



Olympic Data Feed



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

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1 Introduction

1.1 This document

This document includes the ODF Marathon Swimming Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Marathon Swimming.

1.2 Objective

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



Document Reference	Document Title	Document Description
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
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 Marathon Swimming.

- 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	<u>X</u>
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	<u>X</u>
DT_PLAY_BY_PLAY	Play by Play	<u>X</u>
DT_RANKING	Event Final Ranking	
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
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	



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DT_KA	Keep Alive	
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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 Bib EventEntry (0,N)
	Code Type Pos Value

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	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>



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)	FINA Id of the athlete (Competitor's federation number for the corresponding discipline).
------	---	-------	---

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
Bib	O	S(4)	Athlete's Bib number. Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_RANK	N/A	Element's Expected: When applicable, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	S(4)
	Description		Description
	Qualification Rank		
ENTRY	QUAL_TYPE	N/A	Element's Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	SC @QualifyingType
	Description		Description
	Qualification type (method)		

Sample (Sample)

```

.....
<RegisteredEvent Event="010" Gender="M">
  <EventEntry Code="QUAL_TYPE" Type="ENTRY" Value="FWC"/>
  <EventEntry Code="QUAL_RANK" Type="ENTRY" Value="1st"/>
</RegisteredEvent>
.....

```



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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.

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	DDGEEEEPUU	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 OW	Not used in OW
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed) 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	<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 known and with any changes / IRMs before the start.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

- * As soon as the competition starts (LIVE)
- * After any addition / change in any data (LIVE)
- * When the last competitor finish or the expiration of time limit (UNCONFIRMED)

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).

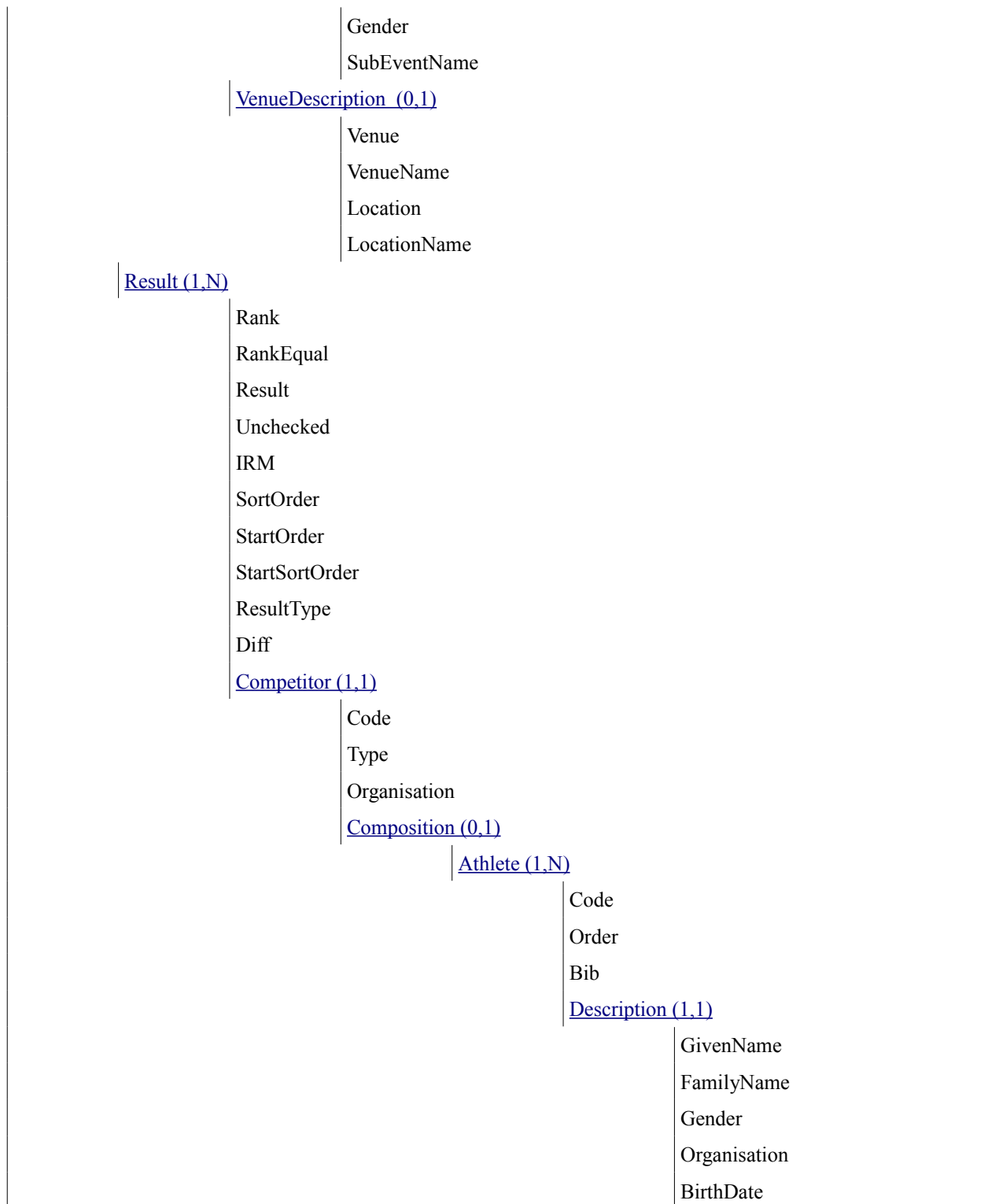
- * When Unofficial results are validated (UNOFFICIAL)
- * After the results for the race are approved (OFFICIAL)

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
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
			EndDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					





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.
EndDate	M	DateTime	Actual end date-time



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type		Code	Pos	Description
DISPLAY		CURRENT_INTERMEDIATE	N/A	Element's Expected: When LIVE
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the intermediate point was the current leader has most recently passed (according to the INTERMEDIATE @Pos)
DISPLAY		LAST_COMP	Numeric 0	Description of @Pos: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point. Element's Expected: When available and only when the unit is LIVE. Send all changes since last message (usually one only).
	Attribute	M/O	Value	Description
	Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
DISPLAY		LEADER	Numeric #0	Description of @Pos: Send number of the intermediate point. Element's Expected: For each split except for the finish
	Attribute	M/O	Value	Description
	Value	O	S(20)	Athlete's ID, to identify an athlete, for the leader at this split point.

Sample (Sample)



```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-29T12:00:00+01:00" EndDate="2012-07-29T12:00:00+01:00" />
....
  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="1" Value="9206833" />
  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="2" Value="1106825" />
  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="3" Value="1106825" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="4523716" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="4523716" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="4523716" />
</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. This attribute is optional because the competitor could get an invalid rank mark or in case of PHOTO
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if



			<p>applicable.</p> <p>Send "Y" if the Rank is equalled.</p>
Result	O	h:mm:ss.f	<p>The result of the competitor in the event unit.</p> <p>Send just in the case @ResultType is TIME.</p> <p>Do not send hours if zero</p>
Unchecked	O	S(1) Y	<p>Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"</p>
IRM	O	SC @IRM	<p>The invalid rank mark, in case it is assigned, for the particular event unit.</p> <p>Send just in the case @ResultType is IRM</p>
SortOrder	M	Numeric	<p>This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.</p> <p>Before and at the beginning of the race, sorted by athlete's number. For athletes who have completed at least one split, sort by the split rank at the completion of the last split until the first competitor finishes the race. By Rank once the first competitor finishes and for those that have finished the race also. At the end, those without ranks are sorted by the rank of the last completed split or by athlete's number, as appropriate.</p> <p>The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives.</p> <p>OTL riders must be dropped to the bottom. Athletes who are notified as "did not finish" during the race, are notified as "did not start" or disqualified, must be dropped to the bottom with no rank in the order defined by the international federation.</p>
StartOrder	O	Numeric	<p>Competitor's start order in the start list.</p>
StartSortOrder	M	Numeric	<p>Used to sort all start list competitors in an event unit.</p> <p>Order according to sport rules</p>
ResultType	O	SC @ResultType	<p>Type of the @Result attribute.</p> <p>Result type, either time or IRM for the corresponding event unit (only used when Result or IRM received)</p>
Diff	O	Time	<p>Time behind leader +m:ss.f or blank for leader. Do not send m if no minutes apply.</p>



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
Organisation	O	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.
Order	M	Numeric	Value will be 1
Bib	O	S(4)	Bib number

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 or individual athlete's extended result.			
Type	Code	Pos	Description
ER	PHOTO	N/A	Element's Expected: if applicable
	Attribute	M/O	Value
			Description



	Value	M	S(1)	Send when a photo is required to determine any result for this competitor. Send "P" for Pending Status. Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
PROGRESS		INTERMEDIATE	Numeric #0	Description of @Pos: The number that identifies the split point, from 1 to the total number of splits result points. Including last intermediate point (Finish point). Element's Expected: When available
	Attribute	M/O	Value	Description
	Value	M	h:mm:ss.f	Time result from the start of the race up to this split point. Is a cumulative result time. Do not send hours if zero.
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Send the rank of the competitor at the intermediate point
	RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult Send the order of the competitor at the corresponding intermediate point
	Diff	O	Time	Time behind leader at this ExtendedResult. Send the time behind the leader at the corresponding intermediate point. (+m:ss.f or blank for leader) Do not send minutes if zero.
	Move	O	Numeric	Send the rank progression in the current intermediate regarding previous intermediate (i.e: "2", "0", "-1", etc)



Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If applicable		
Attribute	Value	Description
Code	FLAG	
Pos	N/A	
Value	S(1) (R, Y)	Flag indication to be sent when some incident occurred in the split. Send "R" for the Red flag (disqualification) and "Y" for the Yellow flag (warning).
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always except first split (When available)		
Attribute	Value	Description
Code	SPLIT_TIME	
Pos	N/A	
Value	m:ss:f	Send the split result time (from this split point to the previous one). Not cumulative time. Don't send for the first split

Sample (Sample)

```

....
<Result Rank="2" ResultType="TIME" Result="1:35:29" SortOrder="2" StartOrder="15" StartSortOrder="8"
Diff="+12.2">
  <Competitor Code="1066204" Type="A" Organisation="SUI" Bib="8">
    <Composition>
      <Athlete Code="1066204" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="2" Value="7:39" ValueType="TIME" Rank="16" SortOrder="16" Diff="+10.3">
            <Extension Code="SPLIT_TIME" Value="3:15.5" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="6" Value="37:26" ValueType="TIME" Rank="3" SortOrder="3" Diff="+8.0" >
            <Extension Code="SPLIT_TIME" Value="7:15.6" />
          </ExtendedResult>
        </Athlete>
      </Composition>
    </Competitor>
  </Result>
....

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT191- R-SOG-2016-v1.10 APP (OW)

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	Not used in OW	Not used in OW
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

Its ResultStatus will be the same that the status in DT_RESULT message.

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

* After every race incident

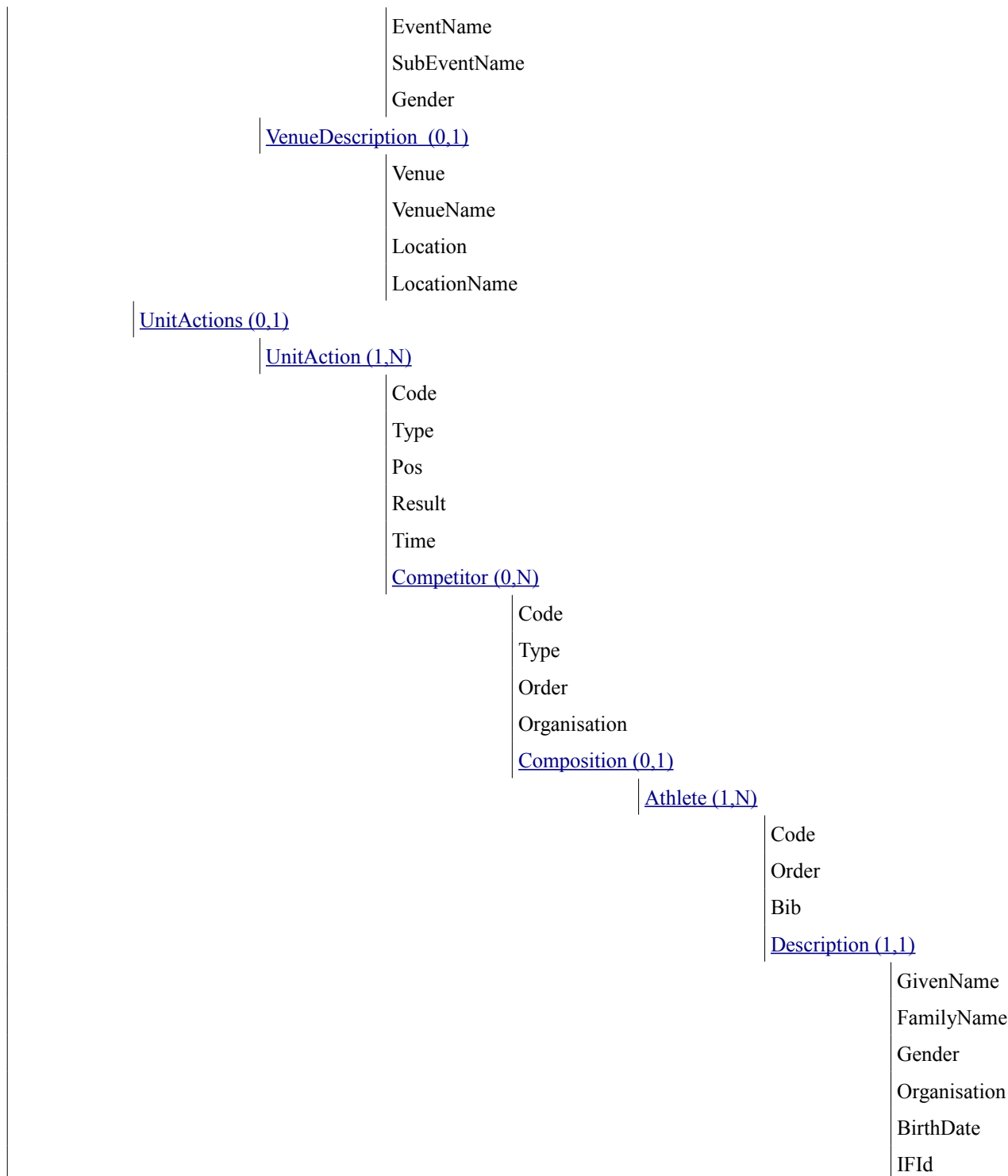
This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

* After the race (unit).

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	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				





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	S(2)	Numeric ##0	Description of @Code: When in race (lap), 0 for incidents before race starts. Description of @Pos: Unique sequential number for all the incidents from 1 to n (from the first incident to the last one). Element's Expected: When available



Attribute	M/O	Value	Description
Time	O	h:mm:ss	Race time. Do not send hours if zero.
Result	O	Text	Incident Description

Sample (Sample)

```

....
<ExtendedInfos>
  <SportDescription DisciplineName="Marathon Swimming" EventName="Women's 10km"
SubEventName="Women's 10km" Gender="W" />
  <VenueDescription Venue="FTC" VenueName="Fort Copacabana" Location="OW1" LocationName="Fort
Copacabana"/>
</ExtendedInfos>
<UnitActions>
....
<UnitAction Type="UAC" Code="3" Pos="3" Result="Out of Time Limit">
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
....
</UnitAction>
....

```

Element: UnitActions /UnitAction /Competitor (0,N)

Competitor participating in the UnitAction. Used when the UnitAction is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	A	A for athlete
Order	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
Organisation	M	CC @Organisation	Competitors' organisation

Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	O	Numeric	Order of the athletes. Used to order the athletes when



			there are more than one athlete related to the action.
Bib	O	S(4)	Bib number

Element: UnitActions /UnitAction /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

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 Configuration

2.2.4.1 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="").

2.2.4.2 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 Sent this message for each Unit.
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.

2.2.4.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

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
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



2.2.4.5 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit.
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	DISTANCE	N/A	Element's Expected: When available, at Unit level
	Attribute	M/O	Value
	Value	M	Numeric #####0.00
EC	INTERMEDIATE	Numeric 0	Description of @Pos: Send the number that identifies the intermediate point, from 1 to n. Where 1 is the first intermediate point and n is the finish. Element's Expected: When available, at Unit level
	Attribute	M/O	Value
	Value	M	Numeric #####0.00
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When available, at Unit level			



	Attribute	Value	Description	
	Code	IS_LAST		
	Pos	N/A		
	Value	S(1)	Send "Y". Only send for the last Intermediate point (finish line).	
EC		INTERMEDIATES_T OTAL	N/A	Element's Expected: When available, at Unit level
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points not including the start or finish

Sample (Sample)

```

...
<Configs>
<Config Gender="M" Event="010" Phase="1" Unit="01">
<ExtendedConfig Type="EC" Code="DISTANCE" Value="10.00"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="0.98"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="2.44"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="3.50"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="4.95"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="5" Value="6.01"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="6" Value="7.47"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="7" Value="8.53"/>
<ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="8" Value="10.00"/>
<ExtendedConfigItem Code="IS_LAST" Value="Y" />
</ExtendedConfig>
<ExtendedConfig Type="UI" Code="INTERMEDIATES_TOTAL" Value="7" />
</Config>

```

2.2.4.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.00	30 May 2014	First version
v1.01	11 July 2014	SFA Version after IDM Meeting.
v1.02	5 August 2014	Minor changes
v1.03	8 August 2014	Minor changes
v1.04	18 August 2014	Version updated after first Pre-integration test
v1.05	18 September 2015	Version updated after second Pre-integration test
v1.06	5 November 2014	Minor changes
v1.07	13 November 2014	Minor changes
v1.08	12 February 2015	Description element for Athletes fixed to follow general definition
v1.09	14 May 2015	CR004952
v1.10	05 November 2015	Minor changes

File Reference: ODF/INT191- R-SOG-2016-v1.10 APP (OW)

Change Log		
Version	Status	Changes on version
v1.00	SFR	First version
v1.01	SFA	<ul style="list-style-type: none"> - (DT_PARTIC) QUAL_RANK definition updated - (DT_PARTIC) Sample of message added - (DT_RESULT) trigger definition clarified for UNCORFIRMED/ UNOFFICIAL/ OFFICIAL - Gender definition in ExtendedInfos/SportDescription updated for all messages - (DT_RESULT) ExtendedInfo/ INTERMEDIATE @Pos definition updated - (DT_RESULT) IS_LAST attribute values redefined. - (DT_RESULT) PHOTO attribute values redefined.
v1.02	SFA	<ul style="list-style-type: none"> - (DT_RESULT) Result /Competitor /Composition /Athlete /EventUnitEntry removed of Structure definition. - (DT_RESULT) Message sample updated
v1.03	SFA	<ul style="list-style-type: none"> - (DT_RESULT) attribute INTERMEDIATES_TOTAL added to ExtendedInfo



v1.04	SFA	<ul style="list-style-type: none"> - (DT_CONFIG) Message added - (DT_RESULT) Attributes DISTANCE, INTERMEDIATE and INTERMEDIATES_TOTAL moved to DT_CONFIG message - (DT_RESULT) @Type modified for attribute CURRENT_INTERMEDIATE - (DT_RESULT) ResultType definition updated. Attribute needed only with Result or IRM. - (DT_RESULT) SortOrder definition clarified. - (DT_RESULT) ExtendedResult (INTERMEDIATE) @Pos definition clarified.
v1.05	SFA	<ul style="list-style-type: none"> - (DT_RESULT) SPLIT_TIME definition clarified in Expected column. - (DT_RESULT) @Diff sample for leader updated - (DT_RESULT) PHOTO value definition clarified - (DT_RESULT) UNCHECKED added to Result element for Photo finish - (DT_RESULT) FLAG indicator definition updated to be received related with corresponding intermediate point. - (DT_CONFIG) Distance definition changed to kilometres.
v1.06	SFA	<ul style="list-style-type: none"> - (DT_CONFIG) Sample message updated, according current definition. - (DT_CONFIG) Distance definition changed to kilometers on INTERMEDIATE as was done for DISTANCE.
v1.07	APP	<ul style="list-style-type: none"> - (DT_RESULT) @Diff definition updated for leader (Result and ExtendedResult/INTERMEDIATE)
v1.08	APP	<ul style="list-style-type: none"> - Description element for Athletes fixed to follow general definition
v1.09	APP	<ul style="list-style-type: none"> - Updated the Discipline and Event names throughout the document
v1.10	APP	<ul style="list-style-type: none"> - (DT_RESULT) clarify use of "PHOTO" - (DT_RESULT) CR007795 Attribute "Move" added to ExtendedResult