Pos	Description
ER		TO_PAR	N/A	Element Expected: After every shot
Attribute	M/O	Value	Description	
Value	M	+/-Numeric +/-0	Overall score to par, positive, negative integer or 0	

**Sample (Initial Current Information, at the beginning)**

```
<OdfBody DocumentCode="GOM001101" DocumentSubcode="1" DocumentType="DT_CURRENT" ...>
<Competition Code="OG2016" >
  <ExtendedInfos>
    <ExtendedInfo Type="DISPLAY" Code="GROUP" Pos="1" Value="1">
      <Extension Code="MEMBER" Pos="1" Value="7360062" />
      <Extension Code="MEMBER" Pos="2" Value="7360067" />
      <Extension Code="MEMBER" Pos="3" Value="7360061" />
    </ExtendedInfo>
    <ExtendedInfo Type="DISPLAY" Code="GROUP" Pos="2" Value="2">
      <Extension Code="MEMBER" Pos="1" Value="7360085" />
      <Extension Code="MEMBER" Pos="2" Value="7360035" />
      <Extension Code="MEMBER" Pos="3" Value="7360080" />
    </ExtendedInfo>
    <ExtendedInfo /* With all the groups in the hole */>
      ....
    </ExtendedInfo >
  </ExtendedInfos>
  <Result Type="STROKES" Result="1" SortOrder="1" StartSortOrder="1" ResultType="STROKES">
    <Competitor Code="7360062" Type="A" Organisation="TUV">
      <Composition>
        <Athlete Code="7360062" Order="1">
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="TO_PAR" Value="-3" />
          </ExtendedResults>
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result>
    /* Other competitors in the first group */
    ....
  </Result>
  <Result Type="STROKES" SortOrder="4" StartSortOrder="1" ResultType="STROKES">
    <Competitor Code="7360085" Type="A" Organisation="TPE">
      <Composition>
        <Athlete Code="7360085" Order="1">
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="TO_PAR" Value="-4" />
          </ExtendedResults>
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result>
    /* Other competitors in the next groups */
    ....
  </Competition>
</OdfBody>
```

**Sample (Current Information)**

```
<OdfBody DocumentCode="GOM001104" DocumentSubcode="15" DocumentType="DT_CURRENT" ...>
<Competition Code="OG2016" >
  <ExtendedInfos>
    <ExtendedInfo Type="DISPLAY" Code="GROUP" Pos="1" Value="1" >
      <Extension Code="MEMBER" Pos="1" Value="123456" />
      <Extension Code="MEMBER" Pos="2" Value="789012" />
      <Extension Code="MEMBER" Pos="3" Value="345678" />
      <Extension Code="NEXT" Value="345678" />
    </ExtendedInfo >
    <ExtendedInfo /* If there are more groups in the hole */ >
      ....
    </ExtendedInfo >
  </ExtendedInfos>
  <Result ResultType="STROKES" Result="3" SortOrder="1" StartSortOrder="1" >
    <Competitor Code="123456" Type="A" Organisation="USA">
      <Composition>
        <Athlete Code="7367120" Order="1">
          <ExtendedResults>
            <ExtendedResult Type="ER" Code="TO_PAR" Value="-3" />
          </ExtendedResults>
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
  <Result>
    /* Other competitors in the group */
    ....
  </Result>
</Competition>
</OdfBody>
```

2.2.4.6 Message Sort

Sort by Result @SortOrder.



2.2.5 Image

2.2.5.1 Description

The 'Image message' is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

For Golf this message contains the images (size 400 x 156 pixels) for every hole with the stroke trail for a given athlete, DocumentSubcode must contain the athlete id.

Each image should contain the stroke trail and all the data that appear in C85E report in Golf ORIS document. that is hole number, hole par, hole distance, strokes distance, strokes DTP, hole score, round score and total score.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	@ RSC	DDGEEPUU (sent at event unit level)
DocumentSubcode	S(20)	Send the Athlete ID
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	STROKETRAIL
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages



		<p>produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.5.3 Trigger and Frequency

Send after each athlete completes each hole.

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code Image (1,N)	Pos Version Revision ImageType ImageTitle (0,1)	-
		ImageData (1,1)	-

2.2.5.5 Message Values

Element: Competition (1,1)



Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Image (1,N)			
Attribute	M/O	Value	Description
Pos	M	Numeric #0	Send the hole order
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /ImageTitle (0,1)			
Send the hole number			
Attribute	M/O	Value	Description
-	M	Numeric #0	Send the hole number.

Element: Competition /Image /ImageData (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)



Sample (Stroke Trail)

```

<OdfBody CompetitionCode="OG2016" DocumentType="DT_IMAGE" DocumentSubtype="STROKETRAIL"
Date="2016-08-08" Time="120830417" LogicalDate="2016-08-08" Source="OGCGO1" Language="ENG"
FeedFlag="P" DocumentCode="GOW001101" DocumentSubcode="4352682" Version="1" Serial="148">
  <Competition Code="OG2012">
    <Image Pos="1" Version="1" Revision="0" ImageType="png" >
      <ImageTitle>1</ImageTitle>
      <ImageData>9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
    <Image Pos="2" Version="1" Revision="0" ImageType="png" >
      <ImageTitle>2</ImageTitle>
      <ImageData>9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
  </Competition>
</OdfBody>

```

2.2.5.6 Message Sort

Sort by Competition /Image /Pos



2.2.6 Cumulative Results

2.2.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last event unit that contributed results to the message.

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	DDGEEPUU	That would represent the cumulative results up to and including the referenced unit. It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE



		UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

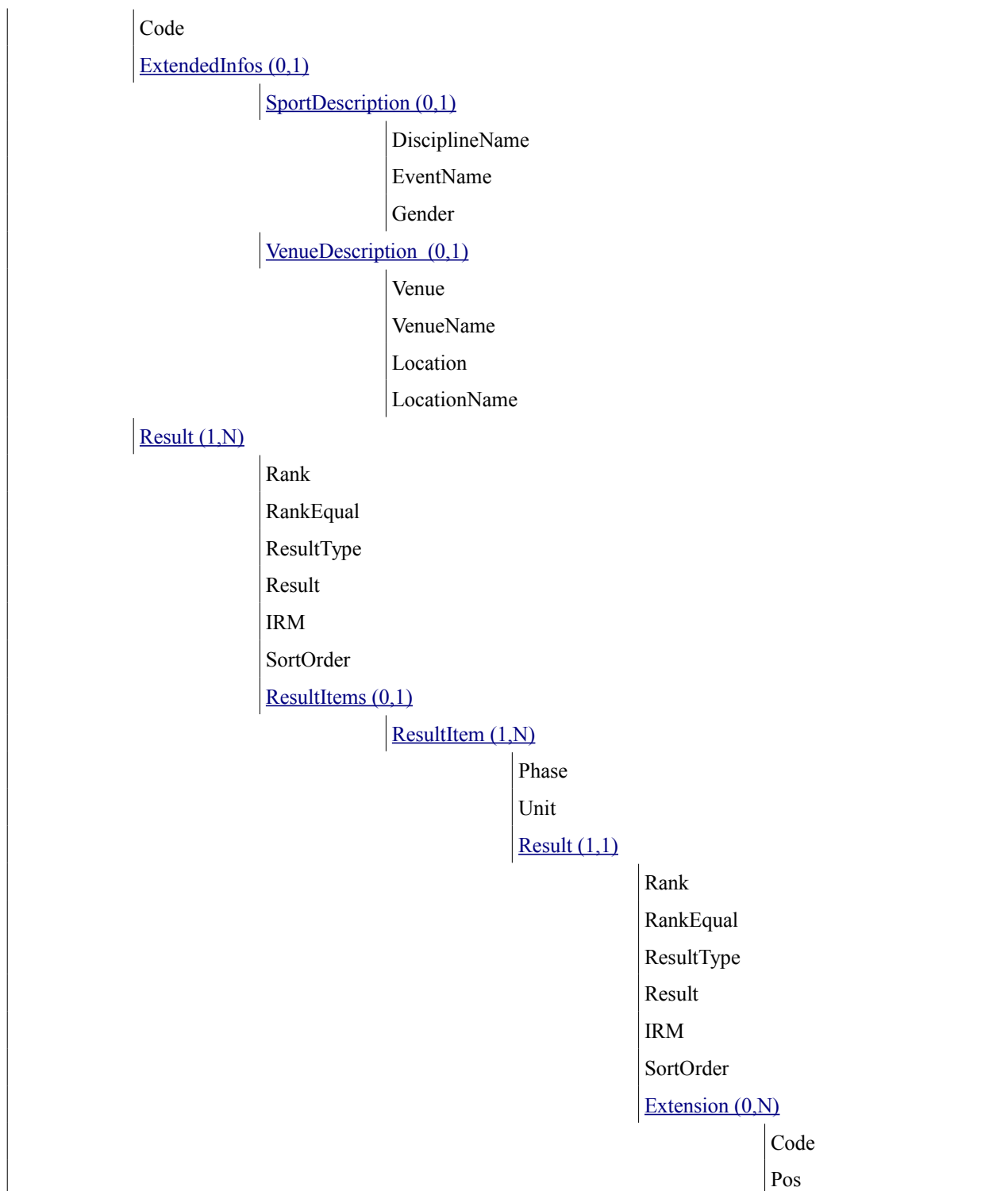
2.2.6.3 Trigger and Frequency

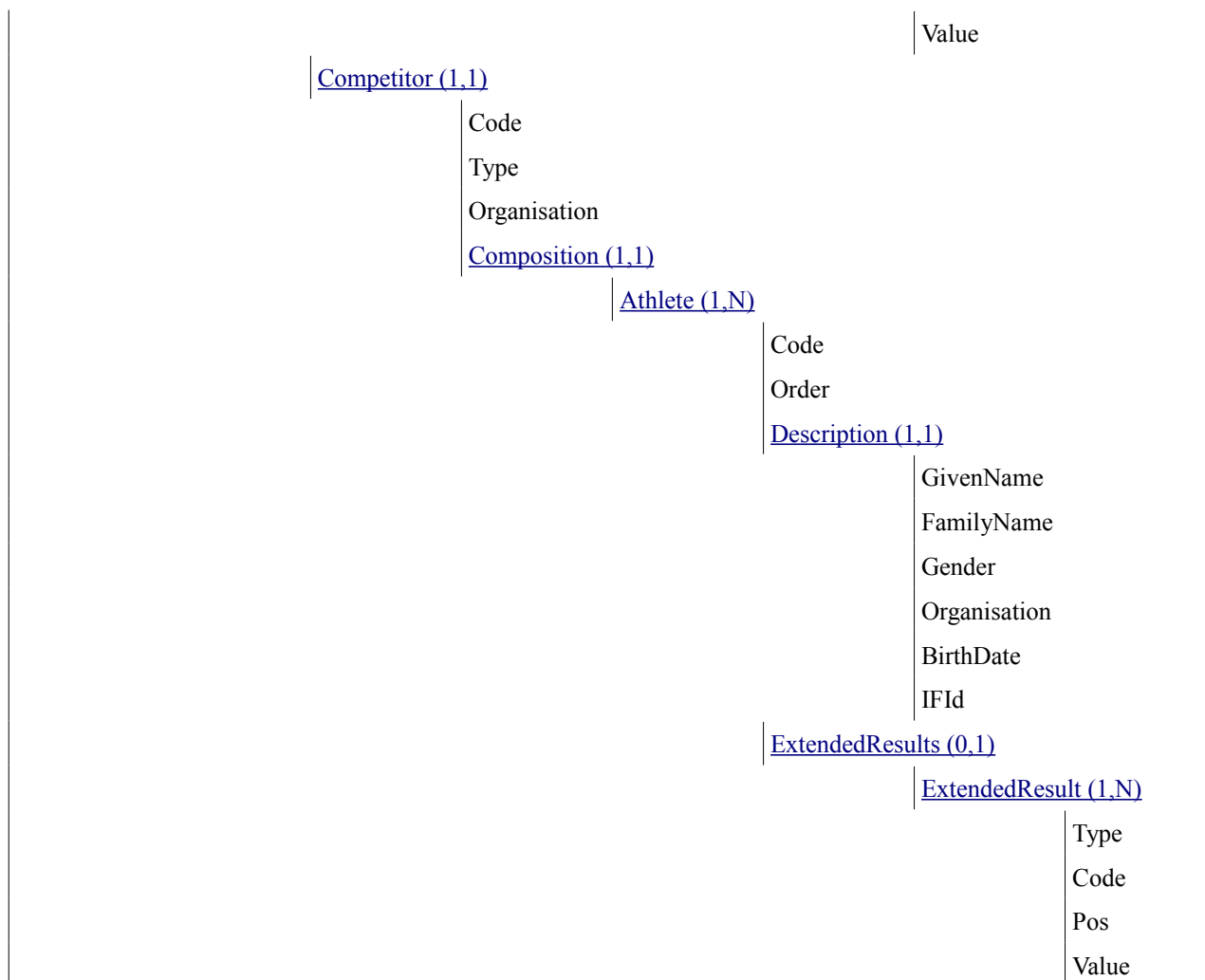
The cumulative results accumulate scores/results over a number of units so are sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

2.2.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							





2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description



DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Result (1,N)

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
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	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	Numeric ##0	The cumulative result of the competitor. Send just in the case @ResultType is not IRM
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes. 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.



Element: Result /ResultItems /ResultItem (1,N)
Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.

Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
Unit	O	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to.

Element: Result /ResultItems /ResultItem /Result (1,1)
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the event unit identified by /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit identified by /ResultItems /ResultItem. This is relative the value in Result below.
Result	O	Numeric ##0	The result of the competitor for the event unit identified by /ResultItems /ResultItem. This result only includes completed rounds.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in an event unit identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /Extension (0,N)
Extensions of ResultItem if required.

Type	Code	Pos	Description
	COMPLETE	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric	Send the number of holes completed (1-



			#0	18)
	TO_PAR		N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	A	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Send 1 for Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)

Athletes extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or



Competitor @Type="A".				
Type		Code	Pos	Description
ER		MOVEMENT	N/A	Element Expected: Always when available
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0	<p>Movement in rank</p> <p>When a player improves its position in the rank the MOVEMENT Value has a "+" symbol, and when it has a worse position in the rank the MOVEMENT Value has a "-" symbol.</p> <p>Eg. If a player had previously rank 10 and now has rank 3 send "+7".</p> <p>Send blank for players with IRM</p>
ER		TO_PAR	N/A	Element Expected: Do not send until player completes first hole.
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0	Overall score to par, positive, negative integer or 0



Sample (Cumulative Results)

```
....
<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 Code="TO_PAR" Value="-1" />
        <Extension Code="COMPLETE" Value="18" />
      </Result>
    </ResultItem>
    <ResultItem Phase="1" Unit="02" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="64" >
        <Extension Code="TO_PAR" Value="0" />
        <Extension 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" >
          <ExtendedResult Type="ER" Code="MOVEMENT" Value="+1" >
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
<Result Rank="7" EqualRank="Y" ResultType="STROKES" Result="140" SortOrder="9" >
....
```

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Statistics

2.2.7.1 Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a DocumentCode level, which could be for an event unit, a phase or an event.

There will be a separate message (identified by the header's DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

The DT_STATS message must never remove information for a given DocumentCode. In particular the cumulative statistics must always carry the data from the previous units/days.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP00 (sent at event unit level)
DocumentSubcode	S(20)	Extension for the DocumentCode, to be send only when DocumentSubtype is CUM or IND_RANKING over all Rounds: * CUM: Individual Player Statistics - DocumentCode = GO<Gender>0011<Unit> - DocumentSubcode = <Athlete ID> * IND_RANKING: Ranking of individual player statistics over all Rounds. - DocumentCode = GO<Gender>001000 - DocumentSubcode = GO<Gender>0011<Unit> (indicating after which round). In this case, the message must contain all the data of the round indicated and all previous rounds.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes:



		<p>* CUM: Individual Player Statistics - DocumentCode = GO<Gender>0011<Unit> - DocumentSubcode = <Athlete ID></p> <p>* IND_RANKING: Ranking of individual player statistics over all Rounds. In this case, the message must contain all the data of the round indicated and all previous rounds. - DocumentCode = GO<Gender>001000 - DocumentSubcode = GO<Gender>0011<Unit> (indicating after which round)</p> <p>* IND_RANKING: Ranking of individual player statistics in a Single Round. - DocumentCode = GO<Gender>0011<Unit></p> <p>* TOU: Tournament statistics. (per round plus total). - DocumentCode = GO<Gender>001000 - DocumentCode = GO<Gender>0011<Unit></p>
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	<p>* CUM: After each hole for each player (LIVE during the unit and OFFICIAL after each player finishes the unit)</p> <p>* IND_RANKING: After each hole for each player, both for the current round and all rounds (two messages): - For GO<Gender>001000: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units. - For GO<Gender>0011<Unit>: LIVE during the unit, OFFICIAL at the end of each unit.</p> <p>* TOU: After each hole for each player, both for the current round and all rounds (two messages): - For GO<Gender>001000: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units. - For GO<Gender>0011<Unit>: LIVE during the unit, OFFICIAL at the end of each unit.</p>
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.7.3 Trigger and Frequency

* CUM: After each hole for each player (LIVE during the unit and OFFICIAL after each player finishes the unit)

* IND_RANKING: After each hole for each player, both for the current round and all rounds (two messages):

- For GO<Gender>001000: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units.

- For GO<Gender>0011<Unit>: LIVE during the unit, OFFICIAL at the end of each unit.

* TOU: After each hole for each player, both for the current round and all rounds (two messages):

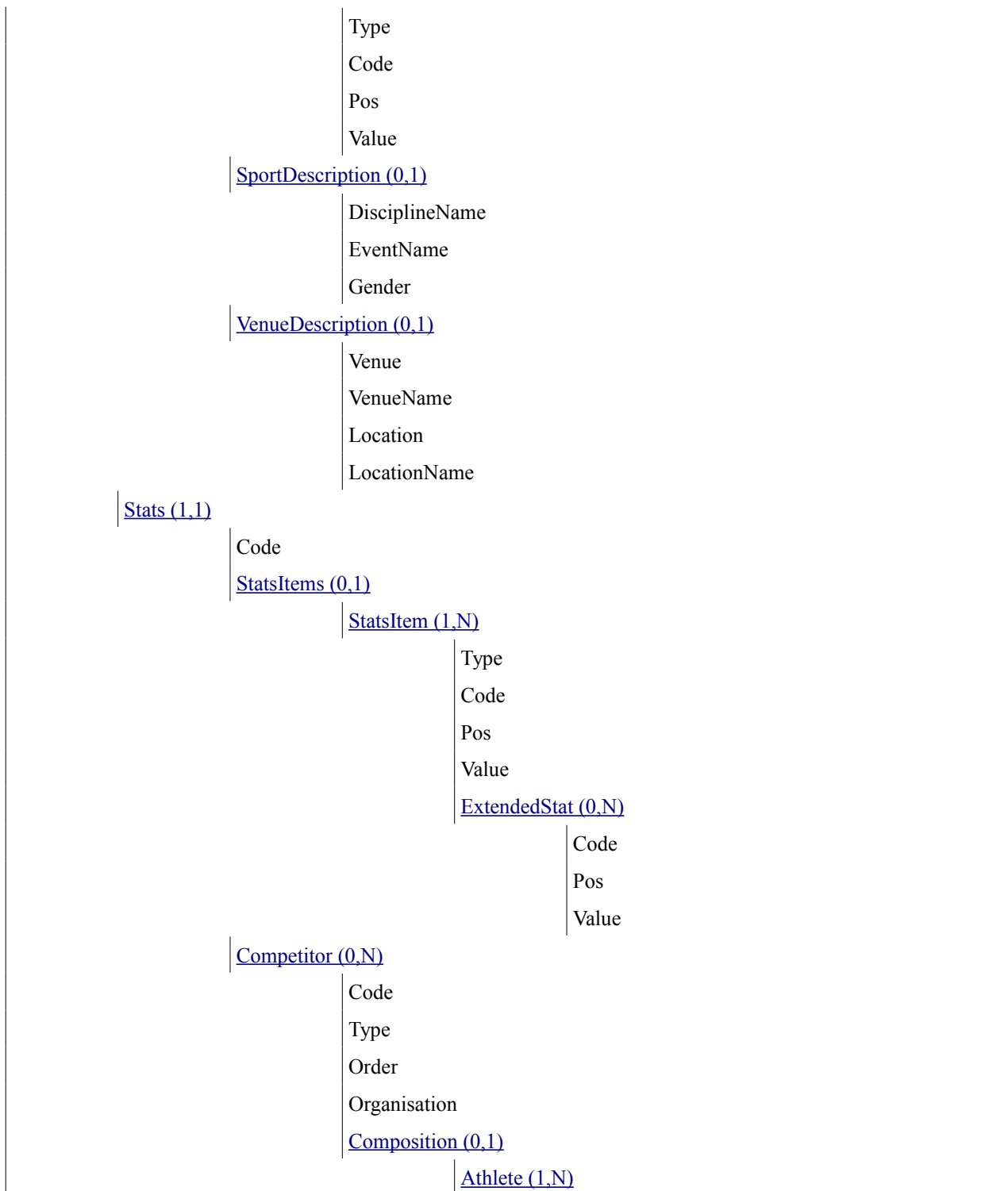
- For GO<Gender>001000: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units.

- For GO<Gender>0011<Unit>: LIVE during the unit, OFFICIAL at the end of each unit.

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						





Code	
Order	
<u>Description (1,1)</u>	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	
<u>StatsItems (0,1)</u>	
<u>StatsItem (1,N)</u>	
Type	
Code	
Pos	
Value	
<u>ExtendedStat (0,N)</u>	
Code	
Pos	
Value	

2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	AFTER_ROUND	N/A	Element Expected: Always in IND_RANKING and in TOU for cumulative	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the round number considered



UI		ROUND	N/A	Element Expected: Always in TOU if a single round
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the round number considered
UI		SCORES_TOTAL	N/A	Element Expected: Always for TOU only.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of completed rounds (total scores) applying to the TOU statistics in the message.

Sample (ExtendedInfo)

```

....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="ROUND" Value="4" />
  <ExtendedInfo Type="UI" Code="SCORES_TOTAL" Value="17" />
</ExtendedInfos>
....

```

Element: ExtendedInfos /SportDescription (0,1)

Sport Description in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text.

Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location Code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Stats (1,1)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	SC @Statistics	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.
------	---	--------------------------------	--

Element: Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.			
Type	Code	Pos	Description
ST	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Send for TOU. For Front/Back nine holes send only when any Front/Back hole completed. For Course Total send only when 18 holes completed.
Attribute	M/O	Value	Description
Value	M	Numeric #0.000	Send Average
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
Attribute	Value	Description	
Code	ALBATROSS		
Pos	N/A	N/A	
Value	Numeric ###0	Send the number of albatross (double eagles) achieved	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
Attribute	Value	Description	
Code	BIRDIE		
Pos	N/A	N/A	
Value	Numeric ###0	Send the number of birdies achieved	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
Attribute	Value	Description	
Code	BOGEY		
Pos	N/A	N/A	



	Value	Numeric ###0	Send the number of bogeys made	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU				
	Attribute	Value	Description	
	Code	DBL_BOGEY		
	Pos	N/A	N/A	
	Value	Numeric ###0	Send the number of double bogeys made	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU				
	Attribute	Value	Description	
	Code	EAGLE		
	Pos	N/A	N/A	
	Value	Numeric ###0	Send the number of eagles achieved	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU				
	Attribute	Value	Description	
	Code	OTHER		
	Pos	N/A	N/A	
	Value	Numeric ###0	Send the number of other scores made (greater than triple bogey)	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU				
	Attribute	Value	Description	
	Code	PAR		
	Pos	N/A	N/A	
	Value	Numeric ###0	Send the number of pars achieved	
ST		HOLE	Numeric #0	Pos Description: Send the hole number Element Expected: For TOU. Send only for holes played.
	Attribute	M/O	Value	Description
	Value	M	Numeric	Send average



		#0.000	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always for TOU			
Attribute	Value	Description	
Code	ALBATROSS		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number of albatross (double eagles) achieved	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always for TOU			
Attribute	Value	Description	
Code	AVG_TO_PAR		
Pos	N/A	N/A	
Value	Numeric (-)0.000	Send Average to par, show '-' if under par	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always for TOU			
Attribute	Value	Description	
Code	BIRDIE		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number of birdies achieved	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always for TOU			
Attribute	Value	Description	
Code	BOGEY		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number of bogeys made	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			
Expected: Always for TOU			
Attribute	Value	Description	
Code	DBL_BOGEY		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number of double bogeys made	
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat			



Expected: Always for TOU		
Attribute	Value	Description
Code	DIFFICULTY	
Pos	N/A	N/A
Value	Numeric #0	Send difficult Rank
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description
Code	EAGLE	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of eagles achieved
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description
Code	MAXIMUM	
Pos	N/A	N/A
Value	Numeric ##0	Send the maximum score made on the hole
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description
Code	MINIMUM	
Pos	N/A	N/A
Value	Numeric ##0	Send the minimum score made on the hole
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description
Code	OTHER	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of other scores made (greater than triple bogey)
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description



	Code	PAR	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of pars achieved
ST		ROUND	Numeric 0 Pos Description: Send the round number or 0 for total of all rounds Element Expected: Always for TOU
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
	Attribute	Value	Description
	Code	EQ_PAR	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number scores equal to par
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
	Attribute	Value	Description
	Code	GT_79	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number scores greater than 79
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
	Attribute	Value	Description
	Code	GT_PAR	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number scores greater than par
Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU			
	Attribute	Value	Description
	Code	LT_70	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number scores less than 70



Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	Value	Description
Code	LT_PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores less than par

Sample (TOU)

```

....
<Stats Code="TOU">
  <StatsItems>
    <StatsItem Type="ST" Code="COURSE" Pos="3" Value="36.267" >
      <ExtendedStat Code="ALBATROSS" Value="0" />
      <ExtendedStat Code="EAGLE" Value="2" />
      <ExtendedStat Code="BIRDIE" Value="26" />
      ....
    </StatsItem>
    <StatsItem Type="ST" Code="ROUND" Pos="1" >
      <ExtendedStat Code="LT_70" Value="4" />
      <ExtendedStat Code="LT_PAR" Value="9" />
      <ExtendedStat Code="EQ_PAR" Value="26" />
      ....
    </StatsItem>
    <StatsItem Type="ST" Code="HOLE" Pos="1" Value="3.986">
      <ExtendedStat Code="DIFFICULTY" Value="17" />
      <ExtendedStat Code="AVG_TO_PAR" Value="-0.114" />
      <ExtendedStat Code="EQ_PAR" Value="26" />
      <ExtendedStat Code="ALBATROSS" Value="0" />
      <ExtendedStat Code="EAGLE" Value="0" />
      <ExtendedStat Code="BIRDIE" Value="7" />
      ....
    </StatsItem>
  </StatsItems>
</Stats>
....

```

Element: Stats /Competitor (0,N) Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.



Type	M	A	A for athlete
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organization if known

Element: Stats /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Send 1 for Competitor @Type="A".

Element: Stats /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Type	Code	Pos	Description
ST (for CUM)	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Always for CUM
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	DRIVE_DIST		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric	Average driving distance.	



	000.0	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	DRIVE_DIST_ROUND	
Pos	Numeric 0	Send units used. 0 for metres 1 for yards
Value	Numeric 000.0	Average driving distance in the round
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	DTP	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.# inches: #####0 feet/inches: ##0'##"	Average distance to pin on approach
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	DTP_ROUND	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.# inches: #####0 feet/inches: ##0'##"	Average distance to pin on approach in the round
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	FAIRWAY_HITS	
Pos	N/A	N/A



Value	Numeric #0	Number of fairway hits
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	FAIRWAY_HITS_RO UND	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hits in the round
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	FAIRWAY_OPP	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hit opportunities
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	FAIRWAY_OPP_RO UND	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hit opportunities in the round
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	GREENS_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	GREENS_NUM_RO UND	



Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in the round
Sub Element: Stats/Competitor/Composition/Athlete/StatsItems/StatsItem/ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	GREENS_REG	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in regulation
Sub Element: Stats/Competitor/Composition/Athlete/StatsItems/StatsItem/ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	GREENS_REG_RO UND	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in regulation in the round
Sub Element: Stats/Competitor/Composition/Athlete/StatsItems/StatsItem/ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	PUTT_DIST	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches
Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Average putts made distance
Sub Element: Stats/Competitor/Composition/Athlete/StatsItems/StatsItem/ExtendedStat Expected: Always for CUM		
Attribute	Value	Description
Code	PUTT_DIST_ROUN D	
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches



Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Average putts made distance in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	SAND_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand save attempts	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	SAND_NUM_ROUND		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand save attempts in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	SAVE_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand saves	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	SAVE_NUM_ROUND		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand saves in the round	
ST (for CUM)	DRIVING	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM



Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	DRIVE_DIST		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric 000.0	Driving distance	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	DRIVE_DIST_ROU ND		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric 000.0	Driving distance in the round	
ST (for CUM)	DTP	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	DTP		
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches	
Value	S(n) metres: ##0.# inches: #####0 feet/inches: ##0'##"	Average distance to pin on approach	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	DTP_ROUND		



	Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches	
	Value	S(n) metres: ##0.# inches: ####0 feet/inches: ##0'##"	Average distance to pin on approach in the round	
ST (for CUM)		FAIRWAY_HITS	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of fairway hits
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
	Attribute	Value	Description	
	Code	FAIRWAY_DIR_RO UND		
	Pos	N/A	N/A	
	Value	SC @Direction	Send proposed code in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
	Attribute	Value	Description	
	Code	FAIRWAY_IND_RO UND		
	Pos	N/A	N/A	
	Value	SC @Regulation	Send proposed code in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
	Attribute	Value	Description	
	Code	FAIRWAY_OPP		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of fairway hit opportunities	
ST		GREENS	Numeric #0	Pos Description: Send the hole number



(for CUM)				Element Expected: Always for CUM
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Number of greens reached	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
Attribute	Value	Description		
Code	GREENS_IND_ROUND			
Pos	N/A	N/A		
Value	SC @Regulation	Send proposed code for the round		
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
Attribute	Value	Description		
Code	GREENS_REG			
Pos	N/A	N/A		
Value	Numeric #0	Number of greens reached in regulation		
ST (for CUM)	PUTT	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				
Attribute	Value	Description		
Code	PUTT_DIST			
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches		
Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Average putts made distance		
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM				



Attribute	Value	Description	
Code	PUTT_DIST_ROUND		
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches	
Value	S(n) metres: ##0.## inches: #####0 feet/inches: ##0'##"	Average putts made distance in the round	
ST (for CUM)	PUTTING	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM
Attribute	M/O	Value	Description
Value	M	Numeric #0	Putts per hole
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	PUTTING_NUM_ROUND		
Pos	N/A	N/A	
Value	Numeric #0	Putts per hole in the round	
ST (for CUM)	SAND_SAVE	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of sand saves
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for CUM			
Attribute	Value	Description	
Code	SAND_IND_ROUND		



	Pos	N/A	N/A	
	Value	SC @Regulation	Send proposed code for the round	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
	Expected: Always for CUM			
	Attribute	Value	Description	
	Code	SAND_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of sand save attempts	
ST (for IND_RANKING)		BIRDIES	N/A	Element Expected: Always for IND_RANKING
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of birdies
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
	Expected: When applicable			
	Attribute	Value	Description	
	Code	ERANK		
	Pos	N/A	N/A	
	Value	Y	Send Y in the case that the rank is equalled else do no send	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
	Expected: Always for IND_RANKING			
	Attribute	Value	Description	
	Code	IDX		
	Pos	N/A	N/A	
	Value	Numeric ##0	Sort order for birdies considering those without rank also	
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
	Expected: Always for IND_RANKING			
	Attribute	Value	Description	
	Code	RANK		
	Pos	N/A	N/A	
	Value	Numeric ##0	Rank of birdies	
ST		BOGEYS	N/A	Element Expected: Always for IND_RANKING



(for IND_RANKING)			
Attribute	M/O	Value	Description
Value	M	Numeric #0	Number of bogeys
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of bogeys considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Rank by number of bogeys	
ST (for IND_RANKING)	DRIVE_ACC	N/A	Element Expected: Always for IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Driving accuracy percentage. Do not send in case of no attempt.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	DRIVES_FAIR		
Pos	N/A	N/A	
Value	Numeric #0	Number of drives in the fairway	



Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKIN			
Attribute	Value	Description	
Code	DRIVES_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of drives for the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of driving accuracy considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Rank of driving accuracy at current point in the round	
ST (for IND_RANKING)	DRIVING	N/A	Element Expected: For IND_RANKING. Send only for official drive distance holes.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: For IND_RANKING. Do not send element for players without a valid drive distance.			
Attribute	Value	Description	
Code	DRIVE_DIST		
Pos	Numeric 0	Send units used. 0 for metres	



		1 for yards	
Value	Numeric 000.0	Average driving distance	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of driving distance considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Rank of average driving distance	
ST (for IND_RANKING)	DTP	N/A	Element Expected: Always for IND_RANKING
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	DTP		
Pos	Numeric 0	Send units used. 0 for metres 1 for inches 2 for feet/inches	
Value	S(n) metres: ##0.# inches: ####0 feet/inches: ##0'##"	Average distance to pin on approach	



Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of average distance to pin considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Rank of distance to pin	
ST (for IND_RANKING)	GREENS	N/A	Element Expected: Always for IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Greens in regulation percentage. Do not send in case of no greens reached.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			
Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	GREENS_NUM		



Pos	N/A	N/A	
Value	Numeric #0	Number of greens reached	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	GREENS_REG		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens reached in regulation	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of Greens in regulation considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Greens in regulation rank (by %) at current point in the round	
ST (for IND_RANKING)	PUTT_DIST	N/A	Element Expected: Always for IND_RANKING
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		



	Pos	N/A	N/A	
	Value	Numeric ##0	Sort order for the rank of average putts made distance considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING				
	Attribute	Value	Description	
	Code	RANK		
	Pos	N/A	N/A	
	Value	Numeric ##0	Rank for average putts made distance at current point in the round	
ST (for IND_RANKING)		PUTTS_GAINED	N/A	Element Expected: Always for IND_RANKING
	Attribute	M/O	Value	Description
	Value	O	Numeric 0.000	Average putts gained. Do not send in case of no attempt.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable				
	Attribute	Value	Description	
	Code	ERANK		
	Pos	N/A	N/A	
	Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable				
	Attribute	Value	Description	
	Code	ERANK_PUTS_GIR		
	Pos	N/A	N/A	
	Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING				
	Attribute	Value	Description	
	Code	HBH_PUTTS_GAIN ED		
	Pos	Numeric #0	Send Hole Number.	
	Value	Numeric 0.000	Total Putts gained for a specific hole over the entire competition	



Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of average strokes putts gained considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Total putts gained rank at current point in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK_PUTS_GIR		
Pos	N/A	N/A	
Value	Numeric ##0	Rank for putts per greens in regulation	
ST (for IND_RANKING)	SAND_SAVE	N/A	Element Expected: Always for IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Sand save percentage. Do not send in case of no attempt.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		



Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of sand saves considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Sand save rank (by %)	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	SAND_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand save attempts	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	SAVE_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand saves	
ST (for IND_RANKING)	SCRAMBLE	N/A	Element Expected: Always for IND_RANKING
Attribute	M/O	Value	Description
Value	O	Numeric ##0.00	Scrambles percentage. Do not send in case of no attempt.
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		
Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			



Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of scrambling considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Scrambles made rank (by %) at current point in the round	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	SCRAMBLE_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens missed in regulation	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	SCRAMBLE_PAR		
Pos	N/A	N/A	
Value	Numeric #0	Number of missed greens in regulation and made par or better	
ST (for IND_RANKING)	TEE_GREEN	N/A	Element Expected: Always for IND_RANKING
Attribute	M/O	Value	Description
Value	M	Numeric 0.00	Strokes gained tee to green at current point
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: When applicable			
Attribute	Value	Description	
Code	ERANK		



Pos	N/A	N/A	
Value	Y	Send Y in the case that the rank is equalled else do no send	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	HBH_TEE_GREEN_GAINED		
Pos	Numeric #0	Send hole number	
Value	Numeric 0.000	Strokes gained tee to green for a specific hole over the entire competition	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	IDX		
Pos	N/A	N/A	
Value	Numeric ##0	Sort order for the rank of strokes gained tee to green considering those without rank also	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	RANK		
Pos	N/A	N/A	
Value	Numeric ##0	Rank of stokes gained tee to green	
UI (for IND_RANKING)	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Always for IND_RANKING
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected: Always for IND_RANKING			
Attribute	Value	Description	
Code	PUTTS_GAINED		
Pos	N/A	N/A	
Value	Numeric #0	Strokes gained putting	
Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat			



Expected: Always for IND_RANKING		
Attribute	Value	Description
Code	TEE_GREEN	
Pos	N/A	N/A
Value	Numeric 0.00	Strokes gained to green at current point

Sample (IND_RANKING)

```

....
<Stats Code="IND_RANKING">
  <Competitor Code="1131363" Order="1" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1131363" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1992-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="DRIVING" >
            <ExtendedStat Code="DRIVE_DIST" Pos="0" Value="320.3" />
            <ExtendedStat Code="DRIVE_DIST" Pos="1" Value="350.2" />
            <ExtendedStat Code="RANK" Value="3" />
            <ExtendedStat Code="IDX" Value="3" />
          </StatsItem>
          <StatsItem Type="ST" Code="DRIVE_ACC" Value="85.71" >
            <ExtendedStat Code="DRIVES_NUM" Value="14" />
            <ExtendedStat Code="DRIVES_FAIR" Value="12" />
            <ExtendedStat Code="RANK" Value="5" />
            <ExtendedStat Code="IDX" Value="5" />
          </StatsItem>
          ....
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
....

```

**Sample (CUM)**

```
....
<Stats Code="CUM">
  <Competitor Code="1131363" Order="1" Type="A" Organisation="SUI">
    <Composition>
      <Athlete Code="1131363" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
BirthDate="1992-12-15" />
        <StatsItems>
          <StatsItem Type="ST" Code="FAIRWAY_HITS" Pos="1" Value="2" />
            <ExtendedStat Code="FAIRWAY_IND_ROUND" Value="Y" />
            <ExtendedStat Code="FAIRWAY_DIR_ROUND" Value="L" />
            <ExtendedStat Code="FAIRWAY_OPP" Value="2" />
          </StatsItem>
          <StatsItem Type="ST" Code="GREENS" Pos="1" Value="2" />
            <ExtendedStat Code="GREENS_IND_ROUND" Value="Y" />
            <ExtendedStat Code="GREENS_REG" Value="2" />
          </StatsItem>
          ....
          <StatsItem Type="ST" Code="COURSE" Pos="1" />
            <ExtendedStat Code="FAIRWAY_HITS_ROUND" Value="5" />
            <ExtendedStat Code="FAIRWAY_OPP_ROUND" Value="7" />
            <ExtendedStat Code="FAIRWAY_HITS" Value="9" />
            <ExtendedStat Code="FAIRWAY_OPP" Value="14" />
          ....
          </StatsItem>
        ....
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

2.2.7.6 Message Sort

Sort according to the @Order attributes.



2.2.8 Event Final Ranking

2.2.8.1 Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who were either ranked, got an Invalid Rank Mark (disqualified, etc.), or both.

In the case of Golf, the message has to be sent for all the competition events, as listed in the header values section.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will



		<p>all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.8.3 Trigger and Frequency

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

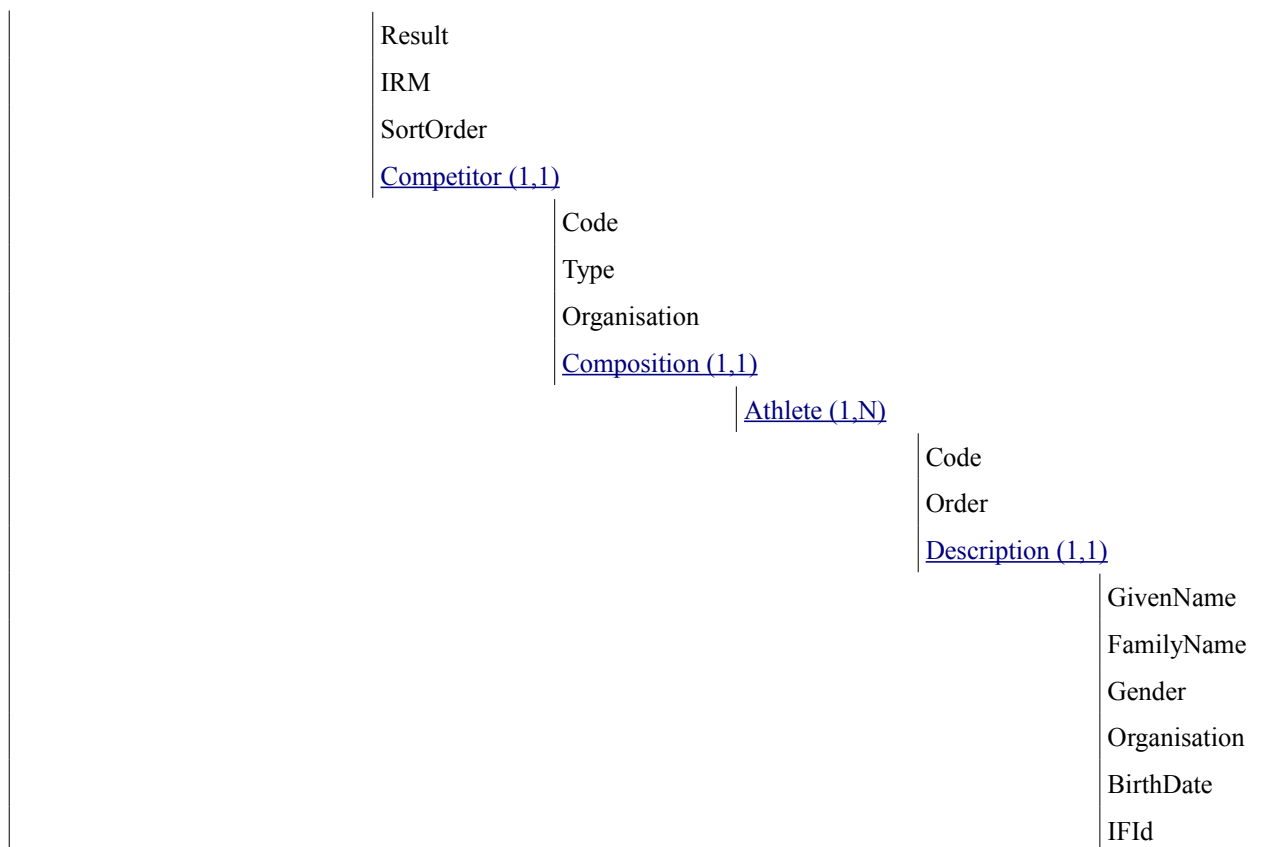
Specific triggering conditions are defined in the sport data dictionary.

Trigger also after any major change.

2.2.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)						
	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				



2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender



Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result. It is optional because the participant can be disqualified
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	Numeric #00	The result of the competitor in the event
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified participants

Element: Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	A	A for athlete
Organisation	O	CC @Organisation	Competitors's organisation if known



Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Numeric	Send 1 for Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.2.8.6 Message Sort

Sort by Result @SortOrder



2.2.9 Official Communication

2.2.9.1 Description

The Official Communication message contains a release of an Official Communication, which contains jury decisions, competition management decisions, etc.

Official Communications are numbered by sport separately, not globally.

2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	NOTICE SPORT_NOTICE COMPETITOR_NOTICE	* NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE: Used for Notice to Competitors
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Refer to the ODF header definition Send incremental number in the case that DocumentSubcode is NOTICE or SPORT_NOTICE or COMPETITOR_NOTICE (one for each different Item)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.9.3 Trigger and Frequency

The message should be generated no later than 15 minutes after a decision (from the jury or anybody else).

Trigger also after any change.

2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code			
	ExtendedInfos (0,1)			
		VenueDescription (0,1)		
			Venue	
			VenueName	
	OfficialCommunication (1,1)			
		DateTime		
		JuryDecision (0,1)		
			NewsItem	
			AffectsRES	
			AffectsSCH	
			AffectsOTH	
			Subtitle (1,1)	
				-
			Heading (0,1)	



			-
	EventUnit (0,1)		Gender Event Phase Unit
	Decision (1,1)		-
	IssuedBy (1,1)		-
	IssuedOn (1,1)		DateTime
	SignedBy (0,2)		Code Function Order

2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: OfficialCommunication (1,1)			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and time in which the official communication is published. Example:



			2006-02-26T10:00:00+01:00
--	--	--	---------------------------

Element: OfficialCommunication /JuryDecision (0,1)
Mandatory for DocumentSubcode NOTICE, SPORT_NOTICE and COMPETITOR_NOTICE.

Attribute	M/O	Value	Description
-----------	-----	-------	-------------

NewsItem	O	String	Item Number
AffectsRES	M	Y, N	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results
AffectsSCH	M	Y, N	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules
AffectsOTH	M	Y, N	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas

Element: OfficialCommunication /JuryDecision /Subtitle (1,1)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------

-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"
---	---	-----------	--

Element: OfficialCommunication /JuryDecision /Heading (0,1)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------

-	O	Free Text	Heading of the Official communication. Should contain the event description.
---	---	-----------	--

Element: OfficialCommunication /JuryDecision /EventUnit (0,1)
Do not send if official communication is used at discipline level.

Attribute	M/O	Value	Description
-----------	-----	-------	-------------

Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.



			level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

Element: OfficialCommunication /JuryDecision /Decision (1,1)

Attribute	M/O	Value	Description
-	M	Free Text	Body of the Official communication. Include the description.

Element: OfficialCommunication /JuryDecision /IssuedBy (1,1)

Attribute	M/O	Value	Description
-	M	Free Text	Communication author

Element: OfficialCommunication /JuryDecision /IssuedOn (1,1)

Attribute	M/O	Value	Description
DateTime	M	DateTime	Decision date and time. Example: 2006-02-26T10:00:00+01:00

Element: OfficialCommunication /JuryDecision /SignedBy (0,2)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
Function	M	CC @ResultsFunction	Function of the Signed person
Order	M	Numeric	Send official order

2.2.9.6 Message Sort

There are not specific sorting requirements



2.2.10 Configuration

2.2.10.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.2.10.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

* Send this message immediately after the course details are known for each event.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	Configs (1,1)				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos



	Value
--	-------

2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Send generic distances with Unit=00 and round distances with the corresponding Unit (01..04)			
Attribute	M/O	Value	Description
Gender	O	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	O	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	CC @Unit	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric 00	Send par value
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
	Attribute	Value	Description	
	Code	DISTANCE		
	Pos	Numeric 0	Send units used. 0 for metres	



			1 for yards
	Value	Numeric #000	Distance
EC	HOLE	Numeric #0	Pos Description: Send hole number. Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric 0
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always		
	Attribute	Value	Description
	Code	DISTANCE	
	Pos	Numeric 0	Send units used. 0 for metres 1 for yards
	Value	Numeric #00	Distance
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only for units 01, 02, 03 and 04.		
	Attribute	Value	Description
	Code	DISTANCE_TEE_BOX	
	Pos	Numeric 0	Send units used. 0 for metres 1 for yards
	Value	Numeric #0	Distance from the front of the tee box to the tee marker.
	Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If applicable		



Attribute	Value	Description	
Code	OFFICIAL_DRIVE_HOLE		
Pos	N/A	N/A	
Value	S(1)	Send Y if the hole has been designated as the official drive distance hole.	
EC	COORDS	Numeric #0	Pos Description: Send the hole number Element Expected: If available, for units 01, 02, 03 and 04.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_X		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the X coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_Y		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the Y coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_Z		
Pos	N/A	N/A	



Value	Numeric #####0.0	Send the Z coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	TEE_X		
Pos	N/A	N/A	
Value	Numeric #####0.0	Send the X coordinate of the tee	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	TEE_Y		
Pos	N/A	N/A	
Value	Numeric #####0.0	Send the Y coordinate of the tee	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	TEE_Z		
Pos	N/A	N/A	
Value	Numeric #####0.0	Send the Z coordinate of the tee	
EC	GROUP_PLAYERS	N/A	Element Expected: Always for units 01, 02, 03 and 04.
Attribute	M/O	Value	Description
Value	M	Numeric 0	Send number of players per group



EC	BIB_COLOUR	Numeric #0	Pos Description: Send bib colour order Element Expected: Always for units 01, 02, 03 and 04.	
	Attribute	M/O	Value	Description
	Value	M	SC @Colour	Bib colour
EC	FAIRWAY	Numeric #0	Pos Description: Send the hole number Element Expected: Only for units 01, 02, 03 and 04.	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
	Attribute	Value	Description	
	Code	CENTER_X		
	Pos	Numeric #0	Send sequential number to identify a fairway point	
	Value	Numeric #####0.0	Send the X coordinate of the fairway center	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
	Attribute	Value	Description	
	Code	CENTER_Y		
	Pos	Numeric #0	Send sequential number to identify a fairway point	
	Value	Numeric #####0.0	Send the Y coordinate of the fairway center	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
	Attribute	Value	Description	
	Code	CENTER_Z		
	Pos	Numeric #0	Send sequential number to identify a fairway point	
	Value	Numeric #####0.0	Send the Z coordinate of the fairway center	
	FAIRWAY_WIDTH	Numeric	Pos Description:	



EC		#0	Send the hole number Element Expected: Only for units 01, 02, 03 and 04.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute			
Value			
Description			
Code	WIDTH_M		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric #00		Fairway width in metres at this point
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute			
Value			
Description			
Code	WIDTH_YD		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric #00		Fairway width in yards at this point
EC	TEE_BOX	Numeric #0	Pos Description: Send the hole number Element Expected: Only for units 01, 02, 03 and 04.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute			
Value			
Description			
Code	TB_X		
Pos	N/A		N/A
Value	Numeric #####0.0		Send the X coordinate of the front of the tee box
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute			
Value			
Description			
Code	TB_Y		



	Pos	N/A	N/A
	Value	Numeric ####0.0	Send the Y coordinate of the front of the tee box
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
	Attribute	Value	Description
	Code	TB_Z	
	Pos	N/A	N/A
	Value	Numeric ####0.0	Send the Z coordinate of the front of the tee box
EC		COORDINATE_CO NFIG	N/A Element Expected: Only for unit 00
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only for unit 00			
	Attribute	Value	Description
	Code	DATUM	
	Pos	N/A	N/A
	Value	S(40)	Coordinate system's projection Datum
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only for unit 00			
	Attribute	Value	Description
	Code	PROJECTION	
	Pos	N/A	N/A
	Value	S(40)	Coordinate system's projection
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only for unit 00			
	Attribute	Value	Description
	Code	PROJECTION_ZON E	
	Pos	N/A	N/A
	Value	S(40)	Zone within the projection
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem			



Expected: Only for unit 00		
Attribute	Value	Description
Code	UNITS	
Pos	N/A	N/A
Value	S(40)	Coordinate system's unit of measurement. Options are "FEET" (US Survey Feet) and "INTL-FEET" (International Feet).

Sample (Configuration for Unit 00)

```

....
<Configs>
  <Config Gender="W" Event="001" Phase="1" Unit="00">
    <ExtendedConfig Type="EC" Code="COURSE" Pos="1" Value="36" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="3125" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="3389" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="COURSE" Pos="2" Value="36" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="3100" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="3300" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="COURSE" Pos="3" Value="72" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="6245" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="6689" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="HOLE" Pos="1" Value="3" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="146" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="154" />
      <ExtendedConfigItem Code="OFFICIAL_DRIVE_HOLE" Value="Y" />
    </ExtendedConfig>
    ....
  </Config>
  <Config Gender="W" Event="001" Phase="1" Unit="01">
    ....
</Configs>

```

Sample (Configuration for Units 01, 02, 03, 04)



```
....
<Configs>
  <Config Gender="W" Event="001" Phase="1" Unit="00">
    ....
  </Config>
  <Config Gender="W" Event="001" Phase="1" Unit="01">
    <ExtendedConfig Type="EC" Code="COURSE" Pos="1" Value="36" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="3125" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="3389" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="EC" Code="HOLE" Pos="1" Value="3" >
      <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="146" />
      <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="154" />
      <ExtendedConfigItem Code="DISTANCE_TEE_BOX" Pos="0" Value="4" />
      <ExtendedConfigItem Code="DISTANCE_TEE_BOX" Pos="1" Value="5" />
      <ExtendedConfigItem Code="OFFICIAL_DRIVE_HOLE" Value="Y" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="EC" Code="COORDS" Pos="1">
      <ExtendedConfigItem Code="TEE_X" Value="210.4" />
      <ExtendedConfigItem Code="TEE_Y" Value="1100.4" />
      <ExtendedConfigItem Code="TEE_Z" Value="11.5" />
      <ExtendedConfigItem Code="PIN_X" Value="355.7" />
      <ExtendedConfigItem Code="PIN_Y" Value="1241.5" />
      <ExtendedConfigItem Code="PIN_Z" Value="12.2" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="EC" Code="GROUP_PLAYERS" Value="3" />
    <ExtendedConfig Type="EC" Code="BIB_COLOUR" Pos="1" Value="BLUE" />
    <ExtendedConfig Type="EC" Code="BIB_COLOUR" Pos="2" Value="ORANGE" />
    <ExtendedConfig Type="EC" Code="BIB_COLOUR" Pos="3" Value="GREEN" />
    <ExtendedConfig Type="EC" Code="FAIRWAY" Pos="1" >
      <ExtendedConfigItem Code="CENTER_X" Pos="1" Value="120.5" />
      <ExtendedConfigItem Code="CENTER_Y" Pos="1" Value="350.0" />
      <ExtendedConfigItem Code="CENTER_Z" Pos="1" Value="2.5" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="FAIRWAY_WIDTH" Pos="1" >
      <ExtendedConfigItem Code="WIDTH_M" Pos="1" Value="46" />
      <ExtendedConfigItem Code="WIDTH_YD" Pos="1" Value="50" />
      <ExtendedConfigItem Code="WIDTH_M" Pos="2" Value="38" />
      <ExtendedConfigItem Code="WIDTH_YD" Pos="2" Value="42" />
    </ExtendedConfig>
    ....
    <ExtendedConfig Type="EC" Code="TEE_BOX" Pos="1" >
      <ExtendedConfigItem Code="TB_X" Value="108.5" />
      <ExtendedConfigItem Code="TB_Y" Value="204.0" />
      <ExtendedConfigItem Code="TB_Z" Value="1.5" />
    </ExtendedConfig>
  </Config>
  ....
</Configs>
```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT162- R-SOG-2016-v2.8 APP (GO)

2.2.10.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	28 March 2014	First Version
v1.1	5 May 2014	SFA
v1.2	18 August 2014	Internal version
v1.3	25 August 2014	Minor correction
v1.4	18 September 2014	Updated with reviewers comments
v1.5	17 October 2014	Internal version
v1.6	13 November 2014	Approved version
v1.7	12 February 2015	CR4611 applied
v1.8	14 May 2015	CR5125, CR5126, CR5270, CR5412 and CR5467 applied
v1.9	15 May 2015	Minor corrections
v2.0	6 August 2015	CR7372, CR7374 and correction in DT_STATS applied
v2.1	1 October 2015	CR7621, CR7623, CR7659, CR7739 and defects 115461, 116699
v2.2	5 November 2015	CR7852, CR7896 and DT_CONFIG corrections
v2.3	18 December 2015	CR008831, CR008904 and minor corrections
v2.4	24 March 2016	CR009578, CR009599 & CR009516 and some corrections
v2.5	5 May 2016	CR10791 and UAT defects
v2.6	1 June 2016	Minor correction, CR10965 and defects 134113, 115465,135358
v2.7	9 June 2016	Minor correction and defects 136377, 136800, 115465
v2.8	30 June 2016	Defects 130958 and 133308

File Reference: ODF/INT162- R-SOG-2016-v2.8 APP (GO)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> * DT_RESULT_ANALYSIS: message not used in GO * DT_STATS: added CUM DocumentSubtype and redefined DocumentCode and DocumentSubcode values * DT_STATS: added clarification for BOGEY_AVG StatsItem * DT_STATS: added StatItems for CUM and IND_RANKING



		<ul style="list-style-type: none"> * DT_RESULT: corrected UnitDateTime element name in sample * DT_STATS: removed wrong ExtendedDateTime element in ExtendedInfos sample * DT_STATS: corrected ExtendedStat element name in samples * DT_CONFIG: corrected ExtendedConfigItem element name in sample <p>Changes agreed in IDM:</p> <ul style="list-style-type: none"> * DT_RESULT: added clarification for Result, FRONT and BACK triggers * DT_CUMULATIVE_RESULT: added clarification for Result attribute trigger * DT_STATS: modified trigger for IND_RANKING, should be send after all players in a group finish each hole * DT_CONFIG: must include generic distances and distances for each round * Added DT_PLAY_BY_PLAY and DT_CURRENT messages
v1.2	SFA	<ul style="list-style-type: none"> * Removed DT_CURRENT message * DT_PARTIC / DT_PARTIC_UPDATE: updated expected comment for CADDY * DT_RESULT: clarified LIVE trigger * DT_PLAY_BY_PLAY: updated trigger * DT_PLAY_BY_PLAY: updated @Time format * DT_PLAY_BY_PLAY: added ImageData element description * DT_PLAY_BY_PLAY: renamed FROM_LIE, RESTING_LIE to FROM_LOC, RESTING_LOC * DT_PLAY_BY_PLAY: added FROM_ENH, RESTING_ENH * DT_PLAY_BY_PLAY: updated STROKE_RES description * DT_CONFIG: added COORDS: TEE_X, TEE_Y, TEE_Z, PIN_X, PIN_Y, PIN_Z * DT_CONFIG: par value in HOLE and COURSE only apply for unit 00 * DT_CUMULATIVE_RESULT: removed @Type attribute in ResultItem/Result/Extension * DT_RESULT: added @Unchecked to Result element
v1.3	SFA	<ul style="list-style-type: none"> * DT_STATS: added ResultStatuls values in Trigger and Frequency section
v1.4	SFA	<ul style="list-style-type: none"> * DT_PARTIC / DT_PARTIC_UPDATE: renamed RANK entry to RANK_WLD * DT_PLAY_BY_PLAY: updated trigger, message should be send after every update in stroke data. * DT_STATS: strokes gained data moved from CUM to IND_RANKING as changes in this data will affect to all athletes * DT_STATS: removed all "(metres)" references in strokes gained data * DT_RESULTS: removed UNCONFIRMED * DT_PLAY_BY_PLAY: removed CC @Lie and CC @EnhancedLie and replaced them with CC @StrokeLocation, CC @EnhancedStrokeLocation * DT_STATS: added the support for strokes gained hole by hole with HBH_PUTTS_GAINED, HBH_PUTTS_GAINED_ROUND, HBH_TEE_GREEN_GAINED, HBH_TEE_GREEN_GAINED_ROUND * DT_STATS: fixed strokes gained codes that held no valuable meaning ie. PUTTS_GM * DT_STATS: removed duplicated PUTTS_GM_ROUND, PUTTS_GM under COURSE * DT_STATS: moved IDX, RANK_PUTS_GIR and ERANK_PUTS_GIR from PUTTING to PUTTS_GAINED * DT_STATS: removed PUTTING as info is already in DT_PUTTS_GAINED * DT_PLAY_BY_PLAY: removed ImageData element * DT_STATS: updated trigger for IND_RANKING and TOU
v1.5	SFA	<ul style="list-style-type: none"> * DT_RESULTS: @ResultType changed to O, optional



		<ul style="list-style-type: none"> * DT_CUMULATIVE_RESULT: MOVEMENT should be send blank for players with IRM * DT_STATS: removed TEE_GREEN_ROUND, HBH_TEE_GREEN_GAINED_ROUND, PUTTS_GAINED_ROUND, HBH_PUTTS_GAINED_ROUND as this data is send in IND_RANKING for each round
v1.6	APP	Approved version
v1.7	APP	<ul style="list-style-type: none"> * CR4611: added DT_IMAGE message * DT_PARTIC / DT_PARTIC_UPDATE: added IFId attribute * Description element for Athletes fixed to follow general definition
v1.8	APP	<ul style="list-style-type: none"> * CR5125: DT_CONFIG: removed restriction of sending par value only for unit 00 on HOLE and COURSE * CR5126: DT_CONFIG: added OFFICIAL_DRIVE_HOLE ExtendedConfigItem to HOLE * CR5270: <ul style="list-style-type: none"> - DT_PLAY_BY_PLAY: added X, Y, Z attributes to UnitAction element - DT_PLAY_BY_PLAY: removed RESTING_X, RESTING_Y, RESTING_Z ExtendedActions * CR5412: DT_RESULT: added BIB_COLOUR EvenUnitEntry * CR5467: <ul style="list-style-type: none"> - Added DT_CURRENT message - DT_CONFIG: added GROUP_PLAYERS and BIB_COLOUR ExtendedConfig * DT_RESULT: DocumentSubtype attribute not used in GO * DT_CUMULATIVE: removed phase in DocumentCode attribute * DT_CUMULATIVE: updated message description and sort * DT_STATS: updated DocumentSubcode and ResultStatus descriptions * DT_RANKING: updated message description * DT_CONFIG: updated DocumentCode description
v1.9	APP	<ul style="list-style-type: none"> * DT_STATS: added IDX ExtendedStat to PUTT_DIST StatsItem * DT_CURRENT: updated definitions for SortOrder and StartSortOrder attributes * Defect 114581: <ul style="list-style-type: none"> -DT_CONFIG: COORDS, GROUP_PLAYERS and BIB_COLOUR ExtendedConfigs should be send for each round (units 01, 02, 03, 04) not for unit 00 * DT_CUMULATIVE_RESULT: included ResultsItems element that was removed by error in a previous version
v2.0	APP	<ul style="list-style-type: none"> * CR7372: DT_PLAY_BY_PLAY: added ELEVATION, SLOPE, LIE, GREEN, FAIRWAY_EDGE and FAIRWAY_CENTRE ExtendedActions * CR7374: DT_CONFIG: <ul style="list-style-type: none"> - Added FAIRWAY ExtendedConfig and its ExtendedConfigItems: CENTER_X, CENTER_Y, CENTER_Z and WIDTH - Added TEE_BOX ExtendedConfig and its ExtendedConfigItems: TB_X, TB_Y and TB_Z - Added DISTANCE_TEE_BOX ExtendedConfigItem to HOLE ExtendedConfig * DT_STATS: corrected descriptions for DRIVE_DIST, DRIVE_DIST_ROUND in COURSE
v2.1	APP	<ul style="list-style-type: none"> * CR7621: DT_STASTS: Statistic "Bogey Average" (BOGEY_AVG) has been changed to "Total Bogeys" (BOGEYS) * CR7623: DT_PLAY_BY_PLAY: Add a GROUP extension in ExtendedAction element * CR7659: DT_STATS (IND_RANKING): Always send all statistics, not only for the players that have a statistic in the current round. This affects rounds 2, 3.... * CR7739:



		<ul style="list-style-type: none"> - DT_CURRENT: Change the triggering to ensure the data is complete at start - DT_CURRENT: Result@SortOrder clarified to be Overall player - DT_CURRENT: Result@SortOrder clarified to match with MEMBER @Pos * Defect 115461: DT_CUMULATIVE_RESULT: added clarification for MOVEMENT ExtendedResult. * Defect 116699: DT_STATS (IND_RANKING): DRIVE_DIST StatsItem should be send only for the official drive distance holes. * DT_IMAGE: updated message size * DT_IMAGE: added ImageTitle element and redefined @Pos in Image element
v2.2	APP	<ul style="list-style-type: none"> * CR7852: <ul style="list-style-type: none"> - DT_PLAY_BY_PLAY: removed @Result and @Value attributes and added SHOT and DTP extensions with distances in metres and feet/inches - DT_PLAY_BY_PLAY: FAIRWAY_CENTER and FAIRWAY_EDGE, changed @Pos 1 from yards to feet/inches and updated Value format - DT_STATS for CUM: added @Pos attribute to DRIVE_DIST, DRIVE_DIST_ROUND ExtendedStat to send distances in metres and yards - DT_STATS for CUM: added @Pos attribute to DTP, DTP_ROUND, PUT_DIST and PUT_DIST_ROUND ExtendedStat to send distances in metres and feet/inches - DT_STATS for CUM: changed DRIVE_DIST StatsItem to DRIVING, removed @Value attribute and added DRIVE_DIST ExtendedStat with @Pos attribute to send distances in metres and yards - DT_STATS for CUM: removed @Value attribute in DTP StatItem and added DTP ExtendedStat with @Pos attribute to send distances in metres and feet/inches - DT_STATS for CUM: changed PUT_DIST StatsItem to PUT, removed @Value attribute and added PUT_DIST ExtendedStat with @Pos attribute to send distances in metres and feet/inches - DT_STATS for IND_RANKING: changed DRIVE_DIST StatsItem to DRIVING, removed @Value attribute and added DRIVE_DIST ExtendedStat with @Pos attribute to send distances in metres and yards - DT_STATS for IND_RANKING: removed @Value attribute from DTP StatsItem and added DTP ExtendedStat with @Pos attribute to send distances in metres and feet/inches * CR7896: <ul style="list-style-type: none"> - DT_COMMUNICATION message included in the Data Dictionary. Golf used a specific COMPETITOR_NOTICE DocumentSubcode. * DT_CONFIG corrections: <ul style="list-style-type: none"> - FAIRWAY and TEE_BOX ExtendedCongigs: added Pos attribute to send hole number - FAIRWAY ExtendedConfigItems: Added Pos attribute to sen fairway point - FAIRWAY: replaced WIDTH ExtendedConfigItem by WIDTH_M and WIDTH_YD - FAIRWAY, TEE_BOX and DISTANCE_TEE_BOX apply only for units 01, 02, 03, 04, not for unit 00 * DT_STATS: corrected typo in MINIMUM * DT_STATS: added @Location and @LocationName attributes to VenueDescription * DT_CUMULATIVE_RESULT: added @Unit attribute to ResultItem
v2.3	APP	<ul style="list-style-type: none"> * DT_STATS for CUM: added description of @Pos attribute in GREENS StatsItem * DT_STATS for CUM: COURSE(DTP, DTP_ROUND, PUTT_DIST, PUTT_DIST_ROUND),



		<p>DTP(DTP, DTP_ROUND), PUTT(PUTT_DIST, PUTT_DIST_ROUND) Change to adjust the way in which imperial distances are sent. (CR008831)</p> <p>* DT_STATS for IND_RANKING: DTP(DTP) Change to adjust the way in which imperial distances are sent. (CR008831)</p> <p>* DT_PLAY_BY_PLAY : UnitAction/ExtendedAction (DTP, FAIRWAY_CENTER, FAIRWAY_EDGE, SHOT) Change to adjust the way in which imperial distances are sent. (CR008904)</p> <p>* DT_RESULT: definition updated to clarify that message should contain all participants in the competition in all rounds, including the eliminated athletes. (CR008904)</p> <p>* DT_CONFIG: ExtendedConfig FAIRWAY definition updated. Items WIDTH_M and WIDTH_YD moved to a new ExtendedConfig value FAIRWAY_WIDTH, because this information is related to different points (CR008904)</p> <p>* DT_CURRENT: NEXT extension added to Element DISPLAY, to know who is the next player to take a shot in the group (CR008904)</p> <p>* DT_STATS: in PUTTS_GAINED, definition of Pos fo HBH_PUTTS_GAINED updated. Information is related with a hole. (122117)</p> <p>* DT_STATS: removed FAIRWAY_HITS for IND_RANKING</p>
v2.4	APP	<p>* CR009578: ORIS Golf document update after Homologation Test: DT_PARTIC/DT_PARTIC_UPDATE: removed RANK_WLD and added RANK_OG EventEntry</p> <p>* CR009599: ODF: GO DT_IMAGE, improve the image quality: DT_IMAGE: updated images size to 400 x 156 pixels in description section</p> <p>* CR009516: GO-golf clubs data: DT_PLAY_BY_PLAY: added CLUB ExtendedAction</p> <p>* DT_STATS (CUM): replaced FAIRWAY_NUM, FAIRWAY_NUM_ROUND, FAIRWAY_REG, FAIRWAY_REG_ROUND by FAIRWAY_HITS by FAIRWAY_HITS_ROUND, FAIRWAY_OPP, FAIRWAY_OPP_ROUND and updated descriptions to fairway hits and fairway hits opportunities</p> <p>* DT_CONFIG: added COORDINATE_CONFIG with PROJECTION, PROJECTION_ZONE, DATUM and UNITS</p> <p>* DT_RESULT: changed BIB_COLOUR, GROUP, START_TIME, START_HOLE EventUnitEntries to optional, as these data is not send for athletes with an IRM in a previous round</p>
v2.5	APP	<p>* CR10791: Remove MOVE_IDX from ODF</p> <p>- DT_CUMULATIVE_RESULT: removed MOVE_IDX ExtendedResult</p> <p>* Defect 130958: Shot Distances and Distance to Pin meters according to ORIS should be with only one decimal:</p> <p>- DT_PLAY_BY_PLAY: updated SHOT and DTP format in metres to one decimal</p> <p>* Defect 132198: Only players competing for Bronze medal should be in DT_RESULT message:</p> <p>- DT_RESULT: added comment to clarify that for Play-offs should include only players that are involved in the play-off</p> <p>* Defect 133299: DT_RESULT TO_PAR field should be "Null" while competition has no started:</p> <p>- DT_RESULT: updated Expected value for TO_PAR ExtendedResult</p> <p>* Defect 133308: DT_CUMULATIVE_RESULT TO_PAR field should be "Null" when the competition is setting to Running</p> <p>- DT_CUMULATIVE_RESULT: updated Expected value for TO_PAR ExtendedResult</p>



		<ul style="list-style-type: none"> * Defect 133366: DT_STATS SAND_SAVE should NOT display the 0 percentage in case of no attempt <ul style="list-style-type: none"> - DT_STATS for IND_RANKING: average values should not been send in case of no attempt for SAND_SAVE, DRIVE_ACC, GREENS, PUTTS_GAINED and SCRAMBLE * Defect 133374: DT_STATS - Average value and all the rest of results should NOT display 0 in the hole that not played <ul style="list-style-type: none"> - DT_STATS for TOU: HOLE StatsItem should be send only for holes played * DT_RESULT: added clarification in Rank attribute, in Play-off Rank should be send when all players finish each hole
v2.6	APP	<ul style="list-style-type: none"> * DT_RESULT: <ul style="list-style-type: none"> -Corrected comment in Rank attribute for Play-off * CR10965: Add Orange and Green colors to Bib colour options: <ul style="list-style-type: none"> -DT_RESULT: Samples changed to Code="BIB_COLOUR" Value="BLUE" -DT_CONFIG: Samples changed to use Bib Colors BLUE, ORANGE, GREEN * Defect 134113: <ul style="list-style-type: none"> -DT_STATS for TOU: COURSE StatsItem for Front/Back nine holes should be send only when any Front/Back hole completed, in Course Total should be send only when 18 holes completed * Defect 115465: <ul style="list-style-type: none"> -DT_RESULT: START_TIME not needed in case of IRM in current round * Defect 135358: <ul style="list-style-type: none"> -DT_RESULT: INTERMEDIATE ResultStatus added to support Postponed Rounds
v2.7	APP	<ul style="list-style-type: none"> * DT_CONFIG: updated UNITS ExtendedConfigItem description * Defect 136377: <ul style="list-style-type: none"> - DT_CUMULATIVE_RESULT: updated triggering description, should be send after DT_RESULT * Defect 136800: <ul style="list-style-type: none"> - DT_STATS: updated DRIVE_DIST Expected description to not send element for players without a valid drive distance * Defect 115465: <ul style="list-style-type: none"> - DT_RESULT: removed statement about START_TIME not needed in case of IRM in current round
v2.8	APP	<ul style="list-style-type: none"> * Defect 130958: <ul style="list-style-type: none"> - DT_STATS: updated DTP format in metres to one decimal * Defect 133308: <ul style="list-style-type: none"> - DT_CUMULATIVE_RESULT: TO_PAR should be send only after player completes first hole