INTERNATIONAL
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COMMITTEE

Olympic Data Feed

ODF Light Messages Interface Document

4 November 2011
Technology Department

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DOCUMENT CONTROL

Version history

Version	Date	Comments
1.0	22 April 2011	Submitted for review version
1.1	20 May 2011	Chages related to new competition formats with team composed by athletes and couples.
1.2	1 July 2011	APP Version
1.3	29 July 2011	Order attribute added to the different team compositions
1.4	9 September 2011	Reviewer comments
1.5	30 September 2011	Reviewer comments
1.6	4 November 2011	DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS messages removed from the definition.

File reference: ODF/INT100-R1-v1.6 APP

Change Log

Version	Status	Changes on version
1.0	SFR	• First version
1.1	SFA	• DTX_START_LIST: ▪ Composition cardinality changed to 0 to N • DTX_RESULTS: ▪ Composition cardinality changed to 0 to N
1.2	APP	• APP version
1.3	APP	• DTX_PARTIC_TEAMS: ▪ Bug is RegisteredEvent node fixed • DTX_START_LIST: ▪ Order attribute added to Composition • DTX_RESULTS: ▪ Order attribute added to Composition • DTX_CUMULATIVE_RESULT: ▪ Composition cardinality changed to 0 to N ▪ Order attribute added to Composition
1.4	APP	• General ▪ OrganisationLabel attribute type changed to S(20) • Section 5.1.3.3: ▪ References to Historical messages removed
1.5	APP	• General ▪ Coaches element extended with Participant data in all applicable messages
1.6	APP	• General ▪ References to DTX_SCHEDULE, DTX_COMMUNICATION, DTX_PARTIC_ATHLETES and DTX_PARTIC_TEAMS removed

TABLE OF CONTENT

1. Introduction

1.1. This document

This document describes the ODF light 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 light 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

- **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/COD101	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents

2. Overall Perspective

2.1. Objective

The objective of this document is to focus on the formal definition of the ODF 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 message it will be defined the message content description, the message structure and the values to be included in the entire message attributes, 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 ODF 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 • The entity's attribute to be used is Code	
CC @Discipline	Defined in ODF Common Codes Document. See entity Discipline. • 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. • 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. • 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 • The entity's attribute to be used is Code	
CC @GMGNCode	Defined in ODF Common Codes Document (see header values sheet) • 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 • 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	

<table>
<tr><td></td><td colspan="2">See entity Record Code
• The entity's attribute to be used is Code</td></tr>
<tr><td>CC @RecordType</td><td colspan="2">Defined in ODF Common Codes Document

See entity Record Type
• The entity's attribute to be used is Code
• It will be related to Discipline</td></tr>
<tr><td rowspan="6">CC @ResultStatus</td><td>Code</td><td>Description</td></tr>
<tr><td>OFFICIAL</td><td>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</td></tr>
<tr><td>UNOFFICIAL</td><td>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.</td></tr>
<tr><td>PARTIAL</td><td>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.

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.</td></tr>
<tr><td>INTERIM</td><td>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.

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.</td></tr>
<tr><td>INTERMEDIATE</td><td>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.

e.g. Standing of top 15 athletes on 20th km in Marathon.

For team sports or head to head sports this is result of a match at the break (end of period, set, inning, etc.).

In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL.</td></tr>
<tr><td>CC @Unit</td><td colspan="2">Defined in ODF Common Codes

See entity Unit</td></tr>
</table>

	• The entity's attribute to be used is Unit • It will be related to Discipline, Gender, Event and Phase
CC @VenueCode	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Venue
CC @Organisation	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Code

4. List of Messages

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

Message Type	Message name
DTX_START_LIST	Start List
DTX_RESULT	Event Unit Results
DTX_CUMULATIVE_RESULT	Cumulative Results message
DTX_POOL_STANDING	Pool standings of group in a team competition
DTX_BRACKETS	Brackets
DTX_RANKING	Event Final ranking
DTX_MEDALLISTS	Medallists of one event

The following document describes messages at a high level. Nevertheless, each of the messages (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: RSC and 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 attribute extension / redefinition / inclusion)

Message Type	Trigger and Frequency redefinition	Optional message elements extension	Message attributes extension / redefinition
DTX_START_LIST	O	E	A
DTX_RESULT	O	E	A
DTX_CUMULATIVE_RESULT	O	E	A
DTX_POOL_STANDING	O	E	A
DTX_BRACKETS		E	A
DTX_RANKING	O	E	A
DTX_MEDALLISTS	O		

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. ODF header

ODF header should be assumed as the root of an ODF message.

ODF messages follow the general ODF message structure as they are produced from the message originators:

```
<?xml version="1.0" encoding="UTF-8"?>
<OdfBody …>
        [body]
</OdfBody>
```

The element OdfBody is known as the ODF header, and it identifies the message. There are further details in the section ODF header.

5.1.1.1. ODF header

The ODF header could be understood as the root of one ODF message for those just interested in the content of the message (this header is content fully oriented). Since this ODF header contains a set of attributes that are specific for each message, they will also have to be particularly defined for each message.

The following table describes the ODF header attributes. Only those “M” attributes should be included in all ODF messages. However, if some messages require of other ODF header attributes, it will be specified in the different messages definition.

Attribute	M/O	Value	Comment
DocumentCode	M	S(9)	This attribute is used to determine at what level the message applies (e.g.: unit level or discipline level). For results messages, it consists of the Results System Code (RSC). However, for other types of messages, it might include other concepts. As example, in the case of results, the DocumentCode attribute of the message is usually DDGEEEPUU, where DD=discipline, G=discipline’s gender, EEE=event, P=phase, UU=unit as well as to identify the competition item to which it applies (e.g.: to one particular unit or event). Some of the components of this attribute could be 0, as it could be in the case of a RSC (e.g.: DDGEEEP00, if the report is at a particular unit level). In the case of other categories different from results, DocumentCode might be used to assign reports for a particular athlete (e.g.: biographies), for a particular venue (e.g.: venue), etc.

DocumentSubcode	O	S(10)	Attribute used to extend DocumentCode for some messages. This attribute is used in certain competitions with special circumstances, where there are repeated events (e.g.: paralympic games), events with age groups, where all groups race in the same event, etc. This attribute should be used to allow distinguishing between them.
DocumentType	M	S(20)	Attribute used to identify a particular message, for a particular DocumentCode.
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version number associated to the DocumentCode (and DocumentSubcode, if this option attribute is included in the ODF header) and DocumentType (and DocumentSubtype, if this optional attribute is included in the ODF header) attribute of the message. Ascendant number.
ResultStatus	O	S(15)	Attribute used in some messages (e.g.: results) to know the status of the message (e.g.: either official, unofficial, etc.).
Language	O	S(3)	It is a 3-letter code to identify the language related to the content of the message. If this attribute is not included, then it should be assumed just “ENG” for English, or not a message including multilanguage.
FeedFlag	M	“P”-Production “T”-Test	Flag to indicate whether it is a test message or a production message. (Empty is not a valid value)
Date	M	Date	Date in which the message is generated. This date is according to the local time zone in the place where the competition takes place.
Time	M	MillisTime	Time up to milliseconds in which the message is generated. This time is according to the local time zone in the place where the competition takes place.
LogicalDate	M	Date	Logical Date. For a competition day, it will include the same value as in the @Date attribute of this header. However, if a competition’s day finishes later than 00:00 a.m., the value in LogicalDate will be maintained until the competition for that day finishes (in general, it will be assumed at 03:00 a.m. as the end of a logical day, although it could be manually changed at a later hour, if necessary). This date is according to the local time zone in the place where the competition takes place.
Venue	O	CC @VenueCode	Venue code to indicate where the message was generated. It is optional because it has to be used always in the case of sport messages, but it should not be used in the case of central messages.

Important:

In order to identify uniquely a message from its ODF header, you should take as key of the message the following attributes:

- DocumentCode (and DocumentSubcode, if this attribute is included in the ODF header), DocumentType (and DocumentSubtype, if this optional attribute is included in the ODF header).

5.1.2. Attributes Definition

The message definition explains the format of the attributes being used in the messages. Each attribute could be one of the following types:

- *CC @CodeEntity* for codes comprised in a determined set of codes, where *CodeEntity* is the name of the entity containing a particular set of codes.
- String: For text strings with not a predetermined length.
- S(n): For text strings with a length of up to n characters.
- Date: YYYYMMDD format
- MillisTime: HHMMSSmmm, where HH is hour, MM is minutes, SS is seconds and mmm is milliseconds, with leading zeroes if the information for each item doe not complete all the digits (example: 090303020).
- DateTime: YYYY-MM-DDTHH:MM:SS+hh:mm (Example: *2006-02-26T10:00:00+01:00).* Note: +hh:mm is the GMT offset.
- Boolean: 'true' or 'false'
- Numeric: For numeric formats, with not a predetermined length
    - Wherever it is stated a numeric format with '9' digits is stated (e.g. 99), it means leading zeroes should be removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3.
    - Wherever a numeric format with '0' digits is stated (e.g. 00), it means leading zeroes should not be removed. Example: 10 in format 00 is 10, and 3 in format 00 is 03.
    - If nothing is stated, it will be assumed that the leading zeroes are removed
- N(n): For numeric formats, with a length up to n digits.
- N(n).N(m): For numeric formats with digital part, with a length of up to n digits and a digital part of m digits.
- Specific pattern: Whenever an attribute follows a pattern other than the ones specified here, it will be specified in the definition of the attribute (e.g. one attribute could be YYYY for year)
- Free text: Free text is never used in a message attribute, but inside the element content: Example <element>Free text goes in here</element>

5.1.3. General definition

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

5.1.3.1. Participants and Team import

Participants and teams are provided in an import following the Vancouver definition.

5.1.3.2. Principles

- For all the messages its content must be UTF-8.
- Only the elements and attributes defined in the ODF Documentation must be sent in the xml's messages. Extra elements or extra attributes should not be sent, event if the information is correct.
- 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 sent these elements.
- 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 with two exceptions in order to simplify message processing.
  - Athlete's, official's and team names and other competitors attributes are always repeated when competitors are included in messages
  - Any reference to common codes will include the code English description

5.1.3.3. General definition vs. Extended (Re)definition

- Be aware of all mandatory elements that will have to appear in each of the 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.

5.1.3.4. Competitors' rules

- For competitors in particular, basic competitor data like Name, Organization or Date of Birth is included in all message, but it is needed to use their @Code attributes to get their associated additional information from the participants messages (provided outside of the ODF messages), 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 participants' import provided outside of the ODF Definition.

    - 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.

    - Main athlete data available in the participants import will be included in the <CompetitorExtension> 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" />

      <CompetitorExtension PrintName="..." PrintInitialName="..." Birthdate="..." Gender="..." GenderLabel="..." Height="..." Weight="..." Organisation="..." OrganisationLabel="..." />

      </Athlete>

      </Composition>

      </Competitor>

- If Competitor @Type="T":

    - The Competitor @ID links to a team appearing in the in the teams' import provided outside of the ODF Definition.

    - 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 DTX_START_LIST or DTX_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 teams message, the specific ODF Sport messages will also include always the team's members particularized for the message.
- Main team members data available in the participants import will be included in the <CompetitorExtension > element.
- Main team data available in the teams import will be included in the <CompetitorExtension > element.
- In this case, the @Bib attribute in the Competitor element 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"/>
            <CompetitorExtension PrintName="..."
            PrintInitialName="..." Birthdate="..." Gender="..."
            GenderLabel="..." Height="..." Weight="..."
            Organisation="..." OrganisationLabel="..." />
        </Athlete>
        <Athlete Code="900002" Bib="102" Order="2">
            <CompetitorExtension PrintName="..."
            PrintInitialName="..." Birthdate="..." Gender="..."
            GenderLabel="..." Height="..." Weight="..."
            Organisation="..." OrganisationLabel="..." />
        </Athlete>

        <Athlete Code="900003" Bib="103" Order="3">
            <CompetitorExtension PrintName="..."
            PrintInitialName="..." Birthdate="..." Gender="..."
            GenderLabel="..." Height="..." Weight="..."
            Organisation="..." OrganisationLabel="..." />
```

</Athlete>

…

</Composition>

<CompetitorExtension TeamName="..." Organisation="..." OrganisationLabel="..." />

</Competitor>

5.1.3.5. General information for all messages

- For all the messages as defined in this 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 that one line it will include "
" (i.e "
") marks.

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

  <OdfBody DocumentType="DTX_RESULT" …>

  <Competition>

  …

  </Competition>

  <Message>*Athlete nnnn has been disqualified because …
*

  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 sent 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 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	DTX_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.

	PhaseInfos (0,1)					
		PhaseInfo (1..N)				
			Type			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1..N)		
					Type	
					Code	
					Pos	
					Value	
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		UnitInfo (0..N)				
			Type			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1..N)		
					Type	
					Code	
					Pos	
					Value	
			Competitor (0,N)			
				Organisation		
				OrganisationLabel		
				Order		
				Composition (0,1)		
					Athlete	
						FamilyName
						GivenName
	Officials (0,1)					
		Official (1..N)				
			Code			
			Function			
			Order			
			ExtOfficial (0,1)			
				Type		
				Code		
				Pos		
				Value		
			CompetitorExtension			
				PrintName		
				PrintInitialName		
				Birthdate		
				Gender		
				GenderLabel		
				Height		
				Weight		
				Organisation		
				OrganisationLabel		
	Start (0..N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Bib			
			CompetitorExtension (0,1)			
				TeamName		
				Organisation		
				OrganisationLabel		
			Coaches (0,1)			
				Coach (1..N)		
					Code	
					Function	
					Order	
					CompetitorExtension	

						PrintName
						PrintInitialName
						Birthdate
						Gender
						GenderLabel
						Height
						Weight
						Organisation
						OrganisationLabel
			EventUnitEntry (0..N)			
				Type		
				Code		
				Value		
			Composition (0,N)			
				Order		
				Athlete (1..N)		
					Code	
					Order	
					Bib	
					EventUnitEntry (0..N)	
						Type
						Code
						Value
					CompetitorExtension	
						PrintName
						PrintInitialName
						Birthdate
						Gender
						GenderLabel
						Height
						Weight
						Organisation
						OrganisationLabel

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.

Element	Attribute	M/O	Value	Comments
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 (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.)	Organisation	M	CC @Organisation	Organisation ID
	Organisation Label	M	S(20)	English organization description
	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- 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).	FamilyName	O	S(25) *See table comment*	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.
Official (Official associated to the event unit)	Code	M	*See table comment*	Key of the official, to uniquely identify this element
	Function	O	*See table comment*	Official's function (example: referee, etc.) particularized for the event unit.

Element	Attribute	M/O	Value	Comments
	Order	O	*See table comment*	Optionally, send official order if there is any specificity in the sport.
ExtOfficial (Extended official information)	Type	M	*See table comment*	Type (categorization) of ExtOfficial data.
	Code	M	*See table comment*	Key of the ExtOfficial element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort ExtOfficial data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtOfficial.
/Official/ CompetitorExtension	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	Organisation Label	M	S(20)	
Start (For any start list, competitors will be sent as soon as known. 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).	StartOrder	O	Numeric *See table comment*	Start order of the competitor in a start list
	SortOrder	M	Numeric *See table comment*	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.
Competitor (Competitor participating in the event unit.	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
Refer to chapter 5.1.3 for competitors' rules 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)	Bib	O	*See table comment*	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.
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	Organisation Label	M	S(20)	English Organization description
Coaches /Coach (Competitor's coach)	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 coach order (if more than one coach is needed).
/ Coaches /Coach/ CompetitorExtension	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	Organisation Label	M	S(20)	
Competitor /EventUnitEntry (Team competitor's event unit entry, according to the competitor's 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.
Competitor / Composition (Team Compositions)	Order	O	*See table comment*	Optionally. Different team compositions order
Composition /Athlete (Individual athlete if Competitor @Type="A" or team member if Competitor @Type="T" participating in the event	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.
Composition /Athlete / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	Organisation Label	M	S(20)	

(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 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	DTX_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 the 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									
	Code								
	PhaseInfos (0,1)								
		PhaseInfo (1..N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1..N)					
					Type				
					Code				
					Pos				
					Value				
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		UnitInfo (0..N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1..N)					
					Type				
					Code				
					Pos				
					Value				
			Competitor (0,N)						
				Organisation					
				OrganisationLabel					
				Order					
				Composition					
					Athlete				
						FamilyName			
						GivenName			
	Periods (0,1)								
		Period (1..N)							
			Code						
			HomeScore						
			AwayScore						
			HomePeriodScore						
			AwayPeriodScore						
			ExtendedPeriods (0,1)						

				ExtendedPeriod (1..N)	*Code*				
					Type				
					Pos				
					Value				
	UnitActions (0,1)								
		UnitAction (1..N)							
			Code						
			Type						
			Pos						
			Value						
			Time						
			ExtendedAction (0..N)						
				Code					
				Type					
				Pos					
				Value					
			Competitor (0..N)						
				Code					
				Type					
				Role					
				Order					
				CompetitorExtension (0,1)					
					TeamName				
					Organisation				
					OrganisationLabel				
				Composition					
					Athlete (1..N)				
						Code			
						Order			
						Role			
						CompetitorExtension			
							PrintName		
							PrintInitialName		
							Birthdate		
							Gender		
							GenderLabel		
							Height		
							Weight		
							Organisation		
							OrganisationLabel		
	Result (1..N)								
		Rank							

		ResultType							
		Result							
		IRM							
		QualificationMark							
		WLT							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Code					
		Competitor							
			Code						
			Type						
			Bib						
			CompetitorExtension (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Stats (0, 1)						
				Stat (1..N)					
					Type				
					Code				
					Pos				
					Value				
					ExtendedStat (0..N)				
						Code			
						Type			
						Pos			
						Value			
			Composition (1,N)						
				Order					
				Athlete (1..N)					
					Code				

					Order				
					Bib				
					CompetitorExtension				
						PrintName			
						PrintInitialName			
						Birthdate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value
					Stats (0, 1)				
						Stat (1..N)			
							Type		
							Code		
							Pos		
							Value		
							ExtendedStat (0..N)		
								Code	
								Type	
								Pos	
								Value	

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
	OrganisationLabel	O	S(20)	English organization description
	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	Type	M	*See table comment*	Type (categorization) of the ExtendedPeriod

Element	Attribute	M/O	Value	Comments
(ExtendedPeriod information)	Code	M	*See table comment*	Key of the ExtendedPeriod, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedPeriod with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitAction (UnitAction, like it could be a goal)	Type	M	*See table comment*	Type (categorization) of the UnitAction
	Code	M	*See table comment*	Key of the UnitAction, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort UnitAction with same type and code like split time in race competition.
	Value	O	*See table comment*	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	*See table comment*	Type (categorization) of the ExtendedAction
	Code	M	*See table comment*	Key of the ExtendedAction, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	O	*See table comment*	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	*See table comment*	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
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
UnitAction /Competitor /Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID or team member related to the action

Element	Attribute	M/O	Value	Comments
(Refer to chapter 5.1.3 for competitors' rules).	Role	O	*See table comment*	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
Composition /Athlete / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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 *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 unit
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	WLT	O	*See table comment*	The code whether a competitor won, lost or tied the match / game
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit
RecordIndicators /RecordIndicator (Result's record indicator)	Code	M	*See table comment*	code which gives the nature of the record broken by the result value
Result /Competitor (Competitor related to one event unit result.	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
Refer to chapter 5.1.3 for 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.
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
Result /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.
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.
Competitor / Composition (Team Compositions)	Order	O	*See table comment*	Optionally. Different team compositions order
Result /Competitor Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete

Element	Attribute	M/O	Value	Comments
(Refer to chapter 5.1.3 for competitors' rules).	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 / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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 (Team member's or individual athlete's statistics, depending on whether Competitor @Type="T" or Competitor	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.

Element	Attribute	M/O	Value	Comments
@Type="A" according to competitors' rules in chapter 5.1.3.)	Value	O	*See table comment*	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. Cumulative Results

5.4.1. 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.

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 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	DTX_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial

DocumentSubtype	*To be defined in each ODF Data Dictionary*	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

5.4.3. 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 DTX_CUMULATIVE_RESULT message and the DTX_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 sequence is clarified below. The version number, n, is the version of the last DTX_RESULT message sent for the same RSC code (n=0 if no DTX_RESULT messages have been sent). The version number, m, is the version of the last DTX_CUMLATIVE_RESULT message sent for the same RSC code (m=0 if no DTX_CUMULATIVE_RESULT messages have been sent).

Case 1:

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

Case 2:

a) Event has been complete and the results are directly officials:
   1. Sent DTX_RESULT with ODF Version n+1 and ResultStatus =" OFFICIAL".
   2. Sent DTX_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.

5.4.4. 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
/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									
	Code								
	CumulativeResult (1..N)								
		Rank							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Code					
		ResultItems							
			ResultItem (1..N)						
				Phase					
				Unit					
				Result					
					Rank				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder				
					RecordIndicators (0,1)				
						RecordIndicator (1..N)			
							Code		
		Competitor							
			Code						
			Type						
			CompetitorExtension (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				

						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (1,N)						
				Order					
				Athlete (1..N)					
					Code				
					Order				
					CompetitorExtension				
						PrintName			
						PrintInitialName			
						Birthdate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value

5.4.5. 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 *See table comment*	Rank of the competitor in the cumulative result
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The cumulative result of the competitor
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric *See table comment*	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator (Cumulative result's record indicator)	Code	M	*See table comment*	code which gives the nature of the record broken by the cumulative result value
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	*See table comment*	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
	Unit	O	*See table comment*	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. 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 *See table comment*	Rank of the competitor in the result for the event unit or phase identified by /ResultsItems /ResultItem
	ResultType	O	*See table comment*	Type of the @Result attribute for the event unit or phase identified by /ResultsItems /ResultItem
	Result	O	*See table comment*	The result of the competitor in the event unit for the event unit or phase identified by /ResultsItems /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. It just applied to event units
	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
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
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.
Competitor / Composition (Team Compositions)	Order	O	*See table comment*	Optionally. Different team compositions order
Composition /Athlete (Refer to chapter 5.1.3	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete

Element	Attribute	M/O	Value	Comments
for competitors' rules).	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 / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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

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

5.5. Pool Standings

5.5.1. Description

The pool standings message contains the standings of a group in a team competition. 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 messasge 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.

5.5.2. Header Values

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	DTX_POOL_STANDING	Pool Standings
DocumentSubtype	*To be defined in each ODF Data Dictionary*	It indicates the group of the pool standings
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

5.5.3. 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 the ODF header (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.

5.5.4. 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
Competitor /ExtendedResults and its child element ExtendedResult
Composition /Athlete /ExtendedResults and its child element ExtendedResult

Competition									
	Code								
	Result (1..N)								
		Rank							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Code					
		Competitor							
			Code						
			Type						
			CompetitorExtension (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (0,1)						
				Athlete (1..N)					
					Code				
					Order				
					CompetitorExtension				
						PrintName			
						PrintInitialName			
						Birthdate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			

						OrganisationLabel			
					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 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.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Result (For any Pool Standings message, there should be at least one competitor being awarded a result for the phase)	Rank	O	Numeric *See table comment*	Rank of the competitor in the phase
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The result of the competitor in the phase
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric *See table comment*	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	*See table comment*	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
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
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.

Element	Attribute	M/O	Value	Comments
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 / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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)

5.5.6. 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.

5.6. Brackets

5.6.1. 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.

5.6.2. Header Values

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	DTX_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

5.6.3. 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.

5.6.4. 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										
	Code									
	Bracket									
		Code								
		BracketItems (1..N)								
			Code							
			BracketItem (1..N)							
				Code						
				Unit						
					Phase					
					PhaseLabel					
					Unit					
					UnitLabel					
				ExtBracketItems (0,1)						
					ExtBracketItem (1..N)					
						Type				
						Code				
						Pos				
						Value				
				NextUnit (0,1)						
					Phase					
					PhaseLabel					
					Unit					
					UnitLabel					
				NextUnitLoser (0,1)						
					Phase					
					PhaseLabel					
					Unit					
					UnitLabel					
				CompetitorPlace (1..N)						
					Pos					
					Code					
					ExtCompPlaces					

					(0,1)					
						ExtCompPlace (1..N)				
							Type			
							Code			
							Pos			
							Value			
					PreviousUnit (0,1)					
						Phase				
						PhaseLabel				
						Unit				
						UnitLabel				
					Competitor (0,1)					
						Code				
						Type				
						CompetitorExtension (0,1)				
							TeamName			
							Organisation			
							OrganisationLabel			
						ExtBracketComps (0,1)				
							ExtBracketComp (1..N)			
								Type		
								Code		
								Pos		
								Value		
						Composition (0[1],1)				
							Athlete (1..N)			
								Code		
								Order		
								CompetitorExtension		
									PrintName	
									PrintInitialName	

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

									Birthdate	
									Gender	
									GenderLabel	
									Height	
									Weight	
									Organisation	
									OrganisationLabel	
								ExtBracketAths (0,1)		
									ExtBracketAth (1..N)	
										Type
										Code
										Pos
										Value

5.6.5. 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	*See table comment*	Bracket code to identify a set of bracket items. It is usually referred to the phase of BracketItem /Unit @Phase
BracketItem	Code	O	*See table comment*	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
	PhaseLabel	M	S(40)	English Phase description
	Unit	M	CC @Unit	Unit code for which the current bracket item belongs to
	UnitLabel	M	S(40)	English Unit description
BracketItem /ExtBracketItems /ExtBracketItem (ExtBracketItems /ExtBracketItem are optional elements according to the general rule described in chapter 5.1.3)	Type	M	*See table comment*	Type (categorization) of the ExtBracketItem information
	Code	M	*See table comment*	Key of the ExtBracketItem, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketItem with same type and code.
	Value	O	*See table comment*	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.
	PhaseLabel	M	S(40)	English Phase description
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
	UnitLabel	M	S(40)	English Unit description
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.
	PhaseLabel	M	S(40)	English Phase description
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.
	UnitLabel	M	S(40)	English Unit description
CompetitorPlace (This element is used to place the	Pos	M	*N(3)* *999*	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).

Element	Attribute	M/O	Value	Comments
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.)	Code	O	*See table comment*	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
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.
	PhaseLabel	M	S(40)	English Phase description
	Unit	M	CC @Unit	Unit code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.
	UnitLabel	M	S(40)	English Unit description
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
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
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 ExtBracketIComp 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".
Composition /Athlete / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	

Element	Attribute	M/O	Value	Comments
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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 ExtBracketIComp 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)

5.6.6. 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.

5.7. 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 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	DTX_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 the ODF header (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									
	Code								
	EventInfos (0,1)								
		EventInfo (1..N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1..N)					
					Type				
					Code				
					Pos				
					Value				
	Result (1..N)								
		Rank							
		ResultType							
		Result							
		IRM							
		SortOrder							
		Competitor							
			Code						
			Type						
			Bib						
			CompetitorExtension (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1..N)					
					Code				
					Order				

					Bib				
					CompetitorExtension				
						PrintName			
						PrintInitialName			
						Birthdate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value

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.
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description
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 / CompetitorExtension	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	

Element	Attribute	M/O	Value	Comments
Refer to chapter 5.1.3 for competitors' rules).	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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)

5.7.6. 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.

5.9. Event's Medallists

5.9.1. Description

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

5.9.2. Header Values

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	DTX_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

5.9.3. Trigger and Frequency

The message should be sent with ResultStatus=PARTIAL when the information of the medallist is know but the final event unit is not finished.
The message should be sent with ResultStatus=OFFICIAL when the medallists are official 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.

5.9.4. 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
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					
		PhaseLabel					
		Unit					
		UnitLabel					
		Competitor (1..N)					
			Code				
			Type				
			CompetitorExtension (0,1)				
				TeamName			
				Organisation			
				OrganisationLabel			
			Officials (0,1)				
				Official (1..N)			
					Code		
					Function		
					Order		
					CompetitorExtension		
						PrintName	
						PrintInitialName	
						Birthdate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
			ExtCompMedals (0,1)				
				ExtCompMedal (1..N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1..N)			
					Code		

					Order		
					CompetitorExtension		
						PrintName	
						PrintInitialName	
						Birthdate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
					ExtAthMedals (0,1)		
						ExtAthMedal (1..N)	
							Type
							Code
							Pos
							Value

5.9.5. 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)
	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.
	PhaseLabel	M	S(40)	English Phase description
	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.
	UnitLabel	M	S(40)	English Unit description
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
CompetitorExtension Only needed if Competitor@Type=T Refer to chapter 5.1.3 for competitors' rules	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
	OrganisationLabel	M	S(20)	English Organization description

Element	Attribute	M/O	Value	Comments
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).
Officials /Official / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
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".
Composition /Athlete / CompetitorExtension Refer to chapter 5.1.3 for competitors' rules).	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	O	YYYYMMDD	
	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
	Height	O	N(3) 999	
	Weight	O	N(3) 999	
	Organisation	M	CC @Organisation	
	OrganisationLabel	M	S(20)	
Competitor /Composition/ /ExtAthMedals /ExtAthMedal	Type	M	*See table comment*	Type (categorization) of the ExtAthMedal.
	Code	M	*See table comment*	Key of the ExtAthMedal, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
(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.)	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)

5.9.6. 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).

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