



INTERNATIONAL  
OLYMPIC  
COMMITTEE

ODF R-SOG-2020 SKB V2.1 SFA

# OLYMPIC DATA FEED

## **ODF Skateboarding Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

© International Olympic Committee

ODF R-SOG-2020 SKB V2.1 SFA

25 February 2019



## 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 Skateboarding SkateboardingData Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for SkateboardingSkateboarding.

## 1.2 Objective

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

- 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_NAME	Participant Names	
DT_MEDALS	Medal standings	
DT_RESULT	Event Unit Start List and Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	
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.

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)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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)
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
TVFamilyName	M	S(25)	TV family 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).





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

<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	IF code (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 one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Event	M	CC @Event	Full RSC of the Event

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

<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ENTRY	RANK_WLD	N/A	Pos Description: N/A Element Expected: If available. This information can be sent in both messages.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(4) World Rank



Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Type	Code	Pos	Description
ENTRY	STANCE	N/A	Pos Description: N/A Element Expected: If available. This information can be sent in both messages.
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	SC @Foot	Code for stance

### 2.2.1.5 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...).

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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	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). 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).
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

- This message is sent with ResultStatus 'START\_LIST' as soon as the start list is available and again with any changes to the information. [inc. IRMs]
- When the first athlete is ready to start their attempt send the message again as 'LIVE'.
- During the competition, after each attempt and all changes/additions in data (LIVE)
- After each heat is complete in preliminaries (INTERMEDIATE)
- After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

Trigger also after any change.

### 2.2.2.4 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	
DISPLAY	CURRENT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos)  Element Expected: Send the current competitor with every LIVE update. The current is the competitor immediately after the last finished (with updated score), even if not started yet.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current/next competitor
Sub Element: ExtendedInfos /ExtendedInfo /Extension				
	<b>Attribute</b>	<b>Attribute</b>	<b>Attribute</b>	
	Code	NEED		
	Pos	Numeric #0	Highest rank the competitor can achieve with this run.	
	Value	Numeric ##0.00 or ##.0	The points the current competitor needs to achieve the highest rank possible for them (rank indicated at @Pos).	
DISPLAY	NEXT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos)  Element Expected: Send the next competitor (next after current) with every LIVE update.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current/next competitor
DISPLAY	LAST_COMP	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos)  Element Expected: Send the last competitor with a result (including invalid) with every LIVE (if exists), INTERMEDIATE and UNOFFICIAL message.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to make an attempt and receive a result.



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	HEAT_CURRENT	N/A	Element Expected: As soon as it is known Always include in LIVE and INTERMEDIATE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send the current heat in prelims.
UI	LAST_QUAL	N/A	Element Expected: As soon as it is known	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (except in finals) In the situation where insufficient athletes have participated to show the last qualifying position then show the current last place
UI	STARTERS	N/A	Element Expected: When was available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric ##0	Send the number of competitors on the start list considering all heats.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>				
<b>Expected: When it is available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COMPLETE		
	Pos	N/A	N/A	
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

**Sample**

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="20" />
    <Extension Code="COMPLETE" Value="7" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="HEAT" Value="2" >
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1234567" >
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="5" Value="1231117" >
  </ExtendedInfo>
</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: Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC @ResultsFunction	Official's function for the event unit. Send the function code for the judges.
Order	M	Numeric	Order of the Officials Send by order for each official in each function, example: Head Judge, Judge 1, Judge 2 ...
Element: Officials /Official /Description (1,1) Officials 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 official
Organisation	M	CC @Organisation	Officials' organisation



Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable
Result	O	Numeric ##0.00 or ##.0	Result of the competitor for the particular event unit. One decimal for Street Two decimals for Park Send the result with every message considering: <ul style="list-style-type: none"> <li>- In Park, the best score at this point</li> <li>- In Street, the total considering all attempts until 5<sup>th</sup> attempt and then also discard scores as appropriate.</li> </ul>
IRM	O	SC @IRM	IRM for the particular event unit. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates whether qualification for next phase is confirmed. Do not send during the final. Only for the competitor when qualification mark cannot change. (ie only insert the first Q when the number of competitors remaining is one less than the number of competitors qualifying for the next phase)
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder. Note that for heats not started in the prelims the order will remain as StartSortOrder. Only those with an attempt will change order.
StartOrder	O	S(4)	Start order of the competitor in the start list. In qualification this is within the heat.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.





<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ER	TIEBREAK	N/A	Element Expected: If tiebreaking protocol used
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Description
			Send Y if tiebreaking protocol is used.
ER	ATTEMPT	Numeric #0	Pos Description: Send the number that identifies the attempt. (Config ATTEMPTS @Pos)  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.00 or ##.0
	Discard	O	S(1)
	IRM	O	SC @IRM
			Description
			Score for the attempt.
			Send "Y" if the score does not contribute to the total. (street only)
			IRM for the attempt if applicable.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: When judge score available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	J_SCORE	
	Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.
	Value	Numeric ##0.00 or ##.0	Score awarded given by that judge for that attempt.
<b>Sub Element: Result /ExtendedResults /ExtendedResult /Extension</b>			
<b>Expected: If applicable (if discarded)</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	J_DISCARD	
	Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.
	Value	S(1)	Send Y is the judge score is discarded



**Sample**

```
<ExtendedResult Type="ER" Code="ATTEMPT" Pos="2" Value="9.1" >
  <Extension Code="J_SCORE" Pos="1" Value="8.9" />
  <Extension Code="J_SCORE" Pos="2" Value="9.0" />
  <Extension Code="J_SCORE" Pos="3" Value="9.4" />
  <Extension Code="J_SCORE" Pos="4" Value="9.6" />
  <Extension Code="J_DISCARD" Pos="4" Value="Y" />
  <Extension Code="J_SCORE" Pos="5" Value="7.4" />
  <Extension Code="J_DISCARD" Pos="5" Value="Y" />
</ExtendedResult>
```

**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
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 0	1 for athlete

**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)**

Type	Code	Pos	Description
EUE	GROUP	Numeric #0	Pos Description: Heat number in Prelims Element Expected: Only in Preliminaries
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	hh:mm
			<b>Description</b>
			Start time of the group/heat



Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	STANCE	N/A	Pos Description: N/A Element Expected: If available.	
	Attribute	M/O	Value	Description
	Value	M	SC @Foot	Code for stance

#### Sample

```
<EventUnitEntry Type="EUE" Code="GROUP" Pos="1" Value="10:20" />  
<EventUnitEntry Type="EUE" Code="STANCE" Value="G" />
```

#### 2.2.2.5 Message Sort

Sort by Result @SortOrder

## 2.2.3 Event Final Ranking

### 2.2.3.1 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.

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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.



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 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.

### 2.2.3.4 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



<b>Element: Result (1,N)</b>			
<b>For any event final ranking message, there should be at least one competitor being awarded a result for the event.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
Result	O	Numeric ###.#0 or ##.0	The result (score) of the competitor (highest phase reached)
ResultType	M	SC @ResultType	Type of the @Result attribute. Result type, either POINTS or IRM for the corresponding 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.

<b>Element: Result /ExtendedResults /ExtendedResult (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
UNIT_LAST	PHASE	N/A	Element Expected: Always when known
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	SC @ResultPhase
			Last (highest) phase reached by the competitor
UNIT_LAST	UNIT_NUM	N/A	Element Expected: If the highest phase reached was the prelims.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(6)
			Unit number (heat number) in the preliminaries,

<b>Element: Result /Competitor (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
Organisation	O	CC @Organisation	Competitors' organisation if known



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

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

### 2.2.3.5 Message Sort

Sort by Result @SortOrder

## 2.2.4 Configuration

### 2.2.4.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

### 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	Sent this message for each phase.
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	<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.





### 2.2.4.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase.

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

### 2.2.4.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC @Phase	Full RSC of the Phase.
Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	ATT_TOT	N/A	Element Expected: Always
	Attribute	M/O	Value
	M	Numeric #0	Total number of attempts
EC	ATTEMPTS	Numeric #0	Pos Description: Send attempt number. Element Expected: Always
	Attribute	M/O	Value
	M	SC @AttemptType	Attempt type
Sub Element: ExtendedConfig /ExtendedConfigItem Expected: When it is available			
Attribute	Value	Description	
Code	NUM		
Pos	N/A	N/A	
Value	Numeric #0	Attempt number within this attempt type.	
EC	JUDGES	N/A	Pos Description: N/A Element Expected: When available
	Attribute	M/O	Value
	M	Numeric #0	Number of judges providing a score
QUALIFICATION	FROM_RANK	N/A	N/A Element Expected: Only for preliminaries
Attribute	M/O	Value	Description
Value	M	Numeric 0	Indicates qualification for the next round, based on rank.  Send the qualifying rank to indicate first rank to qualify



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
QUALIFICATION	TO_RANK	N/A	N/A Element Expected: Only for preliminaries
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify
QUALIFICATION	QUAL_RULE	N/A	N/A Element Expected: Only for preliminaries
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	String	Qualification rule text (long version).

#### Sample (Street)

```

<ExtendedConfig Type="EC" Code="ATT_TOT" Value="7" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="1" Value="RUN" />
  <ExtendedConfigItem Code="NUM" Value="1" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="2" Value="RUN" />
  <ExtendedConfigItem Code="NUM" Value="2" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="3" Value="TRICK" />
  <ExtendedConfigItem Code="NUM" Value="1" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="4" Value="TRICK" />
  <ExtendedConfigItem Code="NUM" Value="2" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="5" Value="TRICK" />
  <ExtendedConfigItem Code="NUM" Value="3" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="6" Value="TRICK" />
  <ExtendedConfigItem Code="NUM" Value="4" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="7" Value="TRICK" />
  <ExtendedConfigItem Code="NUM" Value="5" />
...

```

#### 2.2.4.5 Message Sort

There is no message sorting rule.



### 3 Document Control

Version history		
Version	Date	Comments
v1.0	29 May 2018	First version
V2.0	4 January 2019	Updated after review by Omega + CRs
V2.1	25 February 2019	Updated

File Reference: ODF R-SOG-2020 SKB V2.1 SFA

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V2.0	SFA	DT_RESULT: At Result /ExtendedResults /ExtendedResult add ER/TIEBREAK CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. DT_CONFIG: Update to use Type QUALIFICATION for consistency CR 16928: Add Discard at ER/ATTEMPT @Result/ExtendedResults/ExtendedResult to replace extension Other minor edits
V2.1	SFA	DT_RESULT: Add when send DISPLAY/HEAT_CURRENT in ExtendedInfos DT_CURRENT: Add NEED for current athlete DT_CONFIG: Updated to clarify the message is at Phase level Other minor edits without changing the intent