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Olympic Data Feed

ODF Sport Messages Interface Document

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DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	18 April 2008	Submitted for review version
1.1	15 May 2008	Changes applied according to comments gathered in DRF to version 1.0 SFR Status changed to SFA
R1 v1.0	29 May 2008	New versioning format according to changes log Status changed to APP
R1 v2.0	17 June 2008	Changes according to changes log, owing to some errors
R1 v3.0	14 July 2008	Changes according to changes log, owing to some errors
R1 v4.0	17 October 2008	Changes according to the WNPA meeting held on October 1-2
R1 v5.0	15 December 2008	Full ORIS-PiT and RT adaptation Update some Elements
R1 v5.1	10 February 2009	Changes after connectivity test of BT Update the document for some little changes
R1 v5.2	3 April 2009	Update the document for some little changes founded in Test Events
R1 v5.3	8 May 2009	Update the document for some little changes
R1 v5.4	29 May 2009	Update the document for some little changes
R1 v5.5	8 July 2009	Update the document for some little changes and added the copyright
R1 v6.0	18 September 2009	Apply the CR1006 that are some changes in ODF documents after Homologation Test.
R1 v6.1	6 October 2009	Update the document for some little changes
R1 v6.2	4 December 2009	Some minors corrections

File reference: ODF/INT004-R1 v6.2 APP



Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none">• First version
1.1	SFA	<ul style="list-style-type: none">• Moved Medallists by Discipline message from the ODF Central Messages Interface Document version 1.1 SFA into this document. Header attributes @RSC and @Discipline changed from GL (for global) to DD (for discipline).• Overall Added Version as a mandatory ODF header attribute in all the ODF messages• Overall: @StartOrder, @SortOrder, @Rank, @Post and @Order attributes not limited to N(3). Expanded to Numeric –with no maximum length-, in order to allow for some special competitions high amount of data• Overall: Competitor @Code, Athlete @Code, Coach @Code, Team @Code not limited to N(7). Expanded to S(20), with no leading zeroes, however.• TeamComposition renamed to Composition all across the document• Overall: DT_STANDING renamed to DT_POOL_STANDING. Besides, for the title of the report DT_MEDALLISTS, it has been removed the word ‘podium’• Overall: minor change in the table comment in all the header values chapters• Chapter 5.2 and 5.3 Start List and Event Unit Results: UnitInfo /Competitor. Removed Code, left just FamilyName and GivenName, since course setters, etc. could event not be athletes. For this special competitor, general competitors’ rules do not apply because they could even not be competitors. Remove redundant Discipline, Gender, Event, Phase and Unit elements.• Chapter 5.2 Start List. For Competitor @Code=T, Composition may not be known at early stages of the start list, and for this reason, it may not be included. Promoted Bib to attribute from EventUnitEntry element, as it was before. Added new optional element UnitInfos /UnitDateTime for event unit scheduled start time. In the case of UnitInfo, the individuals associated to the UnitInfo might not be athletes, for this reason it should be sent FamilyName and GivenName in text, as well as @Organisation for the element Competitor.• Chapter 5.3 Event Unit Results. PhaseInfos has been included as an attribute. RecordIndicator has been removed as attribute and has been included in an element to allow multiple record indicator codes. Added Stats optional element for statistics. Added new optional element UnitInfos /UnitDateTime for event unit actual start [end] times.• Chapter 5.4 Phase Results. Add RecordIndicators the same way it is done in Event Unit Results. Remove redundant Discipline, Gender, Event, Phase and Unit elements.• Chapter 5.5 Cumulative Results. Add RecordIndicators the same way it is done in Phase Results. Remove redundant Discipline, Gender, Event, Phase and Unit elements. Consider cumulative results could be after event unit or after phase. Added Subtype and DocumentSubtype header attributes to inform of the last event unit or phase, depending on whether the message is event unit or phase cumulative. Rewritten message to include some basic information of previous event units / phases that are finished and are used to calculate the cumulative results. Rewritten trigger to consider both, event unit of phase cumulative results.• Chapter 5.7 Event Final Ranking: Removed Discipline, Gender, Event, Phase and Unit elements as it is redundant info.• Chapter 5.8 Official Communication: NewsItem attribute changed to string, optional and sport dependent. Correction in the message header will be always 0. Rewritten the explanation of the EventUnit element’s attributes for a better understanding.• Chapter 5.10 Event’s medallists: Added ExtCompMedal and ExtAthMedal elements to be able to extend medals’ information. Also added the possibility of Officials in the case officials can receive medals. Removed Discipline, Gender and Event elements for being redundant.• Chapter 5.12 Records. Composition has moved as the last element of the Competitor element, in order to be consistent with the elements’ order of the rest of the messages. Added new Invalidating attribute and explanations to invalidate records. Added missing Competitor /Athlete @Order attribute according to competitors’ rules in chapter 5.1.3.• Created a new brackets message. Updated chapter 4, and message documented in chapter 5.13.



Change Log

Version	Status	Changes on version
R1 v1.0	APP	<ul style="list-style-type: none">• Versioning changed to Rr Vv1.v2, where r is release, and constant number for the documentation until the end of the Olympic Games, v1 refers to new functionalities and v2 refers to possible errors modifications• Chapter 5.5.2: It was talking about the attribute Subtype in the ODF header, while it should be DocumentSubtype. Same situation in chapter 5.6.1
R1 v2.0	APP	<ul style="list-style-type: none">• Section 5.2.5 and section 5.4.5. It has been removed the explanation of some attributes (for elements Discipline, Gender, Event, Phase and Unit), that were not used in any case, according to the definition of the message structure in sections 5.2.4 and 5.4.4 for the start list and phase results message.
R1 v3.0	APP	<ul style="list-style-type: none">• Chapter 5.2 and 5.3. Corrected error with PhaseInfo element. In several ODF Sport Data Dictionaries, it was being used a Pos attribute for this element, while the general structure of this element was not considering this. Besides, UnitInfo should be from 0..N instead of from 1..N, since we could have UnitInfos elements with UnitDateTime and no UnitInfo.• Chapter 5.2.3 and 5.2.4. Reviewed trigger of start list message in order to allow the sending of start list information such as PhaseInfos, UnitInfos, and Officials before the event unit participants are known. For this reason, the Start element become optional; although it will be have to be sent as soon as the event unit participants are known, in any case.• Chapter 5.5.2. Corrected errors in the description of the header attributes. For @Phase, the value should be "0", not "000". @Correction should be 0 (as the rest of the messages), not from 0 to N.• Chapter 5.5.4: Corrected error. For the optional elements, it was referring to CumulativeResults, while the name of the element in the message structure is CumulativeResult.
R1 v4.0	APP	<ul style="list-style-type: none">• Reviewed the ODF header attributes according to the new definition in the ODF Central Messages document. Added some attributes (e.g: FeedFlag, LogicalDate, Date, Time, Venue) and renamed RSC (results system code to DocumentCode in order to have a more generic name (it allows more possibilities in future messages, such as athletes' IDs for biographies, etc.).• Added new DT_GM/DT_GN (discipline/venue good morning and good night) messages• Chapter 5.2 start list: Added further clarifications that Start element could be not sent at a particular moment of the message sending, in the case the participants are not known yet.• Chapter 5.6 pool standings: Clarified Pool standings could include event unit in the DocumentCode header's attribute, in order to include the possibility to inform after which moment the report was generated. Chapter 5.6.3, reviewed the ResultStatus attribute according to the moment when the message is sent (INTERIM or OFFICIAL).• Chapter 5.10 event's medallists: Added new Phase and Unit attribute to inform for which event unit a medal was awarded (specially useful for bronze medal games, such as in Ice Hockey or Football).• Chapter 5.12 records. Corrected the appearance of the attribute confirmed, to match both, message's structure and message's attributes
R1 v5.0	APP	<ul style="list-style-type: none">• Overall changes:<ul style="list-style-type: none">- In the ODF headers of each of the messages, it was saying that DocumentCode was a concatenation of the attributes Discipline, Gender, ... since these attributes are not in the ODF header, changed to refer to common codes for these RSC.- For all messages in the Trigger and Frequency chapter: added the comment that messages should also sent after any major change (to make it possible correct errors)- Clarified that for all elements base on codes (extended results, unit infos, etc.), the key is code+pos (one code and pos can appear just once in the element)• Chapter 3 Codes: Added new CC @ResultStatus LIVE_FULL and LIVE_UPDATE for Real Time



Change Log

Version	Status	Changes on version
		<ul style="list-style-type: none">• Chapter 4 List of Messages: Added new messages in tables for PiT. These messages are DT_FED_RANKING and DT_UNITCONFIG• Chapter 5.2 Start List: Added new optional element Extensions hanging from PhaseInfo, UnitInfo and ExtendedResult. UnitInfo to allow more than 0,1 competitors. Composition of competitor (if team relay) set optional anywhere in this message, as it was already explained in chapter 5.1.3.3 for competitors' rules: in the case of the start list, when teams are known, sometimes it is not known their team members.• Chapter 5.3 Event Unit Results: Added new optional element Extensions hanging from PhaseInfo, UnitInfo and ExtendedResult. UnitInfo to allow more than 0,1 competitors.• Chapter 5.4 CumulativeResults: Added new optional element Extensions hanging from ExtendedResult• Chapter 5.5 CumulativeResults: Added new optional element Extensions hanging from ExtendedResult• Chapter 5.7 Event Final Ranking: Added new optional element EventInfo, to fulfil ORIS-PiT information, and added new optional element Extensions hanging from ExtendedResult• Chapters 5.16 and 5.17: Added new messages Event Unit Configuration and Federation Ranking to fulfil ORIS-PiT information• Added full chapter 6 for ODF-real time transmission• Chapter 5.3.4 Event Unit Results: Added new optional element ExtendedPeriods in the element Period and add the attribute Organisation in the Unit Info/Competitor for Teams• Chapter 5.1.3.4 General information for all messages: Added to clarify general issues for all messages (a part of the Chapter 5.1.3.2 has been deleted and added in this new chapter)• Chapter 5.17.2 Add the attribute DocumentSubtype for distinguish the different kinds types of Ranking.• In Chapter 5.17.5 Federation Ranking message, update the attributes for Competitor /Event /OtherCompetitions /OtherCompetition• In the Chapter 5.5.1 correct the label DT_CUMULATIVE_RESULT of the description part.• In the Chapter 5.3.4, in table of Optional message elements we change StatItems by Stats and StatItem by Stat elements



Change Log

Version	Status	Changes on version
R1 v5.1	APP	<ul style="list-style-type: none">• Delete the attribute Bib in the message of DT_MEDALLIST (section 5.10.4)• Add one new attributes Organisation in the DT_FED_RANKING the Organisation for Rankings that not depend on Teams and Athletes i.e. that depend on Organisations.• In the Chapter 5.5.1 correct the label DT_PHASE_RESULT of the description part.• Correct the number of the RTSerial in the Chapter 6.1.2.2• In the Chapter 5.2.5, the attribute Organisation in UnitInfo /Competitor now is used not only for Team, it can be the Organisation of an athlete too.• Clarify the description for the Discipline/venue good morning message.• In the Chapter 5.1.3.4 add a new point for clarify the attributes empties.• In the Chapter 5.13.5 fix the attribute code for the Bracket element.
R1 v5.2	APP	<ul style="list-style-type: none">• In the Chapter 5.17 add the Type=N for FedRanking/Ranking /Competitor it is for the case that the Ranking are by NOC's or NPC's, for this the attribute Code now is optional.• Correct the element Competitor /Competitor /Athlete by Competitor /Composition /Athlete in the DT_RECORD message• Clarify the use of html code in the free text of messages in chapter 5.1.3.4
R1 v5.3	APP	<ul style="list-style-type: none">• Add the attribute ResultStatus in the ODF Header for have the possibility of send this message when the Event Unit is not finished but the information about medals is known.• Correct the description for the Medallists by Discipline message.• Clarify the Comments for the attribute EndDate in the DT_RESULT message.
R1 v5.4	APP	<ul style="list-style-type: none">• Clarify the ResultStatus in the message DT_MEDALLISTS, it is more correctly to ha the status PARTIAL instead of UNOFFICIAL.• Clarify the description for the Trigger and Frequency for the Cumulative Result message.• Clarify in Message Values section for Phase Results, Cumulative Results and Event Final Ranking messages the duplicated element definition Result /Competitor /ExtendedResults /Extended Result /Extensions /Extension, one of they must be Result /Competitor/ Composition/Athlete/ExtendedResults /Extended Result /Extensions /Extension.• Clarify the ResultStatus attribute for the Bracket message• Clarify the General information for all messages section for the sample of

R1 v5.5	APP	<ul style="list-style-type: none">• Clarify the General information for all messages section for the sample of
 and for the order of the elements in the message.• Change the possible value of the Confirmed attribute in Records message.• Clarify the description of the attributes (for the element EventUnit) in the Official Communication message.• Clarify the section of triggers and frequency in the Start List Message.• Add a clarification in DT_MEDALLISTS for group information in case of equaled medals.• Add the copyright.
R1 V6.0	APP	<ul style="list-style-type: none">• Add a new clarification's point in the Sport messages definition – Principles section (5.1.3.1).• Clarify that the element Competitor /Composition in the message DT_BRACKETS should be sent in the case that the Team members are not yet known in the Sport messages definition – Competitors' Rules section (5.1.3.3). This change implied that this element must be optional in the DT_BRACKETS message.• Rewrite the sentence of the element's order and add a new point for the empty



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Version	Status	Changes on version
		elements in General information for all messages section (5.1.3.4). <ul style="list-style-type: none">• Add the attribute Bib as optional in the Result and Final Ranking messages for the Result/ Competitor and Result/ Competitor/ Composition/ Athlete elements.• Add a clarification in the Triggers and Frequency section for the DT_CULUMATIVE_RESULT message for detail the sequence of the messages.• Add a clarification in the Ranking/Competitor@Type and for Ranking/Competitor/Event for the Team and Organisation in the message Federation Ranking.• Change in all document the description for the attribute Version in the Header.
R1 V6.1	APP	<ul style="list-style-type: none">• Add general clarification in the Triggers and Frequency section for the DT_CULUMATIVE_RESULT message for detail the sequence of the messages
R1 V6.2	APP	<ul style="list-style-type: none">• Put the Attribute Rank as Optional in Ranking/Competitor/Event element for the message Federation Ranking.



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1. Introduction

1.1. This document

This document describes the ODF sport messages. These messages apply to all disciplines; however they are generated independently by each sport. Moreover, this document is tightly related to the different ODF Sport Data Dictionary Documents, in which basing on the general rules as defined in this document, they extend the specific definitions particular for each sport.

1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF central messages, with the intention that the information message producer and the message consumer can successfully interchange the information provided by these messages.

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

- **IDS** – Info Diffusion System
- **IF** – International Federation
- **IOC** – International Olympic Committee
- **NOC** – National Olympic Committee
- **ODF** – Olympic Data Feed
- **ODF-RT** – Olympic Data Feed – Real Time
- **RSC** – Results System Codes
- **WNPA** – World News Press Agencies

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message



		generators and the final ODF users
ODF/INT002	IDS-Global Interface Description Document	This document describes the outmost tag of all documents flowing through IDS. Any message being described in this document will have to follow the general definitions of the IDS-Global Interface Description Document. However, some restrictions to the outmost tag (message header) may be done in this specific interface document.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages



2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF Sport Messages in a general way, so as each ODF Sport Data Dictionary can extend their requirements basing on general criteria.

2.2. End to End data flow

The general rules as described in the documents referenced in the chapter 1.5 will have to be considered for a complete and formal definition. In the following chapters, for each ODF sport message it will be defined the message content description, the message structure and the values to be included in the entire message attributes, including IDS and ODF headers, as well as the sort of the message according to certain ODF attributes. In some messages, the trigger and frequency for each will be detailed in each of the ODF Sport Data Dictionaries, because it may be very sport specific. However, for other messages it will be defines in the message itself, because it may be more generic.

It has to be remarked that the definition for one particular sport will be completed in the corresponding ODF Sport Data Dictionaries.

Any ODF message should follow all the previous definitions in order to be considered as an ODF compliant message



3. Codes

Several codes are used in the definition of the messages in this document, or more particularly for one sport in each OSD Sport Data Dictionary. Any code will be referenced the following way:

CC @CodeEntity

CodeEntity is the name of the entity that identifies a particular set of codes.

The following table describes the codes' entities used in document sorted by name, indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Code Entity Set of Values	
CC @Competition	CC @Competition should be notified in advance for the whole competition.	
CC @Country	Defined in ODF Common Codes Document See entity Country <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @Discipline	Defined in ODF Common Codes Document. See entity Discipline. <ul style="list-style-type: none"> The entity's attribute to be used is Discipline However, valid disciplines will be those which Non-Sport attribute='N' 	
CC @DisciplineGender	Defined in ODF Common Codes Document. See entity Discipline Gender. <ul style="list-style-type: none"> The entity's attribute to be used is Gender. It will be related to Discipline 	
CC @Event	Defined in ODF Common Codes Document See entity Event. <ul style="list-style-type: none"> The entity's attribute to be used is Event It will be related to Discipline and Gender 	
CC @Function	Defined in ODF Common Codes Document See entity Function <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @GMGNCode	Defined in ODF Common Codes Document (see header values sheet) <ul style="list-style-type: none"> The Good morning / good night code will be of the form DD0VEN000, where DD=discipline, and VEN=venue 	
CC @MedalType	Code	Value
	ME_GOLD	Gold
	ME_SILVER	Silver
	ME_BRONZE	Bronze
CC @Phase	Defined in ODF Common Codes Document See entity Phase <ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	
CC @RecordCode	Defined in ODF Common Codes Document	



	See entity Record Code <ul style="list-style-type: none"> The entity's attribute to be used is Code 	
CC @RecordType	Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> The entity's attribute to be used is Code It will be related to Discipline 	
CC @ResultStatus	Code	Description
	OFFICIAL	Results of the competition released as soon as the event is officially confirmed taking in the account the resolution of the protests, etc. The person responsible for the results on behalf of federation must approve the distribution of the results
	UNOFFICIAL	Results of the competition released as soon as the event is over, not waiting any official decision of the federation or competition secretariat. The correctness of data must be assured.
	PARTIAL	<p>Results of the top x competitors at the end of a race before all competitors finished their competition. The results at the finish cannot change with arrival of non-finished competitors. The frequency of this report may vary.</p> <p>e.g. after top 3 at the finish, every 10 minutes, etc., final ranking of the teams after each match which set definite team ranking This report presents definite unofficial ranking of the competitors or teams who finished their competition or part of competition before the report was issued. The next competitors or matches cannot change the ranking set before them.</p>
	INTERIM	<p>Results of the top x competitors at the logical, predefined points during or at the end of a race, match, etc. Every next competitor may change the standing of those who already have results at a predefined point. This status is valid until the last athlete finishes its competition. e.g. results after a subdivision in gymnastics, results after every 15 athletes in alpine skiing, etc.</p> <p>This report presents current unofficial ranking of the competitors who reached a predefined point or end of the race before the report was issued. The next competitors can (some probably will) change the ranking set before them.</p>
	INTERMEDIATE	<p>Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary.</p> <p>e.g. Standing of top 15 athletes on 20th km in Marathon.</p> <p>For team sports or head to head sports this is result of a match at the break (end of period, set, inning, etc.).</p> <p>In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL.</p>
	LIVE_UPDATE	<p>This status is used in results real time messages.</p> <p>It indicates that a match, event unit, game, etc, is running and</p>



		<p>a new event happened like a goal, a card, a substitution or a competitor passed through an intermediate point.</p> <p>Live update messages include just that information being changed, and for this reason it is an update message.</p> <p>Information not being included in a message in this status should not be considered to change</p>
	LIVE_FULL	<p>This status is used in real time results messages.</p> <p>A live full message is sent for resynchronization purposes, in case of a broken connection between real time customers and real time message senders. To improve the performance, those real time systems that have not lost their connection could discard the process of this message, because it is supposed to include a big amount of data.</p> <p>LIVE_FULL real time results messages should be sent periodically. The frequency of the sending of this message should be fine tuned for each sport, by a parametre that should be configurable.</p> <p>In this case, all the real time information sent up to this moment by LIVE_UPDATE messages is included in one single message.</p>
CC @Unit	<p>Defined in ODF Common Codes</p> <p>See entity Unit</p> <ul style="list-style-type: none"> • The entity's attribute to be used is Unit • It will be related to Discipline, Gender, Event and Phase 	
CC @VenueCode	<p>Defined in ODF Common Codes Document</p> <p>See entity Venue</p> <ul style="list-style-type: none"> • The entity's attribute to be used is Venue 	
CC @Organisation	<p>Defined in ODF Common Codes Document</p> <p>See entity Organization</p> <ul style="list-style-type: none"> • The entity's attribute to be used is Code 	



4. List of Messages

The following table lists the ODF sport messages, with their types and their names.

Message Type	Message name
DT_START_LIST	Start List
DT_RESULT	Event Unit Results
DT_PHASE_RESULT	Phase Results
DT_CUMULATIVE_RESULT	Cumulative Results
DT_POOL_STANDING	Pool standings of group in a team competition
DT_RANKING	Event Final ranking
DT_STATS	Statistics table
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_RECORD	Records
DT_COMMUNICATION	Official Communication
DT_BRACKETS	Brackets
DT_GM	Discipline/venue good morning
DT_GN	Discipline/venue good night
DT_FED_RANKING	Federation ranking
DT_UNITCONFIG	Event Unit configuration

The following document describes sport messages at a high level. Nevertheless, each of the sport message (described in this document) includes general definitions / rules / message structure that should be observed by all disciplines. Each of the ODF Sport Data Dictionaries will have to extend / overwrite some of the definitions.

In general, we could find the following situations:

- Situation 1:

It may happen that one message must extend a particular definition in any case (e.g.: the header of the message) for a particular discipline in its ODF Sport Data Dictionary document. If this extension is not done, the definition will not be complete, so it is mandatory for a sport that makes use of this particular message.

- Situation 2:

It may happen that one message could optionally overwrite a general definition (e.g.: its trigger and frequency). However, if nothing is stated in its ODF Sport Data Dictionary document, the general rule should be followed as described in this document

- Situation 3:

It may happen that one message could be extended by the use of optional message elements, which should not be included in general, unless it is specifically requested for a particular sport in its ODF Sport Data Dictionary document.

- Situation 4:



It may happen that one message could also be extended by the inclusion of optional attributes (otherwise not necessary according to their general definitions), or by redefining the rule that describes when these attributes should be included. However, some mandatory attributes could also be redefined in each one of the ODF Sport Data Dictionary document.

The following table summarizes the situation of each of the messages types in regards to the different message types and different topics: IDS (RSC attribute) and ODF header (DocumentCode attribute) definition, Trigger and Frequency redefinition, optional message elements extension and message attributes extension / redefinition

Situation 1, for mandatory definition is marked with M (for mandatory)

Situation 2, for optional general rule redefinition is marked with O (for optional)

Situation 3, for elements extension is marked with E (for element extension)

Situation 4, for attribute extension / redefinition is marked with A (for atttribute extension / redefinition / inclusion)

Message Type	IDS attribute) ODF (DocumentCode attribute)	(RSC and header)	Trigger and Frequency redefinition	Optional message elements extension	Message attributes extension / redefinition
DT_START_LIST	M		O	E	A
DT_RESULT	M		O	E	A
DT_PHASE_RESULT	M		O	E	A
DT_CUMULATIVE_RESULT	M		O	E	A
DT_POOL_STANDING	M		O	E	A
DT_RANKING	M		O	E	A
DT_STATS	M		M	M	
DT_MEDALLISTS	M		O		
DT_MEDALLISTS_DISCIPLINE					
DT_RECORD	M			E	
DT_COMMUNICATION					
DT_BRACKETS	M			E	A
DT_GM	M				
DT_GN	M				
DT_FED_RANKING	M		M	E	A
DT_UNITCONFIG	M			E	A

If one message is not needed by one discipline, it will not have to be redefined by its specific ODF Sport Data Dictionary.



5. Messages definition

5.1. General Issues

5.1.1. IDS header and ODF header

ODF Sport Messages will follow the general ODF message structure the same way it is described in the ODF Central Messages Interface Document, chapter "5.1.1. IDS header and ODF header". Please, refer to that document for further information.

5.1.2. Attributes Definition

The attributes types are explained in the chapter "5.1.2. Attributes Definition" of the ODF Central Messages Interface Document. Please, refer to that document for further information.

5.1.3. Sport messages definition

In general, it is important to point out a couple of clarifications in regards to the ODF Sport Messages definition.

5.1.3.1. Principles

- Only the elements and attributes defined in the ODF Documentation must be sent in the xml's messages. Extra elements or extra attributes should be sent, event if the information is correct.
- One of the main principles is the one that states that information will not be repeated in general unless it is strictly necessary in order to avoid redundancy and possible inconsistencies. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier.
- Athlete's and/or official's names (either participating as team members or individuals) will never be used in the ODF Sport messages in the case of Olympics (elements Athlete/Official/Coach) in order to avoid redundant information, improve consistency, avoid errors, allow names multi-language management, etc. However, just to support small events, whenever you may find an Athlete element in all the messages, you could send a FamilyName and a GivenName attribute (both of them optional), and with format S(25), in the case participant lists are not sent. Elements Athlete inside UnitInfo elements is an exception, and they should include names, as it is explained in the start list message.
- The same consideration as the athletes'/officials' names applies for the attribute @Organisation in the case of the elements Competitor or Official/Coach (not used in Olympics, while optional in other small events with no central messages). Elements Competitor inside UnitInfo element is an exception, and they should include names, as it is explained in the start list message.
- While ODF Central Messages and ODF Sport Messages have a core vision of ODF messages (more oriented to data rather than to screens/reports), any necessity of additional messages should be addressed in the Rendered Reports document. This document will allow the possibility to extend any data appearing



in this document to other formatted messages (e.g.: combining information being sent in the different messages appearing in this document, creating tables, etc.).

5.1.3.2. General definition vs. Extended (Re)definition

- Be aware of all mandatory elements that will have to appear in each of the ODF Sport messages (those with at least one appearance).
- Be also aware of the mandatory attributes that must appear in each of the messages.
- Then, take care of the different possible situations (1, 2, 3, 4) that allow a message extension and/or redefinition in each of the ODF Sport Data Dictionary documents, as this possibility is described in the chapter 4.

5.1.3.3. Competitors' rules

- Some information arriving in the ODF Sport Messages (example: competitors), is linked to the central messages, as described in the ODF Central Messages Interface Description Document. For example, to find out the competitors' organisation or athletes' family and given names, you may relate to those messages linking through the specific organisation code, competitor ID, etc. To summarize, any information not appearing in each of the sport particular messages should be available in the central messages (schedule information, etc.).
- For competitors in particular, they use their @Code attributes to get their associated information such as Organisation, etc, from the DT_PARTIC_TEAMS or DT_PARTIC_ATHLETES messages (as described in the ODF Central Messages Interface Document), depending on whether Competitor @Type="T" or Competitor @Type="A".
- In any case, for both Competitor @Type="T" and Competitor @Type="A", it will be included for each specific competitor their composition for each particular ODF Sport Message. In the case of Competitor @Type="T", it will be included the team members, while in the case of Competitor @Type="A", it will be included the athlete's ID. The exception is for the start list message, while at early stages of the competitions the team members in the case of Competitor @Type="T" might not be yet known, and therefore, the competitors' composition will not be sent until this information is known. All Composition /Athlete elements will have a mandatory @Order attribute to sort team members in the case Competitor @Type="T", while it should be always 1 if Competitor @Type="A"
- If Competitor @Type="A":
 - The Competitor @ID links to an athlete appearing in the DT_PARTIC_ATHLETES message.
 - There will be always just one Competitor /Composition /Athlete element, including the individual competitor
 - In this case, Competitor @Code and Competitor /Composition /Athlete @Code will be the same. However, the @Bib attribute (just in the start list message) will be only sent in Competitor /Composition /Athlete (being this attribute the athlete's bib number), if @Bib is used in a particular sport, as it should be defined in each of the ODF Sport Data dictionaries.



- Any extended information related to the individual athlete will be just in the <Athlete> element and nothing will be added to the <Competitor> element.

Example of an individual competitor with bib number and EventUnitEntry extended information, and Bib number:

```
<Competitor Type="A" Code=""900001">
```

```
<Composition>
```

```
<Athlete Code=""900001"" Bib="1" Order="1">
```

```
<EventUnitEntry Type="TYPE" Code="CODE"
Value="VALUE" />
```

```
</Athlete>
```

```
</Composition>
```

- If Competitor @Type="T":
 - The Competitor @ID links to a team appearing in the DT_PARTIC_TEAMS message.
 - There will be several Competitor /Composition /Athlete elements, containing the team competitor members; although it may be that there is no Competitor /Composition element in the DT_START_LIST or DT_BRACKETS messages if it is the situation that the team members are not yet known.
 - Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message. Moreover, the particular information of a team member, such as @Height, @Weight, @Organization will be available in the DT_PARTIC_ATHLETES message.
 - In this case, the @Bib attribute in the Competitor element (just in the start list message) will be assumed as the team's bib number, while the @Bib attributes in the Composition /Athlete elements will be assumed as the different team member's bib number, if it applies for a particular sport, as it should be defined in each of the ODF Sport Data dictionaries.

Example of a team competitor with both, team and team members, with bib number and team's EventUnitEntry, as well as team member's EventUnitEntry extended information:

```
<Competitor Type="T" Code=""1234" Bib="1">
```

```
<!-- event unit entry just for the team -->
```

```
<EventUnitEntry Type="TYPE" Code="CODE" Value="VALUE"/>
```

```
<Composition>
```

```
<Athlete Code=""900001"" Bib="101" Order="1"/>
```

```
<!-- event unit entry just for the team member -->
```



```
<EventUnitEntry      Type="TYPE"      Code="CODE"
Value="VALUE"/>
```

```
<Athlete Code="900002" Bib="102" Order="2"/>
```

```
<Athlete Code="900003" Bib="103" Order="3"/>
```

```
...
```

```
</Composition>
```

- However, be aware that in some specific messages, competitors (athletes or teams) will sometimes be linked to DT_PARTIC_HISTORIC for Competitor @Type="A" and DT_TEAM_HISTORIC for Competitor @Type="T". It will be done just in the case the specific message states that one competitor is historical, as it is being done in the DT_RECORD message just in the case of historical record holders.

5.1.3.4. General information for all messages

- For all the messages as defined in this document (ODF Sport Messages Interface Document), there will be an optional element <Message> to include free text in case more information is intended to give. The <Message> element will be included as soon as the <Competition> element ends. As a clarification, if this free text has more than one line it will include "
" (i.e "
") marks.

E.g.: For a result we may have the following

```
<OdfBody DocumentType="DT_RESULT" ...>
```

```
<Competition>
```

```
...
```

```
</Competition>
```

```
<Message>Athlete nnnn has been disqualified because ...&lt;br /&gt;
```

```
Athlete yyyy has been disqualified because.... </Message>
```

```
</OdfBody>
```

- For all the messages its content must be UTF-8.
- For all the messages, send elements in the same order as defined in the Message Structure table.
- For all the messages, as a clarification, in case that you do not know data for some attributes proceed:
 - a) In case that the attribute is required send it empty.
 - b) In case that the attribute is optional send it empty or not send the attribute.
- For all the messages, as a clarification, if some elements are empty you will not send these elements.



5.2. Start List

5.2.1. Description

The start list is a message containing the list of competitors for one particular event unit, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The start list is a generic message for all sports, including as much generic information as possible, considering start lists may have substantial differences between different disciplines and events (example: mass start list, line-ups, etc.).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message, and may overwrite the use of mandatory attributes.

5.2.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event @Phase @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_START_LIST	Start list message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to



Attribute	Value	Comment
		this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_START_LIST	Start list message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.2.3. Trigger and Frequency

The general rule is that this message is sent as soon as some of the information arriving in this message and associated to the event unit (PhaseInfos, UnitInfos, and Officials) is known and also when all the competitors for one particular event unit are known.

For team event units this message should send as soon as the teams are available (maybe first teams, and after another message with team members).



Trigger also after any major change.

If there is any sport-specific requirement, it should be detailed in each of the ODF Sport Data Dictionaries.

5.2.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

As well as the general rules described in the chapter 5.1.3 (Sport messages definition), it is important to point out in particular for the start list message the following: Athlete's (or team's) entries can be found in the list of athletes by discipline and list of teams messages (EventEntry elements) in the ODF Central Messages Interface Description Document. However, some event entries may be overwritten for a particular event unit by making use of EventUnitEntry elements in the start list message. Example, in Curling you may want to state that the Skip is for a particular game is one competitor, being different from the Skip in general for the event. Then, you may include the Skip information for the new competitor, and the remove the Skip information for the competitor assigned as skip in the rest of the games. However, for the rest of the games, if it is not stated the contrary, the skip remains the same competitor as the most recent ODF Central Message EventEntry element.

To summarize, any athlete or team entry not particularized in this start list message should be assumed from the List of athletes by discipline or List of teams, as they are defined in the ODF Central Messages Interface Document.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
PhaseInfos and its child element PhaseInfo
PhaseInfo /Extensions
UnitInfos and its child element UnitInfo UnitDateTime and UnitInfo
UnitInfo /Extensions
UnitInfo /Competitor (UnitInfo /Competitor /Composition when Composition is not known for team event units)
Officials and its child element Official
ExtOfficial
Coaches and its child element Coach
Start /Competitor /EventUnitEntry
Start /Competitor /Composition /Athlete /EventUnitEntry (Start /Competitor /Composition when Composition is not known for team event units)

You must be aware the Start element is optional because according to the trigger, the start list could be sent with information about PhaseInfos, UnitInfos and Officials elements, without knowing the participants, yet. However, as soon as this information is known, the Start element should be included when event unit participants are known in any case.

Competition					
	Code				
	PhaseInfos (0,1)				
		PhaseInfo (1..N)			
			Type		



			<i>Code</i>			
			<i>Pos</i>			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1..N)		
					<i>Type</i>	
					<i>Code</i>	
					<i>Pos</i>	
					<i>Value</i>	
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			<i>StartDate</i>			
		UnitInfo (0..N)				
			<i>Type</i>			
			<i>Code</i>			
			<i>Pos</i>			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1..N)		
					<i>Type</i>	
					<i>Code</i>	
					<i>Pos</i>	
					<i>Value</i>	
			Competitor (0,N)			
				<i>Organisation</i>		
				<i>Order</i>		
				Composition (0,1)		
					<i>Athlete</i>	
						<i>FamilyName</i>
						<i>GivenName</i>
	Officials (0,1)					
		Official (1..N)				
			<i>Code</i>			
			<i>Function</i>			
			<i>Order</i>			
			ExtOfficial (0,1)			
				<i>Type</i>		
				<i>Code</i>		
				<i>Pos</i>		
				<i>Value</i>		
	Start (0..N)					
		<i>StartOrder</i>				
		<i>SortOrder</i>				
		<i>Competitor</i>				
			<i>Code</i>			
			<i>Type</i>			
			<i>Bib</i>			
			Coaches (0,1)			
				Coach (1..N)		
					<i>Code</i>	
					<i>Function</i>	
					<i>Order</i>	
			EventUnitEntry (0..N)			
				<i>Type</i>		
				<i>Code</i>		
				<i>Value</i>		
			Composition (0,1)			
				<i>Athlete</i> (1..N)		
					<i>Code</i>	
					<i>Order</i>	
					<i>Bib</i>	
					EventUnitEntry (0..N)	
						<i>Type</i>
						<i>Code</i>
						<i>Value</i>



5.2.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Start List, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo (Phase info item associated to the event unit)	Type	M	See table comment	Type (categorization) of PhaseInfo.
	Code	M	See table comment	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	See table comment	An optional numerical value used to sort phase info items with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
UnitDateTime (Scheduled start date and time)	StartDate	M	DateTime	Scheduled start date-time. For multi-day units, the start date-time is that on the first day.
UnitInfo (Unit info item associated to the event unit)	Type	M	See table comment	Type (categorization) of UnitInfo.
	Code	M	See table comment	Key of the UnitInfo element, to uniquely identify this element.
	Pos	O	See table comment	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	M	CC @Organisation	Organisation ID



Element	Attribute	M/O	Value	Comments
(UnitInfo /Competitor /Composition is optional, because sometimes it is known the teams related to a UnitInfo, but not the team members related to this UnitInfo. There could be more than one competitor related.)	Order	O	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (Send if the UnitInfo has a related person, or team member, person associated to this UnitInfo.-Organisation-	FamilyName	O	S(25) <i>See table comment</i>	Family name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
In a different way to the competitors' rules in chapter 5.1.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete. For the same reason, it should also be sent @Organisation).	GivenName	O	S(25) <i>See table comment</i>	Given name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Official (Official associated to the event unit)	Code	M	<i>See table comment</i>	Key of the official, to uniquely identify this element
	Function	O	<i>See table comment</i>	Official's function (example: referee, etc.) particularized for the event unit. It may be different (more specific) to the function being sent in the DT_PARTIC_OFFICIALS message as it is defined in the ODF Central Messages Interface Description Document
	Order	O	<i>See table comment</i>	Optionally, send official order if there is any specificity in the sport.
ExtOfficial (Extended official information)	Type	M	<i>See table comment</i>	Type (categorization) of ExtOfficial data.
	Code	M	<i>See table comment</i>	Key of the ExtOfficial element, to uniquely identify this element.
	Pos	O	<i>See table comment</i>	An optional numerical value used to sort ExtOfficial data with same type and code.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtOfficial.
Start (For any start list,	StartOrder	O	Numeric <i>See table comment</i>	Start order of the competitor in a start list



Element	Attribute	M/O	Value	Comments
<p>competitors will be sent as soon as known.</p> <p>First information regarding to UnitInfo, UnitActions, etc might be sent before competitors (either single athletes or teams) are known. For this reason, Start is optional (temporally not including any competitor information).</p>	SortOrder	M	Numeric <i>See table comment</i>	Used to sort all start list competitors in an event unit (for example, if there is not StartOrder). It is mainly used for display purposes.
<p>Competitor</p> <p>(Competitor participating in the event unit.</p> <p>Refer to chapter 5.1.3 for competitors' rules</p> <p>Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating)</p>	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
	Bib	O	<i>See table comment</i>	Team competitor's bib number (Competitor @Type should be T). Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventUnitEntry in the previous versions.
<p>Coaches /Coach</p> <p>(Competitor's coach)</p>	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	<i>See table comment</i>	Optionally, send official function
	Order	O	<i>See table comment</i>	Optionally, send coach order (if more than one coach is needed).
<p>Competitor /EventUnitEntry</p> <p>(Team competitor's event unit entry, according to the competitor's rules in chapter 5.1.3)</p>	Code	M	<i>See table comment</i>	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	<i>See table comment</i>	Type (categorization) of Event Unit Entry.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Event Unit Entry.
<p>Composition /Athlete</p> <p>(Individual athlete if Competitor @Type="A" or team member if Competitor @Type="T" participating in the event</p>	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete participating in the event unit.
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".



Element	Attribute	M/O	Value	Comments
unit, depending on Competitor @Type. In the case Competitor @Type="T", it may be empty at early stages of the competition, if the team members are not yet known. Refer to chapter 5.1.3 for competitors' rules).	Bib	O	See table comments	Individual athlete's bib number (if Competitor @Type="A" or team member's bib number (if Competitor @Type="T"). Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventUnitEntry in the previous versions.
Composition /Athlete /EventUnitEntry (Team member's or individual athlete's event unit entry, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Code	M	See table comment	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	See table comment	Type (categorization) of Event Unit Entry.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Event Unit Entry.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.2.6. Message sort

There is not any special sort order requirement for this message. Usually, Start @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries (if the start list is sent at the moment the competitors are known). Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



5.3. Event Unit Results

5.3.1. Description

The Event Unit Results is a message containing the results for the list of competitors in one event unit, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The Event Unit Results message is a generic message for all sports, including as much generic information as possible, considering results may have substantial differences between different disciplines and events (example: score of a match, time in a race, distance in a throw, etc.).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

5.3.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event @Phase @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RESULT	Event Unit Results message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @EventGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute



Attribute	Value	Comment
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	CC @ResultStatus	In general, it indicates whether the results are official or unofficial. However, it may include other status which should be extended by any ODF Sport Data Dictionary in the case they are needed.

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated



5.3.3. Trigger and Frequency

The general rule is that this message is sent as when the event unit finishes and the message becomes unofficial, and also afterwards when the message becomes official (when the event unit becomes official). The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).

Trigger also after any major change.

However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

5.3.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
PhaseInfos and its child element PhaseInfo
PhaseInfo /Extensions
UnitInfos and its child elements UnitDateTime and UnitInfo
UnitInfo /Extensions
UnitInfo /Competitor
UnitInfo /Competitor /Composition and its child elements Athlete
Periods and its child element Period
Periods /ExtendedPeriods
UnitActions and its child element UnitAction
ExtendedAction
UnitAction /Competitor
UnitAction /Competitor /Composition and its child elements Athlete
RecordIndicators and its child element RecordIndicator
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults /ExtendedResult /Extension
Competitor /Stats and its child element Stat
Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Competitor /Composition /Athlete /Stats and its child element Stat



Competition									
	<i>Code</i>								
	PhaseInfos (0,1)								
		PhaseInfo (1..N)							
			<i>Type</i>						
			<i>Code</i>						
			<i>Pos</i>						
			<i>Value</i>						
			Extensions (0,1)						
				Extension (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			<i>StartDate</i>						
			<i>EndDate</i>						
		UnitInfo (0..N)							
			<i>Type</i>						
			<i>Code</i>						
			<i>Pos</i>						
			<i>Value</i>						
			Extensions (0,1)						
				Extension (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
			Competitor (0,N)						
				<i>Organisation</i>					
				<i>Order</i>					
				Composition					
					Athlete				
						<i>FamilyName</i>			
						<i>GivenName</i>			
	Periods (0,1)								
		Period (1..N)							
			<i>Code</i>						
			<i>HomeScore</i>						
			<i>AwayScore</i>						
			<i>HomePeriodScore</i>						
			<i>AwayPeriodScore</i>						
			ExtendedPeriods (0,1)						
				ExtendedPeriod (1..N)	<i>Code</i>				



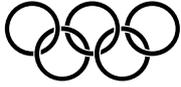
					<i>Type</i>				
					<i>Pos</i>				
					<i>Value</i>				
	UnitActions (0,1)								
		UnitAction (1..N)							
			<i>Code</i>						
			<i>Type</i>						
			<i>Pos</i>						
			<i>Value</i>						
			<i>Time</i>						
			ExtendedAction (0..N)						
				<i>Code</i>					
				<i>Type</i>					
				<i>Pos</i>					
				<i>Value</i>					
			Competitor (0..N)						
				<i>Code</i>					
				<i>Type</i>					
				<i>Role</i>					
				<i>Order</i>					
				<i>Composition</i>					
					Athlete (1..N)				
						<i>Code</i>			
						<i>Order</i>			
						<i>Role</i>			
	Result (1..N)								
		<i>Rank</i>							
		<i>ResultType</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>WLT</i>							
		<i>SortOrder</i>							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				<i>Code</i>					
		Competitor							
			<i>Code</i>						
			<i>Type</i>						
			<i>Bib</i>						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				



					<i>Value</i>				
					Extensions (0,1)				
						Extension (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
			Stats (0, 1)						
				Stat (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					ExtendedStat (0..N)				
						<i>Code</i>			
						<i>Type</i>			
						<i>Pos</i>			
						<i>Value</i>			
			Composition						
				Athlete (1..N)					
					<i>Code</i>				
					<i>Order</i>				
					<i>Bib</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1..N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>
					Stats (0, 1)				
						Stat (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							ExtendedStat (0..N)		



								<i>Code</i>	
								<i>Type</i>	
								<i>Pos</i>	
								<i>Value</i>	



5.3.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Event Unit Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo (Phase info item associated to the event unit)	Type	M	See table comment	Type (categorization) of PhaseInfo.
	Code	M	See table comment	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	See table comment	An optional numerical value used to sort phase info items with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
UnitDateTime (Actual start –and/or end-dates and times)	StartDate	M	DateTime	Actual start date-time. For multi-day units, the start date-time is that on the first day.
	EndDate	O	DateTime See table comment	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL)
UnitInfo (Unit info item associated to the event unit)	Type	M	See table comment	Type (categorization) of UnitInfo.
	Code	M	See table comment	Key of the UnitInfo element, to uniquely identify this element.
	Pos	O	See table comment	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension	Type	M	See table comment	Type (categorization) of the Extension



Element	Attribute	M/O	Value	Comments
(Extensions of UnitInfos)	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+@Pos) referenced Extension.
UnitInfo /Competitor	Organisation	O	CC@Organisation	Organisation ID
	Order	O	N(3)	Order of the competitor associated to the UnitInfo, if more than one competitor associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (If the UnitInfo has a related person, person associated to this UnitInfo. In a different way to the competitors' rules in chapter 5.1.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete).	FamilyName	M	S(25)	Family name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
	GivenName	O	S(25) See table comment	Given name of the person associated to the UnitInfo This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Period (Period in which the event unit message is arriving)	Code	M	See table comment	Key of the Period element to uniquely identify this element.
	HomeScore	M	See table comment	Overall score of the home competitor at the end of the period
	AwayScore	M	See table comment	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	See table comment	Score of the home competitor just for this period
	AwayPeriodScore	O	See table comment	Score of the away competitor just for this period
ExtendedPeriod (ExtendedPeriod information)	Type	M	See table comment	Type (categorization) of the ExtendedPeriod
	Code	M	See table comment	Key of the ExtendedPeriod, to uniquely identify this element.



Element	Attribute	M/O	Value	Comments
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort ExtendedPeriod with same type and code.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Extension.
UnitAction (UnitAction, like it could be a goal)	Type	M	<i>See table comment</i>	Type (categorization) of the UnitAction
	Code	M	<i>See table comment</i>	Key of the UnitAction, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort UnitAction with same type and code like split time in race competition.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced UnitAction
	Time	M	MM:SS 00:00	Time in minutes and seconds in which the action occurred Example (02:05)
ExtendedAction (ExtendedAction information)	Type	M	<i>See table comment</i>	Type (categorization) of the ExtendedAction
	Code	M	<i>See table comment</i>	Key of the ExtendedAction, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtendedAction
UnitAction /Competitor (Competitor participating in the UnitAction, if the UnitAction has an associated competitor. Refer to chapter 5.1.3 for competitors' rules).	Type	M	T,A	T for team A for athlete
	Code	M	S(20) with no leading zeroes	Competitor's ID
	Role	O	<i>See table comment</i>	Role of the competitor in the action
	Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
UnitAction /Competitor /Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID or team member related to the action
	Role	O	<i>See table comment</i>	Role of the competitor in the action
	Order	M	Numeric	Order in which either the single athlete or the team member (depending on Competitor @Type) should appear for the action, if there is more than one element of this kind associated to the action



Element	Attribute	M/O	Value	Comments
Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Numeric <i>See table comment</i>	Rank of the competitor in the result
	ResultType	O	<i>See table comment</i>	Type of the @Result attribute
	Result	O	<i>See table comment</i>	The result of the competitor in the event unit
	IRM	O	<i>See table comment</i>	The invalid rank mark, in case it is assigned
	QualificationMark	O	<i>See table comment</i>	The code which gives an indication on the qualification of the competitor for the next round of the competition
	WLT	O	<i>See table comment</i>	The code whether a competitor won, lost or tied the match / game
	SortOrder	M	Numeric <i>See table comment</i>	Used to sort all results in an event unit
RecordIndicators /RecordIndicator (Result's record indicator)	Code	M	<i>See table comment</i>	code which gives the nature of the record broken by the result value
Result /Competitor (Competitor related to one event unit result. Refer to chapter 5.1.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
	Bib	O	<i>See table comment</i>	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the ExtendedResult.
	Code	M	<i>See table comment</i>	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	<i>See table comment</i>	Type (categorization) of the Extension
	Code	M	<i>See table comment</i>	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data's extensions



Element	Attribute	M/O	Value	Comments
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Stats /Stat (Team competitor's statistics, according to the competitor's rules in chapter 5.1.3)	Type	M	See table comment	Type (categorization) of the Stat.
	Code	M	See table comment	Key of the Stat, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Stat.
Result /Competitor Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
	Bib	O	See table comment	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Result /Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Result /Composition /Athlete /Stats /Stat	Type	M	See table comment	Type (categorization) of the Stat.
	Code	M	See table comment	Key of the Stat, to uniquely identify this element.



Element	Attribute	M/O	Value	Comments
(Team member's or individual athlete's statistics, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Stat.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.3.6. Message sort

Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries. Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.

UnitAction @Time will be used to sort actions (if actions are requested).



5.4. Phase Results

5.4.1. Description

The Phase Results is a message containing the results for the list of competitors in a particular phase (example: Alpine Skiing Super Combined, Downhill). The “Unit” attributes (either in the IDS/ODF header or the message body) will be informed with zeroes. Then, the Phase Results will be understood for the phase as a whole (not including cumulative information from previous phases), if there are rules for the particular sport in regards to it (see each of the ODF Sport Data Dictionary documents).

The Phase results message is a generic message for all sports, including as much generic information as possible, considering results may have substantial differences between different disciplines and events (example: score of a match, time in a race, distance in a throw, etc.).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

5.4.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following: @Discipline @DisciplineGender @Event @Phase 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_PHASE_RESULT	Phase Results message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @EventGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute



Attribute	Value	Comment
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	00	00 (message sent at phase level)
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	CC @ResultStatus	In general, it indicates whether the results are official or unofficial. However, it may include other status which should be extended by any ODF Sport Data Dictionary in the case they are needed.

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial
Version	1..V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated



5.4.3. Trigger and Frequency

The general rule is that this message is sent as soon as the last event unit for the corresponding phase finishes and the message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit of the phase becomes official). The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).

Trigger also after any major change.

However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

5.4.4. Message Structure

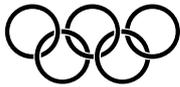
In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
RecordIndicators and its child element RecordIndicator
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults /ExtendedResult /Extension
Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension



Competition									
	<i>Code</i>								
	Result (1..N)								
		<i>Rank</i>							
		<i>ResultType</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>SortOrder</i>							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				<i>Code</i>					
		Competitor							
				<i>Code</i>					
				<i>Type</i>					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
			Composition (0,1)						
				Athlete (1..N)					
					<i>Code</i>				
					<i>Order</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1..N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>



5.4.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Phase Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Result (For any Phase Results message, there should be at least one competitor being awarded a result for the phase)	Rank	O	Numeric <i>See table comment</i>	Rank of the competitor in the phase
	ResultType	O	<i>See table comment</i>	Type of the @Result attribute
	Result	O	<i>See table comment</i>	The result of the competitor in the phase
	IRM	O	<i>See table comment</i>	The invalid rank mark, in case it is assigned
	QualificationMark	O	<i>See table comment</i>	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric <i>See table comment</i>	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator (Phase result's record indicator)	Code	M	<i>See table comment</i>	code which gives the nature of the record broken by the phase result value
Competitor (Competitor related to one phase result. Refer to chapter 5.1.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the ExtendedResult.
	Code	M	<i>See table comment</i>	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	<i>See table comment</i>	Type (categorization) of the Extension
	Code	M	<i>See table comment</i>	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data's extensions
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Extension.



Element	Attribute	M/O	Value	Comments
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.4.6. Message sort

Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries. Other @Order attributes will usually be used to order the rest of elements, as these elements are being requested in each of the ODF Sport Data Dictionary Documents.



5.5. Cumulative Results

5.5.1. Description

The Cumulative Results is a message containing the cumulative results for the list of competitors in one phase, up to the end of this phase (including information regarding to previous phases), or up to the end of an event unit within a phase (including also the units prior the current one) either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The difference between the Phase Results message (DT_PHASE_RESULT) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results takes into account the results of previous phases, and therefore it gives an idea about how a competition is progressing up to the end of an intermediate phase. This information may be useful in some events, such as it could be in Athletics decathlon or in Bobsleigh.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

5.5.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event 0 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_CUMULATIVE_RESULT	Cumulative Results message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	Correction number associated to the message's content. Ascendant number
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will



Attribute	Value	Comment
		have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	0	The message is sent at event level
Unit	00	The message is sent at event level
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event 0 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial



DocumentSubtype	<i>To be defined in each ODF Data Dictionary</i>	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.5.3. Trigger and Frequency

The general rule is that this message is sent as soon as:

- If the message is sent at phase level (Subtype and DocumentSubtype attributes are at phase level):

It is sent after the last event unit for the **first** phase, in addition to subsequent phases. The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official). The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).

- If the message is sent at event unit level (Subtype and DocumentSubtype attributes are at event unit level):

It is sent after the **first** event unit, in addition to subsequent event units; (in this case, the first DT_CUMULATIVE_RESULT message and the DT_RESULT message may contain the same information). The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official). The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).



The sequence is clarified below. The version number, n, is the version of the last DT_RESULT message sent for the same RSC code (n=0 if no DT_RESULT messages have been sent). The version number, m, is the version of the last DT_CUMLATIVE_RESULT message sent for the same RSC code (m=0 if no DT_CUMULATIVE_RESULT messages have been sent).

Case 1:

- a) Event has been complete and the results are unofficials:
 - 1. Sent DT_RESULT with ODF Version n+1 and ResultStatus =" UNOFFICIAL".
 - 2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus =" UNOFFICIAL".
- b) Results are checked and signed off by referee:
 - 1. Sent DT_RESULT with ODF Version n+2 and ResultStatus =" OFFICIAL".
 - 2. Sent DT_CUMULATIVE_RESULT with ODF Version m+2 and ResultStatus =" OFFICIAL".

Case 2:

- a) Event has been complete and the results are directly official:
 - 1. Sent DT_RESULT with ODF Version n+1 and ResultStatus =" OFFICIAL".
 - 2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus =" OFFICIAL".

Trigger also after any major change.

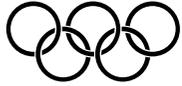
However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

5.5.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
/CumulativeResult /RecordIndicators and its child element RecordIndicator
/CumulativeResult /ResultsItems / ResultItem / /Result /RecordIndicators and its child element RecordIndicator
/CumulativeResult /Competitor /ExtendedResults and its child element ExtendedResult
/CumulativeResult /Competitor /ExtendedResults /ExtendedResult /Extension
/CumulativeResult /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
/CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension



Competition									
	<i>Code</i>								
	CumulativeResult (1..N)								
		<i>Rank</i>							
		<i>ResultType</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>SortOrder</i>							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				<i>Code</i>					
		ResultItems							
			ResultItem (1..N)						
				<i>Phase</i>					
				<i>Unit</i>					
				<i>Result</i>					
					<i>Rank</i>				
					<i>ResultType</i>				
					<i>Result</i>				
					<i>IRM</i>				
					<i>QualificationMark</i>				
					<i>WLT</i>				
					<i>SortOrder</i>				
					RecordIndicators (0,1)				
						RecordIndicator (1..N)			
							<i>Code</i>		
		Competitor							
			<i>Code</i>						
			<i>Type</i>						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		



			Composition						
				Athlete (1..N)					
					Code				
					Order				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value



5.5.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Cumulative Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
CumulativeResult (For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase)	Rank	O	Numeric <i>See table comment</i>	Rank of the competitor in the cumulative result
	ResultType	O	<i>See table comment</i>	Type of the @Result attribute
	Result	O	<i>See table comment</i>	The cumulative result of the competitor
	IRM	O	<i>See table comment</i>	The invalid rank mark, in case it is assigned
	QualificationMark	O	<i>See table comment</i>	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	SortOrder	M	Numeric <i>See table comment</i>	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
	RecordIndicators /RecordIndicator	Code	M	<i>See table comment</i>
ResultItems /ResultItem (Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase –identified by @Phase – or unit (if @Unit is also informed, or just phase otherwise)	Phase	M	<i>See table comment</i>	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
	Unit	O	<i>See table comment</i>	Unit code of the latest RSC schedule item to which the cumulative results is updated to. <u>It should be informed just in the case the latest schedule item is an event unit.</u> Otherwise, do not include.
Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Numeric <i>See table comment</i>	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem
	ResultType	O	<i>See table comment</i>	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
	Result	O	<i>See table comment</i>	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem



Element	Attribute	M/O	Value	Comments
	IRM	O	See table comment	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultsItems /ResultItem
	QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultsItems /ResultItem
	WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultsItems /ResultItem. <u>It just applied to event units</u>
	SortOrder	M	Numeric See table comment	Used to sort all results in an event unit or phase identified by /ResultsItems /ResultItem
Competitor (Competitor related to one cumulative result. Refer to chapter 5.1.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 5.1.3)	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.



Element	Attribute	M/O	Value	Comments
Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.5.6. Message sort

The message sorting order is the same as that explained in the Event Unit / Phase Results messages.



5.6. Pool Standings

5.6.1. Description

The pool standings message contains the standings of a group in a team competition. It is similar to the Phase Results message, but the main difference is in the frequency and trigger of the message, because in this case the message is triggered after each event unit (game, match, etc.), while in the previous message the trigger is after the phase finishes. For this reason, the message will be at event unit level, in most of the sports, in order to provide with the information of at which moment the message was generated. Besides, pool standings' is used in a team competition.

You should notice that this report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode, but also DocumentSubtype).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

5.6.2. Header Values

The following table describes the IDS header attributes (please, be aware of Subtype attribute, used to inform the group / pool, and being part of the key to identify the message along with the RSC and Type attributes).

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event @Phase @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_POOL_STANDING	Pool Standings
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will



Attribute	Value	Comment
		have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	<i>To be defined in each ODF Data Dictionary</i>	It indicates the group of the pool standings
ResultStatus	CC @ResultStatus	Result status

The following table describes the ODF header attributes (please, be aware of DocumentSubtype attribute, used to inform the group / pool, and being part of the key to identify the message along with the DocumentCode and Type attributes).

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_POOL_STANDING	Pool Standings
DocumentSubtype	<i>To be defined in each ODF Data Dictionary</i>	Please, see comment for Subtype attribute in the IDS header definition
ResultStatus	CC @ResultStatus	Result status
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1



Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.6.3. Trigger and Frequency

The general rule is that this message is sent as soon as one event unit for the corresponding phase finishes and the message becomes INTERIM just at the end of the event unit. At the end of the phase (when there are not more event units/games to compete), the message is then sent as OFFICIAL . The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).

Trigger also after any major change.

However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

5.6.4. Message Structure

The Pool Standings message has the same message structure as the Phase Results message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competitor /ExtendedResults and its child element ExtendedResult
Composition /Athlete /ExtendedResults and its child element ExtendedResult

5.6.5. Message Values

The message values are the same as those explained in the Phase Results message sent at phase level.

Be aware of all mandatory attributes that will have to appear in any ODF Pool Standings message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

5.6.6. Message sort

The message sorting order is the same as that explained in the Event Unit / Phase Results messages.



5.7. Event Final Ranking

5.7.1. Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

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

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

Depending on the sport rules it may include all competitors in the competition as all can be ranked (as in Marathon) or may only include this with a final ranking as other are unranked (as in tennis).

5.7.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event 0 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RANKING	Event Final Ranking
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have



Attribute	Value	Comment
		to complete the explanation regarding to this attribute
Phase	0	0 (Message sent at event level)
Unit	00	00 (Message sent at event level)
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	CC @ResultStatus	Result status

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event 0 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RANKING	Event Final ranking
ResultStatus	CC @ResultStatus	Result status
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.7.3. Trigger and Frequency

The general rule is that this message is sent as soon as the message becomes unofficial just at the end of the last event unit of one particular event, and afterwards when the message becomes official. The official/unofficial status can be seen in both IDS and ODF headers (ResultStatus attribute).



It can also be sent after some positions are official (although not all the positions). For example in basketball it could be sent after the bronze medal match with all rankings 3 - x and will be official. Therefore, it could be that the finalisation of one event unit not being the last one, this message has to be sent if the final event ranks are being awarded.

Trigger also after any major change.

If there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries: example to send interim results, partial results, etc.

5.7.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
EventInfos and its child element EventInfo
EventInfo /Extensions
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults //ExtendedResult /Extensions
Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions



Competition									
	<i>Code</i>								
	EventInfos (0,1)								
		EventInfo (1..N)							
			<i>Type</i>						
			<i>Code</i>						
			<i>Pos</i>						
			<i>Value</i>						
			Extensions (0,1)						
				Extension (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
	Result (1..N)								
		<i>Rank</i>							
		<i>ResultType</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>SortOrder</i>							
		<i>Competitor</i>							
			<i>Code</i>						
			<i>Type</i>						
			<i>Bib</i>						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1..N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
		Composition							
				Athlete (1..N)					
					<i>Code</i>				
					<i>Order</i>				
					<i>Bib</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							<i>Type</i>		
							<i>Code</i>		



							<i>Pos</i>		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1..N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>



5.7.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Final ranking message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
EventInfo (Event info item associated to the event)	Type	M	See table comment	Type (categorization) of EventInfo.
	Code	M	See table comment	Key of the EventInfo element, to uniquely identify this element.
	Pos	O	See table comment	An optional numerical value used to sort event info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced EventInfo.
EventInfos /EventInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Result (For any event final ranking message, there should be at least one competitor being awarded a result for the event)	Rank	O	Numeric See table comment	Rank of the competitor in the result
	ResultType	O	See table comment	Type of the @Result attribute
	Result	O	See table comment	The result of the competitor in the event
	IRM	O	See table comment	The invalid rank mark, in case it is assigned
	SortOrder	M	Numeric See table comment	Used to sort all results in an event (based on rank, but to break rank ties, etc.). It is mainly used for display purposes.
Competitor (Competitor related to one final event result. Refer to chapter 5.1.3 for	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete



Element	Attribute	M/O	Value	Comments
competitors' rules)	Bib	O	See table comment	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 5.1.3)	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	See table comment	Type (categorization) of the Extension
	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete or a team member. Team members should be participating in the event.
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
	Bib	O	See table comment	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	See table comment	Type (categorization) of the ExtendedResult.
	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete	Type	M	See table comment	Type (categorization) of the Extension



Element	Attribute	M/O	Value	Comments
/ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Code	M	<i>See table comment</i>	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended data's extensions
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.7.6. Message sort

There is not any special sort order requirement for this message. Usually, Result @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries.



5.8. Official Communication

5.8.1. 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.

5.8.2. Header Values

The following table describes the IDS header attributes (please, be aware of Subtype attribute, used as key to identify the message along with the RSC and Type attributes)

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_COMMUNICATION	Official Communication
Version	1... <u>V</u>	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	Correction number associated to the message's content. Ascendant number. Correction number will be used if it is maintained the Subtype value (same official communication). In this case, it indicates a correction of an official communication sent before.
Format	D	Data
Gender	0	0
Event	000	000
Phase	0	0
Unit	00	00
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"



Attribute	Value	Comment
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	Numeric	Sequential from 1 This attribute is used to identify an Official Communication along with the RSC and Type attributes. An official communication will be a correction of a previous one if they both share the same Subtype (then, the first message becomes obsolete). On the contrary, two official communications will be for different matters if they both have different Subtype

The following table describes the ODF header attributes (please, be aware of the DocumentSubtype attribute, used to identify the message along with the DocumentCode and DocumentType attributes).

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Please, see comment for Subtype attribute in the IDS header definition
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.8.3. Trigger and Frequency

The message should be generated not later than 15 minutes after the jury or any other body decision.

Trigger also after any major change.



5.8.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

There are not optional elements according to the rules detailed in chapter 4 and 5.1.3.

Competition				
	<i>Code</i>			
	OfficialCommunication			
		<i>DateTime</i>		
		JuryDecision		
			<i>NewsItem</i>	
			<i>AffectsRES</i>	
			<i>AffectsSCH</i>	
			<i>AffectsOTH</i>	
			Subtitle (0,1)	
				-
			Heading (0,1)	
				-
			EventUnit (0,1)	
				<i>Gender</i>
				<i>Event</i>
				<i>Phase</i>
				<i>Unit</i>
			Decision	
				-
			IssuedBy	
				-
			IssuedOn	
				<i>DateTime</i>
	Note (0,1)			
				-

5.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
OfficialCommunication	DateTime	M	DateTime	Date and time in which the official communication is published. <i>Example:</i> 2006-02-26T10:00:00+01:00
JuryDecision	NewsItem	O	String <i>See table comment</i>	Sport dependent (e.g. Communique number in Cycling)
	AffectsRES	M	Y, N	'Y' – The jury decision affects to results 'N' – The jury decision does not affect to results



Element	Attribute	M/O	Value	Comments
	AffectsSCH	M	Y, N	'Y' – The jury decision affects to schedules 'N' – The jury decision does not affect to schedules
	AffectsOTH	M	Y, N	'Y' – The jury decision affects to other areas 'N' – The jury decision does not affect to other areas
Subtitle	-	O	Free Text	Communication Subtitle (Title that will be placed in the report next to "Official Communication")
Heading	-	O	Free Text	Heading of the Official communication. Should contain the event description.
EventUnit (Do not send if official communication is used at discipline level)	Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
Decision	-	M	Free Text	Body of the Official communication. It should contain the description.
IssuedBy	-	M	Free Text	Communication author
IssuedOn	DateTime	M	DateTime	Decision date and time. <i>Example:</i> 2006-02-26T10:00:00+01:00
Note (Include just if notes are added)	-	O	Free Text	Free text to include the different additional notes

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.8.6. Message sort

There are not specific sorting requirements



5.9. Statistics

5.9.1. Description

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

There will be a separate message (identified by the header's Subtype and DocumentSubtype) for every table where multiple statistics apply (e.g.: leading points' scores, leading red cards, etc.).

5.9.2. Header Values

The following table describes the IDS header attributes (please, be aware of Subtype attribute, used as key to identify the message along with the RSC and Type attributes)

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	@ RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	DD should be defined according to CC @Discipline
Type	DT_STATS	Statistics
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender (It could be 0 if the message is sent at discipline level)	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event (It could be 000 if the message is sent at discipline level)	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase (It could be 0 if the	Each ODF Sport Data Dictionary will have to complete the explanation regarding to



Attribute	Value	Comment
	message is sent at discipline or event level)	this attribute
Unit	CC @Unit (It could be 00 if the message is sent at discipline, event or phase level)	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	<i>To be defined in each ODF Data Dictionary</i>	It indicates the type of report statistics

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEPUU (sent at event unit level) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_STATS	Official communication message
DocumentSubtype	<i>To be defined in each ODF Data Dictionary</i>	Please, see comment for Subtype attribute in the IDS header definition
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated



5.9.3. Trigger and Frequency

Each ODF Sport Data Dictionary should specify when to make use of this report, if it is necessary for that sport.

5.9.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competition /Stats /StatsItems and its child element StatsItem
Competition /Stats /StatsItems /StatsItem /ExtendedStat
Stats /Competitor
Competitor /StatsItems and its child element StatsItem
Competitor /StatsItems /StatsItem
Competitor StatsItems /StatsItem /ExtendedStat
Competitor /Composition /Athlete /StatsItems and its child element StatsItem
Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat

As you can see, all the main message's root elements are basically optional, and therefore this message will be strongly related to each of the ODF Sport Data Dictionary documents and it can be changed very specifically for the different disciplines that may require this report.

Competition								
	Code							
	Stats							
		Code						
		StatsItems (0, 1)						
			StatsItem (1..N)					
				Type				
				Code				
				Pos				
				Value				
				ExtendedStat (0..N)				
					Code			
					Type			
					Pos			
					Value			
		Competitor (0..N)						
			Code					
			Type					
			Order					
			StatsItems (0, 1)					
				StatsItem (1..N)				
					Type			
					Code			
					Pos			



					Value			
					ExtendedStat (0..N)			
						Code		
						Type		
						Pos		
						Value		
			Composition					
				Athlete (1..N)				
					Code			
					Order			
					StatsItems (0,1)			
						StatsItem (1..N)		
							Type	
							Code	
							Pos	
							Value	
							ExtendedStat (0..N)	
								Code
								Type
								Pos
								Value

5.9.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Stats	Code	M	See table comment	A code to identify the statistics being listed. It must be the same as the Subtype attribute in the IDS header.
Competition /Stats /StatsItems /StatsItem (Statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Type	M	See table comment	Type (categorization) of the Statistic.
	Code	M	See table comment	Key of the Statistic, to uniquely identify this element.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric See table comment	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competition /Stats /StatsItems /StatsItem /ExtendedStat (Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Type	M	See table comment	Type (categorization) of the ExtendedStat
	Code	M	See table comment	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedStat
Competitor (Competitor related to whom it is intended to detail one particular set of statistics Refer to chapter 5.1.3 for	Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode code of the report as seen in the message's header.



Element	Attribute	M/O	Value	Comments
competitors' rules)	Type	M	T,A	T for team A for athlete
	Order	M	Numeric	Order of the competitor in the statistics
Competitor /StatsItems /StatsItem (Team competitor's stats item, according to the competitor's rules in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the Statistic.
	Code	M	<i>See table comment</i>	Key of the Statistic, to uniquely identify this element.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competitor /StatsItems /StatsItem /ExtendedStat (Team competitor's extended stat, according to the competitor's rules in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the ExtendedStat
	Code	M	<i>See table comment</i>	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtendedStat
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Composition /Athlete /StatsItems /StatsItem (Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	<i>See table comment</i>	Type (categorization) of the Statistic.
	Code	M	<i>See table comment</i>	Key of the Statistic, to uniquely identify this element.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Composition /Athlete /StatsItems /StatsItem /ExtendedStat (Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	<i>See table comment</i>	Type (categorization) of the extended statistic.
	Code	M	<i>See table comment</i>	Key of the Statistic, to uniquely identify this element.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced extended statistic.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended statistics with same type and code (the attribute Pos could be the period, as example).

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)



5.9.6. Message sort

Sort according the @Order attributes.



5.10. Event's Medallists

5.10.1. Description

The "Event's Medallists" contains the list of medallists awarded for one particular event.

5.10.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_MEDALLISTS	Event's Medallists
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	0	0 (Message sent at event level)
Unit	00	00 (Message sent at event level)
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	CC @ResultStatus	In general, it indicates whether the medals are official or partial (if the event has not



Attribute	Value	Comment
		finished all the event units that have medals).

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.10.3. Trigger and Frequency

The message should be sent with ResultStatus=PARTIAL when the information of the medallist is known but the final event unit is not finished.

The message should be sent with ResultStatus=OFFICIAL when the medallists are officially known when the final event unit finishes. For some sports, bronze medals are known before the end of the final event unit, and in this case the message must be sent before: the first time to send the bronze medallists, and the second time to send all the medallists. In this situation, the ODF Data Dictionaries for those sports where it may happen will extend this message to indicate in their respective Trigger and Frequency chapters this possibility.

Trigger also after any major change.

5.10.4. Message Structure



In this chapter it will be described the message structure from the Message/OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competitor /Officials and its child element Official
Competitor /ExtCompMedals and its child element ExtCompMedal
Competitor /Composition /Athlete /ExtAthleteMedals and its child element ExtAthleteMedal

Competition							
	Code						
	Medal (1..N)						
		Code					
		Phase					
		Unit					
		Competitor (1..N)					
			Code				
			Type				
			Officials (0,1)				
				Official (1..N)			
					Code		
					Function		
					Order		
			ExtCompMedals (0,1)				
				ExtCompMedal (1..N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1..N)			
					Code		
					Order		
					ExtAthMedals (0,1)		
						ExtAthMedal (1..N)	
							Type
							Code
							Pos
							Value

5.10.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Medal	Code	M	CC @MedalType	Medal type gold, silver or bronze All the Competitors with the same CC@MedalType must be grouped in the same element (it applies in the equalled medals)



Element	Attribute	M/O	Value	Comments
	Phase	M	CC @Phase	Phase code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
	Unit	M	CC @Unit	Unit code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
Competitor (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
Officials /Official (Officials in the case there are officials receiving event's medals)	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	See table comment	Optionally, send official function
	Order	O	See table comment	Optionally, send official order (if more than one official is needed).
Competitor /ExtCompMedals /ExtCompMedal (Team competitor's extended medals information, according to the competitor's rules in chapter 5.1.3)	Type	M	See table comment	Type (categorization) of the ExtCompMedal.
	Code	M	See table comment	Key of the ExtCompMedal, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtCompMedal.
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Competitor /Composition/ /ExtAthMedals /ExtAthMedal (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	See table comment	Type (categorization) of the ExtAthMedal.
	Code	M	See table comment	Key of the ExtAthMedal, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort extended data with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtAthMedal.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)



5.10.6. Message sort

Message should be sorted by medal type. Moreover, in case of tie or for the team's members, the order will be according to a medal order (given by each sport rule).



5.11. Medallists by Discipline

5.11.1. Description

The “medallists by discipline” contains the list of medallists for the discipline, up to the moment of the message generation.

The “medallists by discipline” message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous “medallists by discipline” information.

5.11.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	DD0000000	DD should be defined according to CC @Discipline
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0
Event	000	000
Phase	0	0
Unit	00	00
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)



The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.11.3. Trigger and Frequency

"Medallists by discipline" is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that make part the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are done. Therefore, it could be that this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous medallists by discipline information.

Trigger also after any major change.

5.11.4. Message Structure

The message structure is the same as in the DT_MEDALLISTS_DAY message, as it is described in the ODF Central Messages Interface Document.

5.11.5. Message Values

Message values are the same as in the DT_MEDALLISTS_DAY message, as it is described in the ODF Central Messages Interface Document.



5.11.6. Message sort

Message sorting should be the same as in the DT_MEDALLISTS_DAY message, as it is described in the ODF Central Messages Interface Document.



5.12. Records

5.12.1. Description

This message usually applies for World and Olympic records but may apply for other records depending on the sport.

There are two types of Records messages:

- Non-invalidating messages (normal messages):

The message contains the list of all current records, as well as the previous records being beaten (becoming obsolete).

- Invalidating messages:

The message is flagged to indicate it is invalidating a previously sent record (owing to IRM reasons such as DSQ, etc.). In this case, it will be sent just the current valid record (previous record will not be included).

5.12.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event @Phase @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RECORD	Records
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to



Attribute	Value	Comment
		complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
DocumentType	DT_RECORD	Records
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated



5.12.3. Trigger and Frequency

In general, this message should be sent as soon as a record is broken in the unit or as soon as a record is invalidated. However, it will be necessary to include all current valid records in case the record equals a previous record, including the event units where they may have been broken. Note that the results of this message are not really “officials” until after the games (in most sports), that’s why we will not use the “official or unofficial” status as it can be confused for the client.

It will be also triggered in the case of invalidating previously sent records (owing to DSQ, etc.).

Trigger also after any major change.

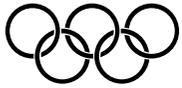
5.12.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
--

ExtRecords and its child element



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Competition									
	<i>Code</i>								
	Record (1..N)								
		<i>Code</i>							
		RecordType (1..N)							
			<i>Code</i>						
			<i>Equalled</i>						
			RecordEntries						
				<i>Invalidating</i>					
				RecordEntry (1,2)					
					<i>Type</i>				
					RecordData				
						<i>ResultType</i>			
						<i>Result</i>			
					ExtRecords (0,1)				
						ExtRecord (1..N)			
							<i>Type</i>		
							<i>Pos</i>		
							<i>Code</i>		
							<i>Value</i>		
					Competitor (1..N)				
						<i>Code</i>			
						<i>Type</i>			
						RecordData (0,1)			
							<i>Historical</i>		
							<i>RSC</i>		
							<i>Country</i>		
							<i>Place</i>		
							<i>Date</i>		
							<i>Confirmed</i>		
							<i>Event</i>		
						Composition			
							Athlete (1..N)		
								<i>Code</i>	
								<i>Order</i>	
								RecordData (0,1)	
									<i>Historical</i>
									<i>RSC</i>
									<i>Country</i>
									<i>Place</i>
									<i>Date</i>
									<i>Confirmed</i>
									<i>Event</i>

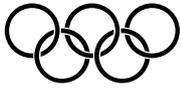


5.12.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes were broken for the current event unit (as the event unit code is being sent in both IDS and ODF headers).
RecordType Send several record types in the case several record types were broken for the current event unit (as it is being sent in both IDS and ODF headers)	Code	M	CC @RecordType	Record type.
	Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
RecordEntries (It will indicate whether it is a normal record message or a message to invalidate records)	Invalidating	M	Y, N	The usual option is "N". However, if the message invalidates a previous record (owing to a IRM, etc.), this attribute should be "Y"
RecordEntry (RecordEntry. It should be informed the current valid records, and the previous beaten records Send twice, first C, and P afterwards –if previous records are known-. However, for invalidating messages –if RecordEntries @Invalidating is set to "Y" RecordEntry @Type="P" will not be included, just the current valid record)	Type	M	C, P	C – It indicates that the record entry will include the list of current records P – It indicates that the record entry will include the list of the previous record holders (now they should have been beaten)
RecordEntry /RecordData	ResultType	M	<i>See table comment</i>	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc.
	Result	M	<i>See table comment</i>	The result of the competitor for the record
ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the extended record information
	Code	M	<i>See table comment</i>	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced extended record data.



Element	Attribute	M/O	Value	Comments
Competitor (Related competitor to whom it is intended to assign one particular record However, if Competitor /RecordData @Historical = Y be aware athlete's or team's information should be in DT_PARTIC_HISTORIC if Competitor @Type="A" or DT_TEAM_HISTORIC if Competitor @Type="T". Refer to chapter 5.1.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules. However, if Competitor /RecordData @Historical = Y be aware individual athlete / team member information should be in DT_PARTIC_HISTORIC.	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Competitor /RecordData (Team competitor's record data, according to the competitor's rules in chapter 5.1.3. <u>It will have to be sent always if Competitor @Type="T". However, if Competitor @Type="A", it should not be used</u>)	Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
	RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send in the case Historical='N'. It should include the event unit in the current competition where the record was broken
	Country	O	CC @Country	Send in the case Historical='Y'. It should include the country code where the record was broken
	Place	O	S(40)	Send in the case Historical='Y'. It should include the place (town or city) where the record was broken (example: "Salt Lake City").



Element	Attribute	M/O	Value	Comments
	Date	O	YYYYMMDD	Send in the case Historical='Y'. It should include the date where the record was broken (for the current competition, the date will be assumed as the date for the @RSC attribute according to its schedule)
	Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
	Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).
<p>Competitor /Composition /Athlete /RecordData</p> <p>(Individual athlete's record data, according to competitors' rules in chapter 5.1.3.</p> <p><u>It will have to be sent always if Competitor @Type="A". However, if Competitor @Type="T", it should not be used</u></p> <p>Therefore, it is not used for team members in this case, just single athletes)</p>	Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
	RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send in the case Historical='N'. It should include the event unit in the current competition where the record was broken
	Country	O	CC @Country	Send in the case Historical='Y'. It should include the country code where the record was broken
	Place	O	S(40)	Send in the case Historical='Y'. It should include the place (town or city) where the record was broken (example: "Salt Lake City").
	Date	O	YYYYMMDD	Send in the case Historical='Y'. It should include the date where the record was broken (for the current competition, the date will be assumed as the date for the @RSC attribute according to its schedule)
	Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed



Element	Attribute	M/O	Value	Comments
	Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.12.6. Message sort

The following order applies:

- RecordEntry
 - First C, second P
- Competitor, in the case RecordEntry='C'
 - Send first the competitor whose Competitor /RecordData @RSC is the one of the IDS and ODF headers (latest achieved record).



5.13. Brackets

5.13.1. Description

The brackets message contains the brackets information for one particular event. It is used in events where there is a necessity to know in advance how successive event units will be filled as the competition progresses. In the early stages of the competition, it indicates how each of the event units will be built from the winners/losers, or other competition rules of the previous event units.

5.13.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_BRACKETS	Brackets
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @DisciplineGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	0	0 (Message sent at event level)
Unit	00	00 (Message sent at event level)
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test



Attribute	Value	Comment
		(If not informed, assume P)
ResultStatus	CC @ResultStatus	Result status

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets
ResultStatus	CC @ResultStatus	Result status
Version	1..V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.13.3. Trigger and Frequency

In general, this message should be sent at the very beginning of a competition, as soon as a brackets graph can be established. Then, as soon as the event unit finish and the competitors for each of the bracket items are known, the message should be updated including the information of each of the competitors being placed in the different bracket items. Besides, the message should also be triggered when the information becomes official, as it can be seen in the @ResultStatus attribute of the header.

During the competition the @ResultStatus attribute will be INTERMEDIATE until the last event unit is OFFICIAL.

Trigger also after any major change.

5.13.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:



Optional message elements referenced in each ODF Sport Data Dictionary
ExtBracketItems and its child element
ExtCompPlaces and its child element
CompetitorPlace/Competitor /ExtBracketComps and its child element
CompetitorPlace/Competitor /Composition
CompetitorPlace/Competitor /Composition /Athlete /ExtBracketAths and its child element



Competition										
	<i>Code</i>									
	Bracket									
		<i>Code</i>								
		BracketItems (1..N)								
			<i>Code</i>							
			BracketItem (1..N)							
				<i>Code</i>						
				Unit						
					<i>Phase</i>					
					Unit					
				ExtBracketItems (0,1)						
					ExtBracketItem (1..N)					
						<i>Type</i>				
						<i>Code</i>				
						<i>Pos</i>				
						<i>Value</i>				
				NextUnit (0,1)						
					<i>Phase</i>					
					Unit					
				NextUnitLoser (0,1)						
					<i>Phase</i>					
					Unit					
				CompetitorPlace (1..N)						
					<i>Pos</i>					
					<i>Code</i>					
					ExtCompPlaces (0,1)					
						ExtCompPlace (1..N)				
							<i>Type</i>			
							<i>Code</i>			
							<i>Pos</i>			



							<i>Value</i>			
					PreviousUnit (0,1)					
						<i>Phase</i>				
						<i>Unit</i>				
					Competitor (0,1)					
						<i>Code</i>				
						<i>Type</i>				
						ExtBracketComps (0,1)				
							ExtBracketComp (1..N)			
								<i>Type</i>		
								<i>Code</i>		
								<i>Pos</i>		
								<i>Value</i>		
						Composition (0 ¹ ,1)				
							Athlete (1..N)			
								<i>Code</i>		
								<i>Order</i>		
								ExtBracketAths (0,1)		
									ExtBracketAth (1..N)	
										<i>Type</i>
										<i>Code</i>
										<i>Pos</i>
										<i>Value</i>

¹ 0: In the case that the team members are not yet known.



5.13.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Bracket	Code	M	FNL	Bracket code to identify a bracket item. (it will be finals)
BracketItems	Code	M	<i>See table comment</i>	Bracket code to identify a set of bracket items. It is usually referred to the phase of BracketItem /Unit @Phase
BracketItem	Code	O	<i>See table comment</i>	Bracket code to identify a bracket item. However, it is optional because depending on the sport it might make sense or not (example, it could be finals and classification games)
BracketItem /Unit (Unit related to the BracketItem)	Phase	M	CC @Phase	Phase code for which the current bracket item belongs to
	Unit	M	CC @Unit	Unit code for which the current bracket item belongs to
BracketItem /ExtBracketItems /ExtBracketItem (ExtBracketItems /ExtBracketItem are optional elements according to the general rule described in chapter 5.1.3)	Type	M	<i>See table comment</i>	Type (categorization) of the ExtBracketItem information
	Code	M	<i>See table comment</i>	Key of the ExtBracketItem, to uniquely identify this element.
	Pos	O	Numeric <i>See table comment</i>	An optional numerical value used to sort ExtBracketItem with same type and code.
	Value	O	<i>See table comment</i>	Value of the @Code (+ @Pos) referenced ExtBracketItem
BracketItem /NextUnit (Next event unit related to the current bracket item. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
BracketItem /NextUnitLoser (Next event unit related to the current bracket item, but related to the loser competitor. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.
CompetitorPlace (This element is used to place the different competitors in the bracket, or if the competitors are not yet known, the information in the place of the bracket regarding to the rule to access to this place, etc.)	Pos	M	N(3) 999	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
	Code	O	<i>See table comment</i>	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. However, it is sport dependent



Element	Attribute	M/O	Value	Comments
CompetitorPlace /PreviousUnit (Previous event unit related to the CompetitorPlace @Pos competitor of the current bracket item. It should be informed always except for those bracket items whose CompetitorPlace @Pos competitor do not have preceding event units in the bracket graph)	Phase	M	CC @Phase	Phase code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.
	Unit	M	CC @Unit	Unit code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.
CompetitorPlace /Competitor (CompetitorPlace @Pos competitor related to the bracket item. It should be always as soon as this competitor is known. If the competitor is not yet known, it should not be included. Refer to chapter 5.1.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (CompetitorPlace @Pos team competitor's extended bracket information, according to the competitor's rules in chapter 5.1.3)	Type	M	See table comment	Type (categorization) of the ExtBracketComp information
	Code	M	See table comment	Key of the ExtBracketComp, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtBracketComp
CompetitorPlace /Competitor /Composition /Athlete (Refer to chapter 5.1.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
CompetitorPlace /Competitor /Athlete /ExtBracketAths /ExtBracketAth (CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Type	M	See table comment	Type (categorization) of the ExtBracketComp information
	Code	M	See table comment	Key of the ExtBracketComp, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtBracketComp

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.13.6. Message sort

The following order applies:



- Every ODF Sport Data Dictionary making use of this message should specify the order from Bracket @Code if it is possible more than one “@Code” attribute for this element.
- Every ODF Sport Data Dictionary should specify the order of BracketItems according to its @Code attribute. It will usually be referred to BracketItems /BracketItem /Unit @Phase (all BracketItem should be grouped by the BracketItem /Unit @Phase attribute).
- Then, sort by the BracketItem /Unit @Unit attribute according to its scheduled start time.



5.14. Discipline/venue good morning

5.14.1. Description

The “discipline/venue good morning” is a message to indicate the start of day of the operations for one specific discipline in one specific venue within a logical day. All the messages defined in this document should send between DT_GM/DT_GN messages.

5.14.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
Discipline	CC @Discipline	Matching the content of the DD part in the CC @RSC attribute of the header
Type	DT_GM	Discipline/venue good morning
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0
Event	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Phase	0	0
Unit	00	00
Venue	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.



Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_GM	Discipline/venue good morning
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Please, refer to the ODF header definition in chapter 5.1.1

5.14.3. Trigger and Frequency

"Discipline/venue good morning" is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

5.14.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

5.14.5. Message Values

There are not attributes to be defined in this message.

5.14.6. Message sort

There is no sort order for this message.



5.15. Discipline/venue good night

5.15.1. Description

The “discipline/venue good night” is a message to indicate the end of day of the operations for all the disciplines with some kind of competition within a logical day.

5.15.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
Discipline	CC @Discipline	Matching the content of the DD part in the CC @RSC attribute of the header
Type	DT_GN	Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	0
Event	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Phase	0	0
Unit	00	00
Venue	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes.

Attribute	Value	Comment
-----------	-------	---------



DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_GN	Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Please, refer to the ODF header definition in chapter 5.1.1

5.15.3. Trigger and Frequency

"Discipline/venue good night" is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

5.15.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

5.15.5. Message Values

There are not attributes to be defined in this message.

5.15.6. Message sort

There is no sort order for this message.



5.16. Event Unit Configuration

5.16.1. Description

This message defines various static data related to an event unit. The sum of all the data can be seen as a set of useful information and as a kind of configuration of one event unit's competition (i.e.: distance between intermediate points, etc). It is similar to the kind of information appearing in the UnitInfos elements of the DT_START_LIST and DT_RESULT messages, but with the particularity that the information in those messages is more oriented to PiT data (data that has traditionally been included in PiT reports), while the information in this message is more focused to other technical aspects, also useful when processing other messages (example: relate the numeration of intermediate points to their associated loops).

5.16.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event @Phase @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_UNITCONFIG	Event Unit Configuration message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @EventGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to



Attribute	Value	Comment
		this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_UNITCONFIG	Event Unit Configuration message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.16.3. Trigger and Frequency

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

Trigger also after any major change.

5.16.4. Message Structure

In this chapter it will be described the message structure from the Message/OdfBody element for this message.



The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtendedUnitConfig

Competition				
	<i>Code</i>			
	UnitConfigs			
		UnitConfig (1..N)		
			<i>Type</i>	
			<i>Code</i>	
			<i>Pos</i>	
			<i>Value</i>	
			ExtendedUnitConfig (0..N)	
				<i>Type</i>
				<i>Code</i>
				<i>Pos</i>
				<i>Value</i>

5.16.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
UnitConfig	Type	M	See table comment	Type (categorization) of the UnitConfig.
	Code	M	See table comment	Key of the UnitConfig, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort UnitConfig with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitConfig.
ExtendedUnitConfig	Type	M	See table comment	Type (categorization) of the ExtendedUnitConfig.
	Code	M	See table comment	Key of the ExtendedUnitConfig, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtendedUnitConfig with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtendedUnitConfig.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.16.6. Message sort

There is not a general message sorting rule, except for the ones that might be defined in each ODF Sport Data Dictionary



5.17. Federation Ranking

5.17.1. Description

The "Federation Ranking" message contains the information about the ranking of the different events for one particular discipline of both competing and non-competing athletes in the current games.

5.17.2. Header Values

The following table describes the IDS header attributes.

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	DDG000000	DD should be according to CC @Discipline G should be according to CC @Gender
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_FED_RANKING	Federation ranking
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @Gender	Gender for which the message is being sent. It should match the Gender used in the RSC attribute
Event	000	Message sent at discipline-gender level
Phase	0	Message sent at discipline-gender level
Unit	00	Message sent at discipline-gender level
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	MillisTime	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
Subtype	To be defined in each ODF Data Dictionary	It indicates the type of Federation Ranking



The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DDG000000	DD should be according to CC @Discipline G should be according to CC @Gender
DocumentType	DT_FED_RANKING	Federation ranking
DocumentSubtype	<i>To be defined in each ODF Data Dictionary</i>	Please, see comment for Subtype attribute in the IDS header definition
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated

5.17.3. Trigger and Frequency

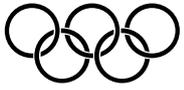
When a venue begins to operate a particular sport starts, after results are official and after any major change.

5.17.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.

The elements that are optional in this message according to the rules detailed in chapter 4 and 5.1.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
FedRanking /FedRankingInfos and its child element
FedRanking /Event /OtherCompetitions and its child element
Competitor /Event and its child elements
Competitor /Event /OtherCompetitions and its child element
Competitor /Event /ExtFedRankings and its child element
Competitor /Composition /Athlete /Event and its child element
Competitor /Composition /Athlete /Event /OtherCompetitions and its child element



Competitor /Composition /Athlete /Event /ExtFedRankings and its child element



Competition									
	<i>Code</i>								
	FedRanking								
		FedRankingInfos (0,1)							
			FedRankingInfo (1..N)						
				<i>Type</i>					
				<i>Code</i>					
				<i>Pos</i>					
				<i>Value</i>					
		Event (0..N)							
			<i>Code</i>						
			OtherCompetitions (0,1)						
				OtherCompetition (1..N)					
					<i>Date</i>				
					<i>Place</i>				
					<i>Country</i>				
					<i>Order</i>				
		Ranking (1..N)							
			<i>Rank</i>						
			<i>Points</i>						
			<i>SortOrder</i>						
			Competitor						
				<i>Code</i>					
				<i>Type</i>					
				<i>Current</i>					
				<i>Organisation</i>					
				Event (0..N)					
					<i>Code</i>				
					<i>Rank</i>				
					<i>SortOrder</i>				
					<i>Points</i>				
					OtherCompetitions (0,1)				
						OtherCompetition (1..N)			
							<i>Points</i>		
							<i>Order</i>		
					ExtFedRankings (0,1)				
						ExtFedRanking (1..N)			



							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
				Composition					
					Athlete (1..N)				
						<i>Code</i>			
						<i>Order</i>			
						Event (0..N)			
							<i>Code</i>		
							<i>Rank</i>		
							<i>SortOrder</i>		
							<i>Points</i>		
							OtherCompetitions (0,1)		
								OtherCompetition (1..N)	
									<i>Points</i>
									<i>Order</i>
							ExtFedRankings (0,1)		
								ExtFedRanking (1..N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>



5.17.5. Message Values

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Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
FedRankingInfo	Type	M	See <i>table comment</i>	Type (categorization) of FedRankingInfo
	Code	M	See <i>table comment</i>	Key of the FedRankingInfo element, to uniquely identify this element.
	Pos	O	See <i>table comment</i>	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	See <i>table comment</i>	Value of the @Code (+ @Pos) referenced FedRankingInfo.
FedRanking /Event	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
FedRanking /Event /OtherCompetitions /OtherCompetition (Other competitions' information – associated to one event-)	Date	M	YYYYMMDD	Date when the event took place during a particular competition for one of the events
	Place	M	String	Place where the competition assigning points to the federation ranking took place
	Country	M	CC @Country	Country where the competition assigning points to the federation ranking took place
	Order	M	N(3) 990	Sort order of the competition according to the date it took place
Ranking	Rank	M	See <i>table comments</i>	Overall federation rank according to Ranking @Points
	Points	M	See <i>table comments</i>	Overall federation points
	SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties
Competitor (Refer to chapter 5.1.3 for competitors' rules)	Code	O	S(20) with no leading zeroes	Competitor's ID Only Mandatory for Type= A or T
	Type	M	T, A, N	T for team A for athlete N for NOC's or NPC's (this is not for a team this is in the case that there are ranks for Organisations)
	Current	M	Boolean	"true"-The competitor participates in the current competition. "false" – The competitor does not participate in the current competition. Depending on the competitor @Type, further information about the athlete or team will be available either in the "List of athletes by discipline" / "List of teams" (if @Current="true") or in the "List of historical athletes" / "List of historical teams" if @Current="false").
	Organisation	O	CC@Organisation	Organisation ID only for Type= N or T (when Current is false)



Element	Attribute	M/O	Value	Comments
<p>Competitor /Event</p> <p>(Event for which a competitor –team or organisation- is being ranked. It could be the competitor –team or organisation- could not be participating in this particular event in the current competition.</p> <p>Include all team events, although the team does not have a particular rank for that event.</p> <p>Do not send in the case of just individual events unless that you want to be data for organisations)</p>	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
	Rank	O	N(4) 9990 Or “-“	Federation ranking for one competitor (being this competitor a team or an organisation) in one particular event. Send “-“ if the team/organisation does not have any rank for one of the events.
	Order	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Teams without rank for a particular event are sorted last.
	Points	M	See table comment	Federation points for one competitor (being this competitor a team) in one particular event.
<p>Competitor /Event /OtherCompetitions /OtherCompetition</p> <p>(Other competitions federation points for a particular event in the case of a competitor – team - according to the competitor’s rules in chapter 5.1.3.</p> <p>Send as many as Events /Event /OtherCompetitions /OtherCompetition in the case it is being sent and it is a team event)</p>	Points	M	See table comment	Federation points assigned to a particular competitor –individual or team member, depending on Competitor @Type- for one particular event during an specific competition
	Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in Events /Event /OtherCompetitions /OtherCompetition @Order
<p>Competitor /Event /ExtFedRankings /ExtFedRanking</p> <p>(Competitor’s extended federation ranking information, being a team according to the competitor’s rules in chapter 5.1.3)</p>	Type	M	See table comment	Type (categorization) of the ExtFedRanking information
	Code	M	See table comment	Key of the ExtFedRanking, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtFedRanking with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtFedRanking
<p>Competitor /Composition /Athlete</p> <p>(Refer to chapter 5.1.3 for competitors’ rules)</p>	Code	M	S(20) with no leading zeroes	Athlete’s ID, corresponding to either a team member or a single athlete
	Order	M	N(3) 990	Send 1 for single athlete; otherwise send order of team members within the team.



Element	Attribute	M/O	Value	Comments
<p>Competitor /Composition /Athlete /Event</p> <p>(Event for which a competitor –single athlete - is being ranked. It could be the competitor –single athlete-could not be participating in this particular event in the current competition Include all individual events, although the single athlete does not have a particular rank for that event.</p> <p>Do not send in the case of team members -team events-)</p>	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
	Rank	M	N(4) 9990 Or “-“	Federation ranking for one competitor (being this competitor an athlete or team member) in one particular event. Send “-“ in the case one individual athlete does not have rank in one particular individuals’ event.
	SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Athletes not being ranked for one event will be listed last
	Points	M	See table comment	Federation points for one competitor (being this competitor an athlete or team member) in one particular event.
<p>Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition</p> <p>(Other competitions federation points for a particular event in the case of a competitor – individual or team member - according to the competitor’s rules in chapter 5.1.3.</p> <p>Send as many as Events /Event /OtherCompetitions /OtherCompetition in the case it is being sent and it is an individuals’ event)</p>	Points	M	See table comment	Federation points assigned to a particular competitor –individual or team member, depending on Competitor @Type- for one particular event during an specific competition
	Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in Events /Event /OtherCompetitions /OtherCompetition @Order
<p>Competitor /Composition /Athlete /Event /ExtFedRankings /ExtFedRanking</p> <p>(Competitor’s extended federation ranking information, being a team member or a single athlete according to the competitor’s rules in chapter 5.1.3)</p>	Type	M	See table comment	Type (categorization) of the ExtFedRanking information
	Code	M	See table comment	Key of the ExtFedRanking, to uniquely identify this element.
	Pos	O	Numeric See table comment	An optional numerical value used to sort ExtFedRanking with same type and code.
	Value	O	See table comment	Value of the @Code (+ @Pos) referenced ExtFedRanking



(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.17.6. Message sort

The following sort order applies:
Every node having an @Order attribute will be sorted by this attribute whenever it is informed



6. Real Time

6.1. Overall perspective

ODF-RT is an extension of standard ODF, adding some particular features to be considered as full ODF-RT. Therefore, the following definition of ODF-RT sport messages cannot be thought as an independent definition of standard ODF, but as an add-on. The whole definition (ODF and ODF-RT) fully describes the ODF-RT.

ODF-RT provides the real time user with data at the moment it happens, with a stricter service level agreement than in the standard ODF.

ODF-RT transmission is always associated to one event unit, or set of event units if taking place at the same moment.

6.1.1. Real Time list of messages

As it has been already stated, ODF-RT is built over standard ODF. For this reason, the ODF-RT extension is that consisting of providing the user with real time data at the moment when the competition happens.

Anyway, ODF standard messages have the important characteristic to be fully data oriented, including all the necessary data that describes the whole competition. For this reason, ODF-RT messages are very similar to those in standard ODF-PiT (including the same structure, excluding some few mandatory elements when the messages are used to update very specific data, and adding a few special ODF-RT data). Nevertheless, since the event unit is the basic competition unit, the results messages associated to the event units are the basic ODF-RT messages in the meaning these messages will have special definitions and features to extend ODF into ODF-RT.

The following table lists the ODF-RT sport messages (those that will have special RT constraints), with their types and their names.

Message Type	Message name
DT_RT_RESULT	RT Event Unit Results (it has an analogous structure to DT_RESULT as it is defined in the standard ODF)
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results (it has an analogous structure as it is defined in the standard ODF)
DT_RT_GM	RT Discipline/venue good morning
DT_RT_GN	RT Discipline/venue good night
DT_RT_KA	RT Discipline/venue keep alive

6.1.2. Real Time messages definition

ODF-RT messages can be classified according to the following concept:

- RT Control messages: DT_RT_GM, DT_RT_GN, DT_RT_KA
- RT Content messages: DT_RT_RESULT, DT_RT_CUMULATIVE_RESULT



RT Serial numbers will be included in all ODF-RT messages to ensure a correct synchronous communication (although in fact, all messages are queued, and a lost of synchronization is not likely to happen).

6.1.2.1. RT Control messages

RT Control messages are used to indicate the start of an ODF-RT transmission, to send some configuration parameters, to inform that the communication is still available, and to inform about the end of an ODF-RT transmission.

When talking about the competition taking place in one venue for one discipline, ODF-RT control messages are sent just before any other ODF-RT content message, and at the end when no more ODF-RT content message has to be sent, but also within the transmission of ODF-RT content messages:

- **DT_RT_GM:** The RT Good Morning message is the first message to be sent before any ODF-RT transmission taking place in one venue for one discipline. This message includes some configuration parameters.
- **DT_RT_KA:** The RT Keep Alive message is sent in the middle of the ODF-RT transmission, in case the frequency of RT content messages is low, but connections are still fine. As said in chapter 6.1.2, a lost of synchronization is not likely to happen, but a lost of connection is more probable, so the use of this message very important to detect these connections breaks).
- **DT_RT_GN:** The RT Good Night message is the last message to be sent at the end of any ODF-RT transmission taking place in one venue for one discipline.

6.1.2.2. RT Content messages

Results messages (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT) are the core of the real time messages in regards to content. ODF-RT result messages are in "Live" status at the moment of being sent for specific real time purposes.

It is very important to remark that real time data arriving in these ODF-RT result messages could be the same as the data in point in time, but also more data, or less data. However, for the same data, the same codes will be used in both cases, in order to clearly identify the data that is being updated.

"Live" status is also classified in two different types, "Live full" and "Live update" (this status is indicated in the ResultStatus attribute of the ODF header):

- **"Live update":** This ODF-RT message is not a complete message, it is an incremental message. It provides the user with incremental data as it happens according to the different events triggering this message.

There are the following considerations for this kind of messages:

- Since it is an incremental message, no data will be updated or reset unless it is included in the message.
- Regardless of the triggering definition in each of the ODF Sport Data Dictionaries, it should be assumed that the information not being



changed / updated should not be included again (in order to decrease the message size, and increase the performance).

- Live update messages will include the RT Serial attribute in the ODF header. First live update message will start with RT Serial number n (where n depend on the numbers of message sending in the actual transmission) and it will be incremented by 1 for each of the Live update messages, regardless of any of the live full messages
- **“Live full”**: This ODF-RT message is a complete real time message, including for each of the sports all the real time data that could be sent in the “Live update messages. The process of this message should replace any previous real time results information being stored.

There are the following considerations for this kind of messages:

- Because of the potential size of this message, it is strongly recommended that this message is only processed by a customer of real time messages only in the case of losing the connection or if he detects to resynchronize.
- The ways to detect that the customer lost the synchronization would be: missing of intermediate RT Serial numbers between live update messages, or detection of loss of activity for a period of time.
- Live full messages will also include the RT Serial attribute in the ODF header. In this

Being aware of the different purposes of ODF-RT messages and standard ODF-PiT messages, there is a strong relationship in the data sent between the following standard ODF-PiT messages and the corresponding ODF-RT messages:

Standard ODF-PiT	ODF-RT
DT_RESULT	DT_RT_RESULT
DT_CUMULATIVE_RESULT	DT_RT_CUMULATIVE_RESULT

As already said, ODF-RT DT_RT_RESULT and DT_RT_CUMULATIVE_RESULT must have either ResultStatus=“LIVE_UPDATE” or ResultStatus=“LIVE_FULL” at the moment of being sent for specific real time purposes. When the “live” competition (event unit) finishes, DT_RESULT and DT_CUMULATIVE_RESULT messages are sent (with ResultStatus being “UNOFFICIAL” and afterwards, “OFFICIAL”). When there is unofficial / official information, the previous live data becomes obsolete (the information being the same as for the ODF-PiT messages) and the unofficial / official information prevails. Official is, of course, reviewed and approved by competition management.

6.1.3. Real Time message triggers

Each ODF Sport Data dictionary will be responsible to define the ODF-RT triggers for both, “Live full” and “Live update” ODF-RT messages. However:

- if there is the coincidence that according to the definition it should be sent both “Live full” and “Live update” messages at the same moment, “Live update” messages will have a higher priority and will be triggered first.



- if there is the coincidence that according to the definition it should be sent both “Live full” DT_RT_RESULT and DT_RT_CUMULATIVE_RESULTS messages, DT_RESULT message will have a higher priority rather than DT_CUMULATIVE_RESULT message and will be triggered first.

6.1.4. Real Time messages sequence

The table shown below shows a possible sequence of ODF-RT messages

RT Serial	Message type	ResultStatus	Comment
-	DT_SCHEDULE, DT_START_LIST	-	Previous ODF-PiT messages are already available for a particular client. No serial numbers are used in these pre-RT messages.
1	DT_RT_GM	-	Good morning message, indicating real time starts for one sport/venue. Serial number is set to one
2	DT_RT_KA	-	Keep alive message, because no RT results message is sent yet after a period of time
3	DT_RT_KA	-	Keep alive message, because no RT results message is sent yet after a period of time
...
15	DT_RT_RESULT	LIVE_UPDATE	First RT results message including content, with serial 15
16	DT_RT_CUMULATIVE_RESULT	LIVE_UPDATE	For some sports, cumulative results is triggered next to event unit results message, increasing the serial
17	DT_RT_RESULT	LIVE_UPDATE	RT results message, increasing serial number
18	DT_RT_CUMULATIVE_RESULT	LIVE_UPDATE	RT cumulative results message, increasing serial number
19	DT_RT_KA	-	If there is a lack of activity, send the RT keep alive message
20	DT_RT_RESULT	LIVE_FULL	Resynchronization message for the DT_RT_RESULT content. Do not process unless it has been detected a loss of the synchronization. All information arriving in DT_RT_RESULT messages with a serial number less than 20 should be deleted. DT_RT_RESULT messages with serial higher than 20 will be processed from now on.
21	DT_RT_CUMULATIVE_RESULT	LIVE_FULL	Resynchronization message for the DT_RT_CUMULATIVE_RESULT content. Do not process unless it has been detected a loss of the synchronization. All information arriving in DT_RT_CUMULATIVE_RESULT messages with a serial number less than 21 should be deleted. DT_RT_RESULT messages with serial higher than 21 will be processed from now on.
22	DT_RT_RESULT	LIVE_UPDATE	RT results message, increasing serial number
23	DT_RT_CUMULATIVE_RESULT	LIVE_UPDATE	RT cumulative results message, increasing serial number
...



6.1.5. Real Time last situation

When talking about real time last situation, it is important to realize that most of the different types of messages are used as a basis for RT, but in fact there are very few document types that are used for Real Time. For messages such as list of participants, start list, etc., the information does not change in a real time concept. It would be enough to recover the last version of each of the different messages types (of course, in the case of DT_SCHEDULE, the last version of DT_SCHEDULE, and all the subsequent DT_SCHEDULE_UPDATE messages).

Nevertheless, for those messages which are in fact providing content in a real time service level (DT_RESULT and DT_CUMULATIVE_RESULT); the way to proceed with the last situation is the following:

- 1) Detect a broken connection if no real time activity is detected, or a sequence desynchronization, then:
 - a. Discard any DT_RESULT / DT_CUMULATIVE_RESULT message (ResultStatus=LIVE_UPDATE), waiting for the live full messages.
 - b. Process next DT_RESULT / DT_CUMULATIVE_RESULT messages (ResultStatus=LIVE_FULL), with sequence n assuring the full recover of the data
 - c. Process any message with sequence n+1

In fact, a lost of connection is likely to happen, while a lost of synchronization very rare, and for standard ODF-PiT traditional back up tools used to recover.



6.2. RT Discipline/venue good morning

6.2.1. Description

The RT Discipline/venue good morning message is used to inform that the RT transmission for discipline taking place in one venue is about to begin. This message is also used to inform some RT parameters.

6.2.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RT_GM	RT Discipline/venue good morning
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Phase	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test



Attribute	Value	Comment
		(If not informed, assume P)
RTSerial	1	This message should be the first message in a RT transmission. For each RT transmission, start always by 1.

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_GM	RT Discipline/venue good morning
Version	1..V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	1	This message should be the first message in a RT transmission. For each RT transmission, start always by 1.

6.2.3. Trigger and Frequency

This message should be the first RT message to be sent, 5 minutes before the first real time results messages will be sent.

6.2.4. Message Structure

The following elements describe the message structure from the Message/OdfBody element.



Competition		
	<i>Code</i>	
	RTConfig	
		<i>KADelay</i>
		<i>LFDelay</i>
		<i>DelayOffSet</i>

6.2.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
RTConfig	KADelay	M	Numeric	<p>Delay in seconds for which a keep-alive message will be generated if there is not other real time activity.</p> <p>This value will have to be fine tuned for each sport after the testing phases.</p>
	LFDelay	M	Numeric	<p>Delay in seconds for which a live full results message will have to be generated for resynchronization purposes.</p> <p>This value will have to be fine tuned for each sport after the testing phases.</p>
	DelayOffSet	M	Numeric	<p>Delay offset in seconds to be added to the KADelay and LFDelay parameters, for a final customer to assume the connection is broken (including perhaps the loss of a live full message).</p> <p>It considers the delay time from the moment when a keep alive or a live full message is generated, and it successfully arrives to the client.</p> <p>This value will have to be fine tuned for each sport after the testing phases.</p>

6.2.6. Message sort

There is not any message sorting requirement for this message.



6.3. RT Discipline/venue good night

6.3.1. Description

The RT Discipline/venue good night message is used to inform that the RT transmission for one discipline taking place in one venue is finished. It is assumed that a RT transmission is finished if there are not expected any new RT messages including content (DT_RT_RESULT/DT_RT_CUMULATIVE_RESULT) for the next 10 minutes and one event unit is finished in the venue. No other RT messages are expected for a particular discipline/venue until the next RT Discipline/venue good morning message.

6.3.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RT_GN	RT Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Phase	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"



Attribute	Value	Comment
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
RTSerial	Numeric	The last serial number of the RT transmission. Next RT Discipline/venue good morning message will start by 1

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCODE	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_GN	RT Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	The last serial number of the RT transmission. Next RT Discipline/venue good morning message will start by 1

6.3.3. Trigger and Frequency

As soon as the last RT content message (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT) is sent, when a particular event unit (or set of event units that were part of the real time transmission) is finished in one venue and no other RT content message is expected for the next 10 minutes.

6.3.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

6.3.5. Message Values

There are not attributes to define in this message.



6.3.6. Message sort

There is not any message sorting requirement for this message.



6.4. RT Discipline/venue keep alive

6.4.1. Description

The RT Discipline/venue keep-alive message is used to inform that the RT transmission for one discipline taking place in one venue is still working, whenever there is not an activity of RT content messages (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT).

6.4.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RT_KA	RT Discipline/venue keep alive
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @VenueCode	Matching the content of the VVV part in the CC @RSC attribute of the header
Phase	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in



Attribute	Value	Comment
		English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
RTSerial	Numeric	The last serial number of the RT transmission. Next RT Discipline/venue good morning message will start by 1

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_KA	RT Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	The last serial number of the RT transmission. Next RT Discipline/venue good morning message will start by 1

6.4.3. Trigger and Frequency

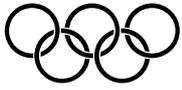
Send a DT_RT_KA message following the parameters as sent in the DT_RT_GM message. Therefore, the message will be triggered according to these parameters, after the last RT message; no matter it was a RT control message or a RT content message (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT). Opposite, this message should not be triggered if there is a frequency of RT messages higher than these predefined parameters.

6.4.4. Message Structure

The message structure just includes a Message/OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

6.4.5. Message Values

There are not attributes to define in this message.



6.4.6. Message sort

There is not any message sorting requirement for this message.



6.5. RT Event Unit Results

6.5.1. Description

This message is analogous to the Event Unit Results (DT_RESULT) message, having the following main differences:

- The codes used in the extended data in both, DT_RESULT and DT_RT_RESULT messages might be the same, but each message could have more or less codes. However, if the same codes are used, they both are referring to the same data.
- The “Result” element is optional because there is data such as the weather information known before any result is awarded and other information that might be sent not related to any results.

ResultStatus should be always either “LIVE_FULL” or “LIVE_UPDATE”, according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

- It will be an incremental message, and therefore, it is not full self-content. This message is used to update information. For this reason, no data will be reset/updated unless it is clearly identified and resent in this message (and therefore, modifying its old value).
- For one particular trigger, several data could be updated at the same time for one particular trigger. In order to avoid big messages that might have a negative impact in the performance, all systems should be able to be configured to generate several smaller messages, with clusters of data, instead of one single big message, according to a particular configuration (message size). Each ODF Sport Data Dictionary should give more information about it.
- In general, it will not contain data unless there is a data modification

If the message is sent as LIVE_FULL:

- it will be a self-content message. If a system decides to process this message (because of a connection break), resetting previous live information.

6.5.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute



Attribute	Value	Comment
	@DisciplineGender @Event @Phase @Unit	
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RT_RESULT	RT Event Unit Results message
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @EventGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	CC @Phase	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	"LIVE_UPDATE" / "LIVE_FULL"	For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3
RTSerial	Numeric	Incremental and unique number for each RT message.

The following table describes the ODF header attributes

Attribute	Value	Comment
-----------	-------	---------



DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	"LIVE_UPDATE" / "LIVE_FULL"	For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Incremental and unique number for each RT message.

6.5.3. Trigger and Frequency

- For ResultStatus=LIVE_UPDATE:

Each data dictionary will define a set of triggers, which will be linked to a set of information to be included in the message. It should not be included data if not changed in regards to the previous data sent.

- For ResultStatus=LIVE_FULL

Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

6.5.4. Message Structure

The structure of this message is the same as for the Event Unit Results (DT_RESULT) message, having also the optional message elements, which should be referenced in each ODF Sport Data Dictionary, with the following considerations:

- For the LIVE_UPDATE message:
 - Send just the extended information being updated and all athletes with some kind of information updated.



- The Result element is optional (to allow sending some information at PhaseInfos, UnitInfos, etc., level, (such as weather), not depending including results for a particular competitor.
 - In the case some information is updated for one athlete, include the Result element (with no attributes if no Result information is informed: i.e: after the pass through an intermediate point).
 - Include all Result attributes if Result information is updated
 - Do not include the Result information, if there are not athletes included in the message with some information updated (i.e: for weather).
 - Depending on the performance, a LIVE_UPDATE message that should be generated for one specific trigger could be split in several messages in order not to make a too big message for some triggering conditions.
- For the LIVE_FULL message:
 - Include all the RT data known up to the moment of the message's generation.

6.5.5. Message Values

The message values for this message are the same as for the EventUnit Results (DT_RESULT) message, with the specific definition in the table below:

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	See table comment	Type of the @Result attribute When the Result message arrives (to include some extended results for a particular kind of competitor, either team or athlete), no attributes at Result element level will be included if ResultType attribute is empty. In this case, it means it is not being sent data for the Result element. On the contrary, if ResultType is informed, and the other attributes are blank, it is assumed these attributes are being reset.
	SortOrder	O	Numeric See table comment	It is now optional, because it should not be informed if ResultType is empty, as defined for the ResultType attribute. Used to sort all results in an event unit

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 4 and 5.1.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.5.6. Message sort

Please, follow the same definition as in the case of the Event Unit Results (DT_RESULT) message.



6.6. RT Cumulative Results

6.6.1. Description

This message is analogous to the Cumulative Results (DT_CUMULATIVE_RESULT) message, having the following main differences:

- The codes used in the extended data in both, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages might be the same, but each message could have more or less codes. However, if the same codes are used, they both are referring to the same data.
- The “ResultItems” element is optional because there is data such as the weather information known before any result is awarded and other information that might be sent not related to any results.

ResultStatus should be always either “LIVE_FULL” or “LIVE_UPDATE”, according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

- It will be an incremental message, and therefore, it is not full self-content. This message is used to update information. For this reason, no data will be reset/updated unless it is clearly identified and resent in this message (and therefore, modifying its old value).
- For one particular trigger, several data could be updated at the same time for one particular trigger. In order to avoid big messages that might have a negative impact in the performance, all systems should be able to be configured to generate several smaller messages, with clusters of data, instead of one single big message, according to a particular configuration (message size). Each ODF Sport Data Dictionary should give more information about it.
- In general, it will not contain data unless there is a data modification

If the message is sent as LIVE_FULL:

- it will be a self-content message. If a system decides to process this message (because of a connection break), resetting previous live information.

6.6.2. Header Values

The following table describes the IDS header attributes

Attribute	Value	Comment
Category	ODF	Olympic Data Feed
Origin	Machine ID	Unique WAN identification of the machine that has produced the message
Serial	1...N	Feed messages counter
RSC	It will be the concatenation of the following attributes: @Discipline @DisciplineGender @Event 0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute



Attribute	Value	Comment
	00	
Discipline	CC @Discipline	Discipline for which the message is being sent. It should match the Discipline used in the RSC attribute
Type	DT_RT_CUMULATIVE_RESULT	Event Unit Real Time Results message
Subtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEEP00 would be cumulative results up to the end of the referenced phase
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
Correction	0	It does not apply in this ODF message, send always 0
Format	D	Data
Gender	CC @EventGender	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Event	CC @Event	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Phase	0	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Unit	00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
Venue	CC @VenueCode	Venue code where the message is being generated
Date	Date value	Date in which the message is generated. Format "YYYYMMDD"
Time	Time value	Time in which the message is generated. Format "HHMMSSmmm"
Language	ENG	The content of this message is just in English
FeedFlag	P, T	P=Production T=Test (If not informed, assume P)
ResultStatus	"LIVE_UPDATE" / "LIVE_FULL"	For Real Time, live update (for the normal operative), or live full for the resynchronization



Attribute	Value	Comment
		messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3
RTSerial	Numeric	Incremental and unique number for each RT message.

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event 0 00	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_CUMULATIVE_RESULT	Event Unit Real Time Results message
DocumentSubtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEPU0 would be cumulative results up to the end of the referenced phase
ResultStatus	"LIVE_UPDATE" / "LIVE_FULL"	For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3
Version	1...V	Please, refer to the ODF header definition in chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in chapter 5.1.1



Date	Date	Please, refer to the ODF header definition in chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Incremental and unique number for each RT message.

6.6.3. Trigger and Frequency

- For ResultStatus=LIVE_UPDATE:

Each data dictionary will define a set of triggers, which will be linked to a set of information to be included in the message. It should not be included data if not changed in regards to the previous data sent.

- For ResultStatus=LIVE_FULL:

Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

6.6.4. Message Structure

The structure of this message is the same as for the Cumulative Results (DT_CUMULATIVE_RESULT) message, having also the optional message elements, which should be referenced in each ODF Sport Data Dictionary, with the following difference:

- For the LIVE_UPDATE message:
 - Send just the extended information being updated and all athletes with some kind of information updated.
 - The “ResultItems” element is optional, and will not be included unless it is specified in one particular ODF Sport Data Dictionary.
 - In the case some information is updated for one athlete, include the CumulativeResult element (with no attributes if no Cumulative Result information is informed: i.e: after the pass through an intermediate point).



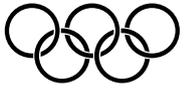
- Include all CumulativeResult attributes if CumulativeResult information is updated
- Depending on the performance, a LIVE_UPDATE message that should be generated for one specific trigger could be split in several messages in order not to make a too big message for some triggering conditions.
- For the LIVE_FULL message:
 - Include all the RT data known up to the moment of the message's generation.

6.6.5. Message Values

Please, follow the same definition as in the case of the Cumulative Results message (DT_CUMULATIVE_RESULT).

6.6.6. Message sort

Please, follow the same definition as in the case of the Cumulative Results message (DT_CUMULATIVE_RESULT).



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