



INTERNATIONAL  
OLYMPIC  
COMMITTEE

# Olympic Data Feed

## Common Codes Definition

ODF R-SOG-2020 v1.0 APP

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Technology and Information Department

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# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
1.1	This Document.....	5
1.2	Objective.....	5
1.3	Main Audience.....	5
1.4	Glossary.....	5
1.5	Related Documents.....	5
<b>2</b>	<b>Common Codes</b>	<b>6</b>
2.1	Description.....	6
2.2	Content.....	6
2.3	Format.....	6
2.4	Paralympic.....	6
2.5	Language.....	6
<b>3</b>	<b>Table Definitions</b>	<b>7</b>
3.1	Accreditation Status.....	7
3.2	Background Report Type.....	7
3.3	Background Sport.....	7
3.4	Competition Code.....	7
3.5	Continent.....	7
3.6	Country.....	8
3.7	Cluster.....	8
3.8	Discipline.....	8
3.9	Discipline Gender.....	8
3.10	Discipline Classification (Paralympic only).....	9
3.11	Event.....	9
3.12	Event Class (Paralympic only).....	9
3.13	Event Unit (or simply Unit).....	10
3.14	Event Unit Type.....	10
3.15	Function Category.....	11
3.16	Discipline Function (or Results Function).....	11
3.17	Gender (Person).....	11
3.18	H1 Report Titles.....	11
3.19	Horse Breed.....	11
3.20	Horse Colour.....	12
3.21	Horse Gender.....	12
3.22	Language.....	12



3.23	Location .....	12
3.24	Marital Status .....	12
3.25	National Olympic/Paralympic Committee (NOC / NPC) .....	13
3.26	News Item .....	13
3.27	News Sport .....	13
3.28	Organisation (= NOC/NPC + Sport Federation) .....	13
3.29	Phase Type .....	14
3.30	Phase .....	14
3.31	Position .....	14
3.32	Record .....	14
3.33	Record Type .....	15
3.34	Schedule Status .....	15
3.35	Session Type .....	15
3.36	Sport .....	15
3.37	Sport Gender .....	15
3.38	Venue (Competition & non-Competition) .....	16
3.39	Venue Weather Region .....	16
3.40	Weather Conditions .....	16
3.41	Weather Region .....	16
3.42	Weather Snow Conditions .....	16
3.43	Wind Direction .....	16
<b>4</b>	<b>Results System Code (RSC)</b> .....	<b>17</b>
<b>5</b>	<b>Document Control</b> .....	<b>18</b>
5.1	File Reference .....	18
5.2	Version history .....	18
5.3	Change Log .....	18



# 1 Introduction

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## 1.1 This Document

This document defines the set of data that are considered Common Codes from the Technology perspective of the Olympic and Paralympic Games and other major sports competitions.

This document provides the list of entities that are shared between different systems for Games time, and therefore can be treated as Common Codes.

This document also defines the format for each of the fields to ensure consistency across systems.

This document does not define the content of the Common Codes, which are documented separately.

## 1.2 Objective

The objective of this document is to provide the basis input to proceed with the definition of the values for the common codes used for Games systems and ODF users.

This document aims to define the Common Codes requirements for all systems used in Games in which these terms apply.

## 1.3 Main Audience

The main audience of this document is the OC, Technology Integrator, the On Venue Results supplier and ODF users

## 1.4 Glossary

Term	Description
ACR	Accreditation
CGS	Core Games Management System
IDS	Info Diffusion System
OC	Organising Committee
ODF	Olympic Data Feed
ODS	Olympic Diffusion Systems
OMS	Olympic Management Systems
OVR	On Venue Results System
RSC	Results System Codes

## 1.5 Related Documents

N/A



## 2 Common Codes

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### 2.1 Description

Generally speaking, a Common Code is any code that is used in two or more systems or has some significant high use. In the IT Games context, this applies to Games systems and ODF users.

As these systems generate and distribute all the results related information during Games time, any system that is a receiver of such information should be aligned in terms of Common Codes.

### 2.2 Content

The default character set is UTF-8. All characters in all supported languages are used, including accented characters.

### 2.3 Format

All Games systems using any or all Common Codes should support the format as defined in this document.

This section describes the specifics of the Paralympics Common Codes.

In principle, Common Codes remain the same in format and content regardless of the Games. However, there are a few exceptions that are listed below. Obviously, the [RSC Codes](#) are totally different and are defined separately.

### 2.4 Paralympic

The Paralympics Common Codes need to be managed separately from the Olympic Common Codes as the stakeholders are different. That is, where the data is different then different tables are maintained.

The only additional entities which need to be added are related to athlete classification otherwise the tables are the same as in able bodies competition.

### 2.5 Language

Each table definition makes a comment related to language. Depending on use many tables provide for descriptions in multiple languages. The requirements are defined in this column.



## 3 Table Definitions

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This section details the table definition for each table in the common codes.

### 3.1 Accreditation Status

It is the Accreditation Status for competitors (athletes and officials). It is owned by ACR.

Data Element	Format	Key	Language
Accreditation Status Code	Char(6)	Unique	N/A
Accreditation Status Description	Char(30)		English only

### 3.2 Background Report Type

Data Element	Format	Key	Language
Background Report Type Code	Char(3)	Unique	N/A
Background Report Type Description	Char(40)		All supported languages
Background Report Type Long Description	Char (60)		All supported languages

### 3.3 Background Sport

A list of all disciplines and a variety of general categories.

Data Element	Format	Key	Language
Background Sport Code	Char(3)	Unique	N/A
Background Sport Description	Char(40)		All supported languages
Background Sport Long Description	Char (60)		All supported languages

### 3.4 Competition Code

The key code in all ODF messages.

Data Element	Format	Key	Language
Competition Code	Char(15)	Unique	N/A
Competition Code Description	Char(50)		All supported languages

### 3.5 Continent

List of continents, including description in all supported languages:

Data Element	Format	Key	Language
Continent Code	Char (3)	Unique	N/A
Continent Name	Char (30)		All supported languages



### 3.6 Country

List of countries. This list includes historical countries as well.

Data Element	Format	Key	Language
Country Code	Char (3)	Unique	N/A
Country Short Description	Char (30)		All supported languages
Country Long Description	Char (60)		All supported languages

### 3.7 Cluster

List of venue clusters.

Data Element	Format	Key	Language
Id	Char (3)	Unique	N/A
Description	Char (25)		All supported languages
LongDescription	Char (50)		All supported languages

### 3.8 Discipline

List of disciplines, including some codes belonging to non-sport 'disciplines', such as Ceremonies, Training, etc. including descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Unique	N/A	
Sport Code	Char (2)		N/A	Corresponding <a href="#">Sport Code</a> only for competition discipline codes.
Discipline non-sport flag	Char (1)		N/A	'Competition' -> 'N' 'Non-competition' -> 'Y'
Discipline Event Order	Char (4)		N/A	'DATE' if the events within this discipline should be sorted by date or 'LOC' if they should be sorted by location
Discipline Description	Char (40)		All supported languages	
Discipline Scheduled flag	Char (1)		N/A	'Y' if the discipline must be displayed in Schedules. 'N' otherwise.

### 3.9 Discipline Gender

List of genders associated to a discipline.

Data Element	Format	Key	Language
Discipline Code	Char (3)	Discipline + Gender unique	N/A
Discipline Gender Code	Char (1)		N/A.
Discipline Gender Description	Char (40)		All supported languages





### 3.10 Discipline Classification (Paralympic only)

List of all possible classes applicable in the Paralympics Games:

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline+Class unique	N/A.	<a href="#">See Discipline</a>
Class Code	Char (8)		N/A.	
Class Name	Char(8)		N/A	
Class Description	Char (30)		English	

### 3.11 Event

List of events of each discipline-gender, including description in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline+Gender +Event must be unique.	N/A.	See <a href="#">Discipline</a>
Gender Code	Char (1)		N/A.	See <a href="#">Discipline Gender</a>
Event Code	Char (18)		N/A	
Sort Order	Number		N/A	Indicates the event order within a discipline according to the sport rules.
Event Description	Char (40)		All supported languages	
Team Events	Format(1)		N/A	Y if team event

### 3.12 Event Class (Paralympic only)

Allowed classes in each event (Paralympic only).

Data Element	Format	Key	Language
Discipline Code	Char (3)	Discipline+Gender+Event Code+Event Class must be unique	N/A
Gender Code	Char (1)		N/A
Event Code	Char (18)		N/A
Event Class	Char(8)		N/A



### 3.13 Event Unit (or simply Unit)

List of event units associated to every discipline-gender-event-phase combination, including description supported languages. It also includes some key data related to Event Unit.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline+ Gender + Event + Phase + Event Unit must be unique	N/A	<a href="#">See Discipline</a>
Gender Code	Char (1)		N/A	<a href="#">See Sport Gender</a>
Event Code	Char (18)		N/A	<a href="#">See Event</a>
Phase Code	Char (4)		N/A	<a href="#">See Phase</a>
Event Unit Code	Char (8)		N/A	
Schedule flag	Char (1)		N/A	'Y' if scheduled through Competition Schedule app. 'N' if otherwise.
Event Unit Medal flag	Number		N/A	'1' in case of a gold medal event unit. '2' if bronze only. '0' otherwise.
Event Unit Type flag	Char (5)			<a href="#">See Event Unit Type</a>
CIS Schedule	Char (1)			Shown in CIS -> 'Y' Not shown in CIS -> 'N'
INFO Schedule	Char (1)			Shown in INFO (Comp. Schedules) -> 'Y' Not shown in INFO (Comp. Schedules) -> 'N'
Event Unit Short Description	Char (40)		All supported languages	
Event Unit Long Description	Char (80)		All supported languages	
Event Unit Print Description	Char (80)		All supported languages	

### 3.14 Event Unit Type

List of possible types of competition, it is associated to an event unit.

Data Element	Format	Key	Language
Event Unit Type Code	Char (5)	Unique	N/A.
Event Unit Type Description	Char (50)		All supported languages



### 3.15 Function Category

Groups of functions

Data Element	Format	Key	Language
Function Category Code	Char (1)	Unique	N/A.
Function Category Description	Char (40)		English

### 3.16 Discipline Function (or Results Function)

List of results functions, including description in all supported languages – Each participant in Games will have at least one function, which describes his/her role during Games. Results function is a “translation” of the Accreditation function.

Data Element	Format	Key	Language	Comments
Function Code	Char (8)	)Unique )	N/A	
Function Discipline	Char (3)		N/A	<a href="#">See Discipline</a>
Function Category	Char (1)			<a href="#">See Function Category</a>
Function Sort Order	Number		N/A	Order numerically with discipline
Function Description	Char (60)		All supported languages	
Partic	Char(1)		N/A	Y if used in DT_PARTIC/TEAMS message
Results	Char(1)		N/A	Y if used in DT_RESULT message

### 3.17 Gender (Person)

List of genders referring to a participant:

Data Element	Format	Key	Language
Gender Code	Char (1)	Unique	N/A.
Gender Description	Char (25)		All supported languages

### 3.18 H1 Report Titles

List of the first level report titles in printed reports

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline+ ORIS Report Number must be unique	N/A	<a href="#">See Discipline</a>
ORIS Report Number	Char (10)		N/A	
Description	Char (250)		All supported languages	

### 3.19 Horse Breed

List of horse breeds, including description in all supported languages:

Data Element	Format	Key	Language
Breed Code	Char (6)	Unique	N/A
Breed Description	Char (50)		All supported languages



### 3.20 Horse Colour

List of horse colours, including description in all supported languages:

Data Element	Format	Key	Language
Colour Code	Char (2)	Unique	N/A
Colour Description	Char (25)		All supported languages

### 3.21 Horse Gender

List of horse genders, including description in all supported languages:

Data Element	Format	Key	Language
Gender Code	Char (2)	Unique	N/A
Gender Description	Char (15)		All supported languages

### 3.22 Language

List of languages used in Games systems.

**Note:** There are two different tables used. One for GMS/OMS with language list for users to select language skills and another in IDS/OMS for the supported languages in the IDS/OMS systems. The IDS table does not include long description.

Data Element	Format	Key	Language
Language Code	Char (3)	Unique	N/A.
Language Description	Char (25)		English
Language Long Description	Char (50)		English

### 3.23 Location

List of locations used in Results systems. It also contains descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Location Code	Char (3)	Unique	N/A.	
Venue Code	Char (3)		N/A.	<a href="#">See Venues</a>
Location Order	Number		N/A	Sort order of locations within a venue
Competition Flag	Char(1)		N/A	Y for competition venue else N
Location Short Description	Char (30)		All supported languages	
Location Long Description	Char (50)		All supported languages	

### 3.24 Marital Status

List of possible marital statuses:

Data Element	Format	Key	Language
Marital Status Code	Char (3)	Unique	N/A.
Marital Status Description	Char (30)		All supported languages



### 3.25 National Olympic/Paralympic Committee (NOC / NPC)

List of NOCs/NPCs, including historical organisations; including the description in all supported languages.

Data Element	Format	Key	Language	Comments
NOC Code	Char (3)	Unique	N/A.	
Country Code	Char (3)		N/A	<a href="#">See Country Code</a>
Continent Code	Char (3)		N/A	<a href="#">See Continent Code</a>
Short Description	Char (20)		All supported languages	
Long Description	Char (60)		All supported languages	
Participation flag	Char (2)		N/A	'P' if participating in these Games, 'NP' if not and 'H' if Historical.
Order	Number		N/A	Sort Order for ties in medals

### 3.26 News Item

Data Element	Format	Key	Language
News Item Code	Char (3)	Unique	N/A
News Item Description	Char (30)		All supported languages
News Item Long Description	Char (60)		All supported languages

### 3.27 News Sport

Data Element	Format	Key	Language
News Sport Code	Char (3)	Unique	N/A
News Sport Description	Char (30)		All supported languages
News Sport Long Description	Char (60)		All supported languages

### 3.28 Organisation (= NOC/NPC + Sport Federation)

'Other' descriptions will be filled with English descriptions for Sports Federations as language does not apply.

This generally includes all sports federations and all NOCs/NPCs

This will not include all organisations for Accreditation or Messageboards which are managed separately.

Data Element	Format	Key	Language	Comments
Organisation Code	Char (12)	Unique	N/A.	
Organisation Type	Char (2)			If NOC -> 'OC' If Sport Federation -> 'IF'
Short Description	Char (20)		All supported languages	Only if NOC
Long Description	Char (60)		All supported languages	NOC Long and Sport Federation description



### 3.29 Phase Type

List of the different categories of phases (e.g. Press Conference, Official Training, Competition, etc.):

Data Element	Format	Key	Language
Phase Type Code	Char (1)	Unique	N/A.
Phase Type Description	Char (45)		All supported languages

### 3.30 Phase

List of possible phases within an event, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline + Gender + Event + Phase must be unique	N/A	<a href="#">See Discipline</a>
Gender Code	Char (1)		N/A	<a href="#">See Sport Gender</a>
Event Code	Char (18)		N/A	<a href="#">See Event</a>
Phase Code	Char (4)		N/A.	
Phase Type Code	Char (1)		N/A	<a href="#">See Phase Type</a>
Phase Short Description	Char (40)		All supported languages	
Phase Long Description	Char (80)		All supported languages	
Phase Print Description	Char (80)		All supported languages	

### 3.31 Position

List of positions related to athletes in a sport.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline + Position must be unique	N/A	<a href="#">See Discipline</a>
Position Code	Char (8)		N/A	
Position Order	Number		N/A	
Position Description	Char (25)		All supported languages	

### 3.32 Record

List of Record Codes, i.e. Results System Codes that have a record associated. It includes the description in all supported languages.

Data Element	Format	Key	Language	Comments
Record Code	Char (34)	Unique	N/A	
Related Event Code	Char(34)		N/A	
Record Order	Number		N/A	Order of Records within the Discipline
Record Description	Char (40)		All supported languages	



### 3.33 Record Type

List of the different record types by discipline, including the description in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (3)	Discipline + Record Type must be unique	N/A.	<a href="#">See Discipline</a>
Record Type Code	Char (5)		N/A	
Record Type Group	Char(5)		N/A	
Record Type Order	Number		N/A	Oder within discipline
Record Type Description	Char (40)		All supported languages	

### 3.34 Schedule Status

List of possible schedule status for an event unit: It includes description in all supported languages.

Data Element	Format	Key	Language
Schedule Status Code	Char (15)	Unique	N/A.
Schedule Status Description	Char (25)		All supported languages

### 3.35 Session Type

List of possible session types describing the part of day (morning etc.):

Data Element	Format	Key	Language
Session Code	Char (3)	Unique	N/A
Session Description	Char (20)		All supported languages

### 3.36 Sport

List of sports, including description in all supported languages.

Data Element	Format	Key	Language
Sport Code	Char (2)	Unique	N/A.
Sport Description	Char (30)		All supported languages

### 3.37 Sport Gender

List of sport genders.

Data Element	Format	Key	Language
Sport Gender Code	Char (1)	Unique	N/A.
Sport Gender Description	Char (15)		English



### 3.38 Venue (Competition & non-Competition)

List of venues, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Venue Code	Char (3)	Unique	N/A.	
Venue Competition Flag	Char (1)		N/A	If competition -> 'Y' If non competition -> 'N'
Venue Description	Char (25)		All supported languages	
Venue Long Description	Char (50)		All supported languages	
Cluster Code	Char (3)			<a href="#">Cluster Code</a>

### 3.39 Venue Weather Region

Associates weather regions to venues.

Data Element	Format	Key	Language	Comments
Weather Region Code	Char (3)		N/A	<a href="#">Weather Region Code</a>
Venue Code	Char (3)	Unique	N/A	<a href="#">Venue Common Code</a>

### 3.40 Weather Conditions

List of possible weather sky conditions, including description in all supported languages:

Data Element	Format	Key	Language
Weather Conditions Code	Char (6)	Unique	N/A.
Weather Conditions Description	Char (25)		All supported languages

### 3.41 Weather Region

List of possible weather regions, in which venues are organized. It includes the description in all supported languages.

Data Element	Format	Key	Language
Weather Region Code	Char (3)	Unique	N/A.
Weather Region Description	Char (40)		All supported languages

### 3.42 Weather Snow Conditions

Data Element	Format	Key	Language
Snow Conditions Code	Char (7)	Unique	N/A.
Snow Conditions Description	Char (25)		All supported languages

### 3.43 Wind Direction

Data Element	Format	Key	Language
Wind Direction Code	Char (3)	Unique	N/A.
Wind Direction Description	Char (20)		All supported languages





## 4 Results System Code (RSC)

The Result System Code (RSC) is a thirty-four character code (made up of 5 sub-codes) which uniquely identifies a component of the competition.

The code which uniquely identifies information regarding the results of the competitions is called Result System Code (RSC). This code is constructed from the following elements in the hierarchical order of their importance:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
D	D	D	G	E	E	E	E	E	E	E	E	M	M	M	M	M	M	M	M	M	M	P	P	P	P	U	U	U	U	U	U	U	U

- The first three (3) characters uniquely identify the sport’s discipline code (e.g. “SWM” for swimming, “ALP” for alpine skiing, etc.);
- The fourth character identifies the gender of the discipline (e.g. “W” for events where only women participate, “X” for events where both genders participate equally);
- The next eighteen (18) characters represent the event. This is further divided into eight characters for the event type and the following ten characters for the event modifier. (e.g. “100m” for 100 metres, and a modifier if needed for things like disability class in the Paralympic Games or age group etc.);
- The next four characters (4) are for the competition phase (e.g. preliminaries, semi-final, final, repechage, etc.) or part of competition (e.g. pool, subdivision, etc.);
- The last eight (8) characters identify the unit and sub-unit (e.g. a match, heat, group, etc.).

The following general rules apply for the code:

- Fixed length, 34 characters,
- Full alphanumeric to increase human readability e.g. FNL for Final phase,
- Uppercase is used in all codes,
- The dash character “-“ is used as a filler, it is used when a part of the code is not applicable,
- Allow characters are A ... Z, 0...9 and the special characters of dot and dash. Dash is only used as a filler,
- Apply right padding with the filler character in any part of the RSC when the respective code is less characters than the maximum length of this part e.g. FNL (Final phase) is shown as “FNL-“ in the RSC.



## 5 Document Control

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### 5.1 File Reference

ODF R-SOG-2020 v1.0 APP

### 5.2 Version history

Version	Date	Comments
R4 v1.0 SFR	16 Sept 2013	First Version
R4 v1.1 SFA	19 Sept 2013	Updated after internal review
R4 v1.2 APP	13 Nov 2014	Approved with changes.
R4 v1.3 APP	19 Dec 2014	Approved with changes.
R4 v1.4 APP	5 Feb 2016	Minor error correction
R-WOG-2018 v1.5 APP	22 June 2016	CR9994 & new RSC size
R-SOG-2020 v1.0 APP	4 May 2018	New Revision of Tokyo

### 5.3 Change Log

Version	Status	Changes
R4 v1.0	SFR	N/A
R4 v1.1	SFA	Corrections to reflect the current common codes (Sochi)
R4 v1.2	APP	In Schedule Status. Change the code to Char(15) Added Cluster Code and reference in Venue code set.
R4 v1.3	APP	Function table removed and data added to Results Function Table Updated with CR4228
R4 v1.4	APP	3.25, order corrected.
R-WOG-2018 v1.5	APP	Updated for the change in RSC size CR9994, increase the size of the CompetitionCode (3.4) Removed web site tables Add H1 Report Titles Add News Item and News Sport definitions Other minor corrections
R-SOG-2020 v1.0	ALL	New Revision of Tokyo, no content changes