



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF R-YOG-2018-GLF V1.3 SFA

# OLYMPIC DATA FEED

## **YOG ODF Golf Data Dictionary**

Buenos Aires 2018

Technology and Information Department

© International Olympic Committee

ODF R-YOG-2018-GLF V1.3 SFA

7 June 2018



## License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.
2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.
3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.
4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

The same conditions as those described in this Section shall apply mutatis mutandis to the license granted to the IOC on the Derivative Works in Section 2 above.

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.
6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

IF YOU DO NOT AGREE TO THESE TERMS YOU MUST CEASE ALL USE OF THE DOCUMENT NOW.



# 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 Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show 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_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / 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_CUMULATIVE_RESULT	Cumulative Results	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 regardless of status.

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	Full RSC (discipline level)	RSC at the discipline level
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.

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

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	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>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".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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.





Element: Participant (1,N)			
Attribute	M/O	Value	Description
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)	IF ID (competitor's federation number for the discipline).
Element: Participant /Discipline /RegisteredEvent (0,N)			
All accredited athletes will be assigned to one or more events. There is an exception: substitutes may be accredited without any associated event. Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event
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

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition for any teams events.

List of teams (DT\_PARTIC\_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

List of teams update (DT\_PARTIC\_TEAMS\_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

### 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	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams 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.



Attribute	Value	Comment
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.

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT\_PARTIC\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.



## 2.2.2.4 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline



**Element: Team /Discipline /RegisteredEvent (0,1)**

**Each current team is assigned to one event. Historical teams will not be registered to any event.**

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the event

### 2.2.2.5 Message Sort

The message is sorted by Team @Code.



## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 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.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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). <ul style="list-style-type: none"> <li>START_LIST: as soon as the start list is available for each round (one message per round) and any changes [inc. IRMs]</li> <li>LIVE: when the first player starts the round and all changes/additions in data, that is updated after each player completes a hole</li> <li>INTERMEDIATE : When a round is Postponed</li> <li>UNOFFICIAL / OFFICIAL: after the round is complete</li> </ul>
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.



Attribute	Value	Comment
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.

### 2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the start list information is available and any changes to the information:

- 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 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 unit finishes and the results are still unofficial. Also, this message is expected when the results become official.

- After the round is complete (UNOFFICIAL / OFFICIAL)

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.
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**

```
<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" />
</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)

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit (round). In play-off only updates when all players finish each hole.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). 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	IRM for the particular unit. Send just in the case @ResultType is IRM.





Element: Result (1,N)			
Attribute	M/O	Value	Description
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	O	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 /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	BACK	N/A	Element Expected: After athlete completes back holes. Not for play-off
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##
ER	COMPLETE	N/A	Element Expected: Always after the competitor has started the round. Not applicable in play-off.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##
ER	FRONT	N/A	Element Expected: After athlete completes front holes. Not for play-off
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
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	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Score for the hole.
<b>Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: Always when available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0

**Sample**

```
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="5" StartOrder="7" StartSortOrder="7">
  <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>
```

**Sample (for Play-off)**

```
<Result Rank="1" ResultType="STROKES" SortOrder="2" StartOrder="2" StartSortOrder="2">
  <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>
```



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	Competitor's ID	
Type	M	S(1)	A for athlete, T for Team	
Organisation	O	CC @Organisation	Competitor's organisation	
Element: Result /Competitor /Description (0,1) Used in Team events only				
Attribute	M/O	Value	Description	
TeamName	M	S(73)	Name of the team	
Element: Result /Competitor /EventUnitEntry (0,N) Only for team event units				
Type	Code	Pos	Description	
EUE	BIB_COLOUR	N/A	Element Expected: Always, except for teams with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	SC @Colour	Bib Colour
EUE	GROUP	N/A	Element Expected: Always, except for teams with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Team group number
EUE	START_HOLE	N/A	Element Expected: Always, except for teams with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Numbers 1-18 to indicate starting hole.
EUE	START_TIME	N/A	Element Expected: Always except in play-off and for teams with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	hh:mm	Start Time
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	



Element: Result /Competitor /EventUnitEntry (0,N)				
Only for team event units				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
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	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
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	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	Numeric #00	Total before the round	

**Sample**

```

<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="START_HOLE" Value="10" />
<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" />
  
```

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 0	1 if Competitor @Type="A". 1-n for team members



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)  
Only for individual units

Type	Code	Pos	Description
EUE	PREV_ERANK	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			Numbers 1-18 to indicate starting hole.



Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) Only for individual units				
Type	Code	Pos	Description	
EUE	START_TIME	N/A	Element Expected: Always except in play-off and for athletes with an IRM in a previous round	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	hh:mm	Start Time
EUE	BIB_COLOUR	N/A	Element Expected: Always, except for teams with an IRM in a previous round	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	SC @Colour	Bib Colour
EUE	GROUP	N/A	Element Expected: Always, except for competitors with an IRM in a previous round	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Group number

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Only for athletes in round 3 in teams				
Type	Code	Pos	Description	
ER	TOTAL	N/A	Element Expected: Round 3 in teams	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	##0	Round 3 score for the athlete in teams

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Cumulative Results

### 2.2.4.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In golf, the Cumulative Results message is used for the cumulative result over all rounds.

### 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	Full RSC	Full RSC of the event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	Not used	Not used
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.



Attribute	Value	Comment
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.4.3 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.

- Send before the start of round 1 as INTERMEDIATE.
- Send after each player completes each hole as LIVE.
- Send after the last player completes the last hole of the day as INTERMEDIATE.
- Send after the last player completes the last hole on the final day as UNOFFICIAL/OFFICIAL.

### 2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	CC @Unit
			<b>Description</b>
			Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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.			
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)			
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	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
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	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 /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	MOVEMENT	N/A	Element Expected: Always when available except in the case of IRM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/-#0
			Movement in rank  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.  Eg. If a player had previously rank 10 and now has rank 3 send "+7".
ER	TO_PAR	N/A	Element Expected: Do not send until player completes first hole.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/-#0
			Overall score to par, positive, negative integer or 0

Element: Result /ResultItems /ResultItem (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of each unit in progress or complete
Order	M	Numeric #0	Logical order of the units (schedule order).



Element: Result /ResultItems /ResultItem /Result (1,1)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem. This is relative to the result below.
Result	O	Numeric ##0	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem.  This result is only included completed rounds.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem.  Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	COMPLETE	N/A	Element Expected: Always if the round has started for this competitor
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
ER	TO_PAR	N/A	Element Expected: Always when available after the first hole in this round.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	+/-Numeric +/-#0

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation



**Element: Result /Competitor /Description (0,1)**

If the competitor is a team.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Send in the case that the competitor is a team.

**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	Send 1 is the competitor is an athlete or 1.. for a team.

**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

**Sample**

```
<Result Rank="5" EqualRank="Y" ResultType="STROKES" Result="139" SortOrder="6" >
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TO_PAR" Value="+1" >
    <ExtendedResult Type="ER" Code="MOVEMENT" Value="+1" >
  </ExtendedResults>
  <ResultItems>
    <ResultItem Unit="GLFWSTROKE-----FNL-000100--" Order="1" >
      <Result Rank="2" ResultType="STROKES" Result="69" SortOrder="4">
        <Extension Code="TO_PAR" Value="-1" />
        <Extension Code="COMPLETE" Value="18" />
      </Result>
    </ResultItem>
    <ResultItem Unit="GLFWSTROKE-----FNL-000200--" Order="2" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="64" >
        <Extension Code="TO_PAR" Value="0" />
        <Extension Code="COMPLETE" Value="16" />
      </Result>
    </ResultItem>
  </Result>
</ResultItem>
```



Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) Only for athletes in round 3 in teams			
Type	Code	Pos	Description
ER	RND3	N/A	Element Expected: Teams competition
Attribute	M/O	Value	Description
Value	M	##0	Round 3 score for the athlete in teams

#### 2.2.4.5 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder



## 2.2.5 Event Final Ranking

### 2.2.5.1 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.

### 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	Full RSC of the 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 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.



### 2.2.5.3 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 or some ranking in that unit are not subject to change.

Trigger also after any change.

### 2.2.5.4 Message Values

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)			
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	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y 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, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, 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 /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known



<b>Element: Result /Competitor /Description (0,1)</b> Used in Team events only			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	M	S(73)	Name of the team
<b>Element: Result /Competitor /Composition /Athlete (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A" or numeric starting at 1 if @Type="T"

<b>Element: Result /Competitor /Composition /Athlete /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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

### 2.2.5.5 Message Sort

Sort by Result @SortOrder



## 2.2.6 Official Communication

### 2.2.6.1 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.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Discipline	
DocumentSubcode	Numeric	This is the Communication number. Send incremental number in the case that DocumentSubtype is NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE (one for each different Item)
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE	For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors
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.





### 2.2.6.3 Trigger and Frequency

The message should be generated as soon as the information is available (within no more than 15 minutes of the decision or information availability).

Trigger also after any change.

### 2.2.6.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name
EventName	O	S(40)	Event name (not code) from Common Codes.

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

Element: Communication (1,1)			
Attribute	M/O	Value	Description
PublishTime	M	DateTime	Date and time in which the official communication is published. Example: 2006-02-26T10:00:00+01:00

Element: Communication /Decision (0,1)			
Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE.			
Attribute	M/O	Value	Description
ItemNum	O	String	Sport dependent, item number if applicable
IssuedTime	O	DateTime	Decision date and time. (Mandatory in the case of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE) Example: 2006-02-26T10:00:00+01:00
AffectsRES	O	S(1)	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results Mandatory in the case of DocumentSubtype is NOTICE
AffectsSCH	O	S(1)	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules Mandatory in the case of DocumentSubtype is NOTICE
AffectsOTH	O	S(1)	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE
Unit	O	CC @Unit	Full RSC of discipline, event or unit as appropriate (can be at any level)



Element: Communication /Decision /Subtitle (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"

Element: Communication /Decision /Summary (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Summary of the communication. Should contain the event description.

Element: Communication /Decision /Details (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Body of the communication. Include the description.

Element: Communication /Decision /IssuedBy (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication author

Element: Communication /Decision /SignedBy (0,2)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	ID of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	S(30)	Decision of the Function of the Signed person
Order	M	Numeric	Send official order, 1..

### 2.2.6.5 Message Sort

There are not specific sorting requirements



## 2.2.7 Configuration

### 2.2.7.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit (round) in separate messages.

### 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	Full RSC	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.

### 2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit (round).

Trigger also after any change, but considering that, if this message is sent after any DT\_RESULT message has been sent then a new version of DT\_RESULT must follow this message.



## 2.2.7.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Unit	Full RSC of the unit (round)
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	Description
Value	M	Numeric 0	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 #00	Distance	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
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.	



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If applicable</b>			
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.	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If available</b>			
Attribute	Value	Description	
Code	PIN_X		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the X coordinate of the pin	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If available</b>			
Attribute	Value	Description	
Code	PIN_Y		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the Y coordinate of the pin	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If available</b>			
Attribute	Value	Description	
Code	PIN_Z		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the Z coordinate of the pin	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If available</b>			
Attribute	Value	Description	
Code	TEE_X		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the X coordinate of the tee	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> <b>Expected: If available</b>			
Attribute	Value	Description	
Code	TEE_Y		



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	Numeric ####0.0		Send the Y coordinate of the tee	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> 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		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> 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		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> 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		
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> 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	GROUP_PLAYERS	N/A	Element Expected: Always	
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 where colours used.	
Attribute	M/O	Value	Description	
Value	M	SC @Colour	Bib colour	



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	FAIRWAY	Numeric #0	Pos Description: Send the hole number Element Expected: If available
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available</b>			
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	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available</b>			
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	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available</b>			
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	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>			
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	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:</b>			
Attribute	Value	Description	
Code	WIDTH_YD		
Pos	Numeric #0	Send sequential number to identify a fairway point	



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
Value	Numeric #00		Fairway width in yards at this point
EC	COORDINATE_CONFIG	N/A	Element Expected: Always.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Where available			
Attribute	Value	Description	
Code	DATUM		
Pos	N/A	N/A	
Value	S(40)	Coordinate system's projection Datum	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Where available			
Attribute	Value	Description	
Code	PROJECTION		
Pos	N/A	N/A	
Value	S(40)	Coordinate system's projection	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Where available			
Attribute	Value	Description	
Code	PROJECTION_ZONE		
Pos	N/A	N/A	
Value	S(40)	Zone within the projection	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: Where available			
Attribute	Value	Description	
Code	UNITS		
Pos	N/A	N/A	
Value	S(10)	Coordinate system's unit of measurement. Options are "US-FEET" (US Survey Feet) and "INTL-FEET" (International Feet).	





### Sample

```
Configs>
<Config Unit="GLFWSTROKE-----FNL-000100--">
  <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" />
    <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" />
    <ExtendedConfigItem Code="TB_X" Value="108.5" />
    <ExtendedConfigItem Code="TB_Y" Value="204.0" />
    <ExtendedConfigItem Code="TB_Z" Value="1.5" />
  </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" />
    <ExtendedConfigItem Code="WIDTH_M" Pos="1" Value="46" />
    <ExtendedConfigItem Code="WIDTH_YD" Pos="1" Value="50" />
    <ExtendedConfigItem Code="CENTER_X" Pos="2" Value="220.5" />
    <ExtendedConfigItem Code="CENTER_Y" Pos="2" Value="150.0" />
    <ExtendedConfigItem Code="CENTER_Z" Pos="2" Value="3.5" />
    <ExtendedConfigItem Code="WIDTH_M" Pos="2" Value="28" />
    <ExtendedConfigItem Code="WIDTH_YD" Pos="2" Value="31" />
  </ExtendedConfig>
  ....
```

### 2.2.7.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	25 August 2017	First version
V1.1	3 January 2018	Updated
V1.2	18 May 2018	Updated
V1.3	7 June 2018	Updated

File Reference: ODF R-YOG-2018-GLF V1.3 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_PARTIC: Added Passport names
V1.2	SFA	DT_CUMULATIVE_RESULT: Update to not send MOVEMENT for IRM DT_RESULT: Remove Result /Competitor /Composition /Athlete /EventUnitEntry DT_RESULT: Add Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult for athlete round 3 scores in teams.
V1.3	SFA	DT_RESULT: Add previous round information DT_CUMULATIVE_RESULT: Add athlete extended results for individual in round 3 of teams Minor typographical corrections