

Olympic Data Feed

ODF Light Messages Interface Document

4 November 2011 Technology Department © International Olympic Committee



License

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

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

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

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

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



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

ersion/	Status	Changes on version
1.0	SFR	First version
1.1	SFA	DTX_START_LIST:
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	6
1.1.	. This document	6
1.2.	2. Objective	6
1.3.	8. Main Audience	6
1.4.	Glossary	6
1.5.	Related Documents	6
2.	Overall Perspective	7
2.1.	. Objective	-
2.2.	•	
3.	Codes	8
4.	List of Messages	
5.	Messages definition	
5. 5.1.		
-	5.1.1. ODF header	
	5.1.2. Attributes Definition	
	5.1.3. General definition	
	Start List	
	5.2.1. Description	
	5.2.2. Header Values	
	5.2.3. Trigger and Frequency	
	5.2.4. Message Structure	
	5.2.5. Message Values	
	5.2.6. Message sort	
5.3.	B. Event Unit Results	28
5	5.3.1. Description	28
5	5.3.2. Header Values	28
5	5.3.3. Trigger and Frequency	28
5	5.3.4. Message Structure	29
5	5.3.5. Message Values	34
5	5.3.6. Message sort	40
5.4.	Cumulative Results	40
5	5.4.1. Description	40
5	5.4.2. Header Values	40
5	5.4.3. Trigger and Frequency	41
5	5.4.4. Message Structure	
	5.4.5. Message Values	
	5.4.6. Message sort	
5.5.	•	
	5.5.1. Description	
	5.5.2. Header Values	
	5.5.3. Trigger and Frequency	
5	5.5.4. Message Structure	49



5.5	i.5. Message Values	52
5.5	5.6. Message sort	54
5.6.	Brackets	54
5.6	S.1. Description	54
5.6	5.2. Header Values	54
5.6	S.3. Trigger and Frequency	54
5.6	S.4. Message Structure	55
5.6	S.5. Message Values	59
5.6	6.6. Message sort	61
5.7.	Event Final Ranking	61
5.7	'.1. Description	61
5.7	'.2. Header Values	62
5.7	'.3. Trigger and Frequency	62
5.7	7.4. Message Structure	62
5.7	7.5. Message Values	66
5.7	7.6. Message sort	68
5.9.	Event's Medallists	69
5.9	0.1. Description	69
5.9	0.2. Header Values	69
5.9	9.3. Trigger and Frequency	69
5.9	9.4. Message Structure	70
5.9	0.5. Message Values	71
5.9	0.6. Message sort	73



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 Valu	es		
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 Commor			
	See entity Discipline.	1. A. J. B. J. B.		
		oute to be used is Discipline		
		isciplines will be those which Non-Sport attribute='N'		
CC @DisciplineGender	Defined in ODF Commor	n Codes Document.		
	See entity Discipline Ger	der.		
		oute to be used is Gender.		
	 It will be related t 	o Discipline		
CC @Event	Defined in ODF Commor	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			
CC @GMGNCode	The entity's attribute to be used is Code Output Description:			
CC @GMGNCode	Defined in ODF Common Codes Document (see header values sheet)			
The Good morning / good night code w		ng / good night code will be of the form DD0VEN000,		
		oline, 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				
	oute to be used is Phase			
	It will be related to Discipline, Gender and Event			
CC @RecordCode	Defined in ODF Common Codes Document			



	See entity Record Code • The entity's attribute to be used is Code			
CC @RecordType	Defined in ODF Common Codes Document			
	See entity Record Type			
		y's attribute to be used is Code		
CC @ResultStatus	• It will be	related to Discipline Description		
	OFFICIAL	Results of the competition released as soon as the event is officially confirmed taking in the account the resolution of the protests, etc. The person responsible for the results on behalf of federation must approve the distribution of the results		
	UNOFFICIAL	Results of the competition released as soon as the event is over, not waiting any official decision of the federation or competition secretariat. The correctness of data must be assured.		
	PARTIAL	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.		
	INTERIM	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.		
	INTERMEDIATE	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.		
CC @Unit	Defined in ODF (Common Codes		
	See entity Unit			



	 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 <u>must</u> 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 <u>could</u> 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 <u>could</u> 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 <u>could</u> 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 \underline{M} (for \underline{m} and atory)

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

Situation 3, for elements extension is marked with <u>E</u> (for <u>e</u>lement extension)

Situation 4, for attribute extension / redefinition is marked with \underline{A} (for \underline{a} ttribute extension / redefinition / inclusion)

Message Type	Frequency redefinition	Optional message elements extension	Message attributes extension / redefinition
DTX_START_LIST	0	Е	Α
DTX_RESULT	0	Е	А
DTX_CUMULATIVE_RESULT	0	Е	А
DTX_POOL_STANDING	0	Е	А
DTX_BRACKETS		Е	Α
DTX_RANKING	0	Е	А
DTX_MEDALLISTS	0		

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	0	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	0	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1 <u>V</u>	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	0	S(15)	Attribute used in some messages (e.g.: results) to know the status of the message (e.g.: either official, unofficial, etc.).
Language	0	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	М	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	М	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	0	CC @VenueCode	Venue code to indicate where the message was generated. It is optional because it has to be used <u>always</u> 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 <u>not</u> 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:

- 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 <u>always</u> 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 -->
                                                                                                                        Type="TYPE"
                                                     <EventUnitEntry
                                                                                                                                                                                   Code="CODE"
                                                     Value="VALUE"/>
                                                     <CompetitorExtension
                                                                                                                                                                                 PrintName="..."
                                                                                                                                                                                           Gender="..."
                                                                                                                                 Birthdate="..."
                                                     PrintInitialName="..."
                                                     GenderLabel="..."
                                                                                                                                  Height="..."
                                                                                                                                                                                            Weight="..."
                                                     Organisation="..." OrganisationLabel="..." />
                            </Athlete>
                            <Athlete Code="900002" Bib="102" Order="2">
                                                                                                                                                                                 PrintName="..."
                                                     <CompetitorExtension
                                                                                                                                 Birthdate="..."
                                                    PrintInitialName="..."
                                                                                                                                                                                           Gender="..."
                                                     GenderLabel="..."
                                                                                                                                  Height="..."
                                                                                                                                                                                            Weight="..."
                                                     Organisation="..." OrganisationLabel="..." />
                            </Athlete>
                            <a href="mailto:</a><a href="https://www.area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.com/area.co
                                                     <CompetitorExtension
                                                                                                                                                                                PrintName="..."
                                                     PrintInitialName="..."
                                                                                                                                 Birthdate="..."
                                                                                                                                                                                          Gender="..."
                                                     GenderLabel="..."
                                                                                                                                 Height="..."
                                                                                                                                                                                            Weight="..."
```

Organisation="..." OrganisationLabel="..." />



```
</Athlete>
...

</Composition>

<CompetitorExtension TeamName="..." Organisation="..."

</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 ...&lt;br /&gt;

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

</OdfBody>
```

- For all the messages its content must be UTF-8.
- For all the messages, send elements in the same order as defined in the Message Structure table.
- For all the messages, as a clarification, in case that you do not know data for some attributes proceed:
 - a) In case that the attribute is required send it empty.
 - b) In case that the attribute is optional send it empty or not send the attribute.
- For all the messages, as a clarification, if some elements are empty you will not 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	1V	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 Di	ictionary
--	-----------

PhaseInfos and its child element PhaseInfo

PhaseInfo /Extensions

UnitInfos and its child element UnitInfo UnitDateTime and UnitInfo

UnitInfo /Extensions

UnitInfo /Competitor (UnitInfo /Competitor /Composition when Composition is not known for team event units)

Officials and its child element Official

ExtOfficial

Coaches and its child element Coach

Start /Competitor /EventUnitEntry

Start /Competitor /Composition /Athlete /EventUnitEntry (Start /Competitor /Composition when Composition is not known for team event units)

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

Competition				
	Code			



	PhaseInfos (0,1)					
	1 11000111100 (0,1)	PhaseInfo (1N)				
		` ′	Туре			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1N)		
					Туре	
					Code	
					Pos Value	
	UnitInfos (0,1)				value	
	Officialities (0, 1)	UnitDateTime (0,1)				
		Officiale fifthe (0, 1)	StartDate			
		UnitInfo (0N)	Glaribate			
		Official (O.114)	Туре			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
			, , ,	Extension (1N)		
					Туре	
					Code	
					Pos	
					Value	
			Competitor (0,N)	<u> </u>		
				Organisation		
				OrganisationLabel		
				Order		
				Composition (0,1)	Athlete	
					Athlete	FamilyName
						GivenName
	Officials (0,1)					Givernivarne
	Officials (0,1)					
1		Official (1 NI)				
		Official (1N)	Code			
		Official (1N)	Code Function			
		Official (1N)	Function Order			
		Official (1N)	Function Order			
		Official (1N)	Function	Type		
		Official (1N)	Function Order	Type Code		
		Official (1N)	Function Order	Code Pos		
		Official (1N)	Function Order ExtOfficial (0,1)	Code		
		Official (1N)	Function Order	Code Pos Value		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight		
		Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	Official (1N)	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight		
	Start (0N)	StartOrder	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder	Function Order ExtOfficial (0,1) CompetitorExtension	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation OrganisationLabel		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation OrganisationLabel		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation OrganisationLabel		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation OrganisationLabel		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight OrganisationLabel TeamName Organisation Organisation		
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight Organisation OrganisationLabel	Code	
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight OrganisationLabel TeamName Organisation Organisation	Code Function	
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight OrganisationLabel TeamName Organisation Organisation	Function	
	Start (0N)	StartOrder SortOrder	Function Order ExtOfficial (0,1) CompetitorExtension Code Type Bib CompetitorExtension (0,1)	Code Pos Value PrintName PrintInitialName Birthdate Gender GenderLabel Height Weight OrganisationLabel TeamName Organisation Organisation	Code Function Order CompetitorExtension	



	I	1	T		PrintName
					Printiname
					PrintInitialName
					Birthdate
					Gender
					GenderLabel
					Height
					Weight
					Organisation
					OrganisationLabel
		EventUnitEntry (0N)			
			Туре		
			Code		
			Value		
		Composition (0,N)			
		(5,1.1)	Order		
			Athlete (1N)		
			7 1111010 (11111)	Code	
				Order	
				Bib	
				EventUnitEntry (0N)	
				Eventorite (0v)	Туре
					Code
					Value
				CompetitorExtension	vaiue
				CompetitorExtension	DrintNama
					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	М	CC @Competition	Unique ID for competition
PhaseInfo	Type	М	See table comment	Type (categorization) of PhaseInfo.
(Phase info item	Code	M	See table comment	Key of the PhaseInfo, to uniquely identify this element.
associated to the event unit)	Pos	0	See table comment	An optional numerical value used to sort phase info items with same type and code.
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced PhaseInfo.
	Туре	M	See table comment	Type (categorization) of the Extension
PhaseInfos /PhaseInfo /Extensions /Extension	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of	Pos	0	Numeric See table comment	An optional numerical value used to sort extended data's extensions
PhaseInfos)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.



Element	Attribute	M/O	Value	Comments
UnitDateTime	StartDate	М	DateTime	Scheduled start date-time. For multi-
(Scheduled start date and time)				day units, the start date-time is that on the first day.
unio)	Туре	М	See table comment	Type (categorization) of UnitInfo.
	Code	М	See table comment	Key of the UnitInfo element, to
UnitInfo				uniquely identify this element.
	Pos	0	See table comment	An optional numerical value used to
(Unit info item associated to the event unit)				sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced UnitInfo.
	Туре	М	See table comment	Type (categorization) of the Extension
UnitInfos /UnitInfo /Extensions /Extension	Code	М	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of UnitInfos)	Pos	0	Numeric	An optional numerical value used to sort extended data's extensions
(=/::::::::::::::::::::::::::::::::::::			See table comment	\(\frac{1}{2} \\ \frac{1}{2} \\ \fra
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	М	CC @Organisation	Organisation ID
(UnitInfo /Competitor /Composition is optional,	Organisation Label	М	S(20)	English organization description
because sometimes it is known the teams related to a UnitInfo, but not the team members related to this UnitInfo. There could be more than one competitor related.)	Order	0	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete	FamilyName	0	S(25) See table comment	Family name of the person associated to the UnitInfo.
(Send if the UnitInfo has a related person, or team member, person associated to this UnitInfoOrganisation-				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.
Lea Pittarent en tertier	GivenName	0	S(25)	Given name of the person
In a different way to the			Con table comment	associated to the UnitInfo.
competitors' rules in chapter 5.1.3, it will be			See table comment	This person may not be appearing in
sent FamilyName and				This person may not be appearing in the List of athletes by discipline
GivenName because, in				message (ODF Central Messages
many cases, the person				Interface Description Document),
related to an UnitInfo may not be an athlete. For the				and for this reason a @Code attribute is not possible.
same reason, it should also be sent				
@Organisation).	Code	N A	Contable	Voy of the official to sure
Official	Code	М	See table comment	Key of the official, to uniquely identify this element
(Official associated to the event unit)	Function	0	See table comment	Official's function (example: referee, etc.) particularized for the event unit.



Element	Attribute	M/O	Value	Comments
	Order	0	See table comment	Optionally, send official order if there is any specificity in the sport.
	Туре	М	See table comment	Type (categorization) of ExtOfficial data.
ExtOfficial	Code	М	See table comment	Key of the ExtOfficial element, to uniquely identify this element.
(Extended official information)	Pos	0	See table comment	An optional numerical value used to sort ExtOfficial data with same type and code.
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtOfficial.
	PrintName	М	S(35)	
	PrintInitialNa me	М	S(18)	
	Birthdate	0	YYYYMMDD	
/Official/	Gender	М	CC @PersonGender	
CompetitorExtension	GenderLabel	М	S(25)	
	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisation	М	CC @Organisation	
	Organisation Label	М	S(20)	
Start	StartOrder	0	Numeric	Start order of the competitor in a start list
(For any start list,			See table comment	
competitors will be sent as soon as known.	SortOrder	М	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
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).				for display purposes.
Competitor	Code	М	S(20) with no leading zeroes	Competitor's ID
(Competitor participating in the event unit.	Туре	М	T,A	T for team A for athlete



Element	Attribute	M/O	Value	Comments
	Bib	0	See table comment	Team competitor's bib number
Refer to chapter 5.1.3 for competitors' rules				(Competitor @Type should be T).
0				Bib number is in fact a special Event
Start /Competitor /Composition is optional				Unit Entry. However, since it is very meaningful in the sports that make
for a similar reason:				use of this attribute, it has been
knowing the teams				considered as an attribute, although
participating in one event				it was part of EventUnitEntry in the
unit, it is not known yet				previous versions.
the team members				
participating)				
CompetitorExtension	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
Only needed if	Organisation	М	S(20)	English Organization description
Competitor@Type=T	Label			
Refer to chapter 5.1.3 for competitors' rules				
Coaches /Coach	Code	М	S(20) with no leading zeroes	Official ID for the official code
	Function	0	See table comment	Optionally, send official function
(Competitor's coach)	Order	0	See table comment	Optionally, send coach order (if
				more than one coach is needed).
	PrintName	M	S(35)	
	PrintInitialNa me	M	S(18)	
	Birthdate	0	YYYYMMDD	
/ O l / O l . /	Gender	M	CC	
/ Coaches /Coach/ CompetitorExtension			@PersonGender	
CompetitorExtension	GenderLabel	M	S(25)	
	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisation	М	CC @Organisation	
	Organisation Label	М	S(20)	
Competitor /EventUnitEntry	Code	М	See table comment	Key of the Event Unit Entry, to uniquely identify the event entry.
(Team competitor's event	Туре	М	See table comment	Type (categorization) of Event Unit Entry.
unit entry, according to the competitor's rules in chapter 5.1.3)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Event Unit Entry.
Competitor / Composition	Order	0	See table comment	Optionally. Different team compositions order
(Team Compositions)				,
Composition /Athlete	Code	М	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
(Individual athlete if				participating in the event unit.
Competitor @Type="A" or	Order	M	Numeric	Order attribute used to sort team
team member if				members in a team (if Competitor
Competitor @Type="T" participating in the event				@Type="T") or 1 if Competitor @Type="A".
participating in the event		l .		wu ype− 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	Bib	0	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
competitors' rules).				it was part of EventUnitEntry in the previous versions.
Composition /Athlete /EventUnitEntry	Code	М	See table comment	Key of the Event Unit Entry, to uniquely identify the event entry.
(Team member's or	Туре	M	See table comment	Type (categorization) of Event Unit Entry.
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.)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Event Unit Entry.
	PrintName	M	S(35)	
	PrintInitialNa me	M	S(18)	
	Birthdate	0	YYYYMMDD	
Composition /Athlete / CompetitorExtension	Gender	М	CC @PersonGender	
·	GenderLabel	M	S(25)	
Refer to chapter 5.1.3 for competitors' rules).	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisation	M	CC @Organisation	
	Organisation Label	М	S(20)	Ontional radefined or extended

(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	1V	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 /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

Competitor /ExtendedResults /ExtendedResult /Extension



Competition			1				1	Τ
Competition	Code							+
	PhaseInfos (0,1)							+
	1 11000111100 (0,1)	PhaseInfo (1N)						+
		1 1103011110 (114)	Туре					+
			Code					+
			Pos					+
			Value					†
			Extensions (0,1)					
			Exteriorie (0,1)	Extension (1N)				+
				Exteriolori (14)	Туре			
					Code			+
					Pos			+
					Value			+
	UnitInfos (0,1)				70100			+
	J. III. 1100 (0, 1)	UnitDateTime (0,1)						+
		Onitibate fillie (0,1)	StartDate					+
			EndDate					+
		UnitInfo (0N)	Enabate					+
		Official (O.:IV)	Туре					+
			Code					+
			Pos					+
			Value					+
			Extensions (0,1)					+
			Extensions (0,1)	Extension (1N)				+
				Extension (1v)	Туре			+
					Code			+
					Pos			+
					Value			+
			Competitor (0,N)		Value			+
			Competitor (0,14)	Organisation				+
				OrganisationLabel				+
				Order				+
				Composition				+
				Composition	Athlete			+
					/ tillioto	FamilyName		+
						GivenName		+
	Periods (0,1)					Jivoilivailie		+
	1 011003 (0,1)	Period (1N)						+
		1 01100 (11 4)	Code					+
			HomeScore					+
			AwayScore					+
			AwayScore HomePeriodScore					+
			AwayPeriodScore					+
			ExtendedPeriods (0,1)					+



ODF/INT100-R1-v1.6 APP

				T			1	
				ExtendedPeriod (1N)	Code			
					Туре			
					Pos			
					Value			
	UnitActions (0,1)							
		UnitAction (1N)						
			Code					
			Туре					
			Pos					
			Value					
			Time					
			ExtendedAction (0N)					
				Code				
				Туре				
				Pos				
				Value				
			Competitor (0N)					
				Code				
				Туре				
				Role				
				Order				
				CompetitorExtension				
				(0,1)				
					TeamName			
					Organisation OrganisationLabel			
					OrganisationLabel			
				Composition				
					Athlete (1N)			
					·	Code		
						Order		
						Role		
						CompetitorExtension		
						·	PrintName	
							PrintInitialNam	
							е	
							Birthdate	
							Gender	
							GenderLabel	
							Height Weight	
							Weight	
							Organisation	
							OrganisationL	İ
							Organisation OrganisationL abel	
	Result (1N)							
	,	Rank						
l l		ı	1	I.	ı	1		



ResultType						
Result						
IRM						
QualificationMark						
WLT						
SortOrder						
RecordIndicators (0,1)						
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	RecordIndicator (1N)					
	,	Code				
Competitor						
	Code					
	Туре					
	Bib					
	CompetitorExtension					
	(0,1)					
	(0,1)	TeamName				
		Organisation				
		Organisation OrganisationLabel				
	ExtendedResults (0,1)	Organication Labor				
	Exteriocartesans (6,1)	ExtendedResult (1N)				
		Exteriocartesait (114)	Туре			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
			Extensions (0,1)	Extension (1N)		
				Extension (1N)	Timo	
					Type Code	
					Coae	
					Pos	
	01-1- (0.4)				Value	
	Stats (0, 1)	01-1 (4. NI)		1		
		Stat (1N)	T			
			Type			
			Code			
			Pos			
			Value			
			ExtendedStat (0N)			
				Code		
				Туре		
				Pos		
				Value		
	Composition (1,N)					
		Order				
		Athlete (1N)				
			Code			



ODF/INT100-R1-v1.6 APP

	<u> </u>	Order	I			
		Bib				-
		DID				
		CompetitorExtension	D: 41			
			PrintName			
			PrintInitialName			
			Birthdate			
			Gender			
			GenderLabel			
			Height Weight			
			Weight			
			Organisation			
			Organisation OrganisationLabel			
		ExtendedResults (0,1)				
			ExtendedResult (1N)			
_				Туре		
				Code		
				Pos		
				Value		
				Extensions		
				(0,1)		
				, ,	Extension	
					(1N)	
					,	Туре
						Code
						Pos
						Value
		Stats (0, 1)				
		. (-)	Stat (1N)			
				Туре		
				Code		
				Pos		
				Value		
				ExtendedStat		
				(0N)		
				(014)	Code	
					Туре	
					Pos	
					Value	
			1		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	М	CC @Competition	Unique ID for competition
PhaseInfo	Туре	М	See table comment	Type (categorization) of PhaseInfo.
(Phase info item associated to the event unit)	Code	M	See table comment	Key of the PhaseInfo, to uniquely identify this element.
	Pos	0	See table comment	An optional numerical value used to sort phase info items with same type and code.
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced PhaseInfo.
	Туре	М	See table comment	Type (categorization) of the Extension
PhaseInfos /PhaseInfo /Extensions /Extension	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of	Pos	0	Numeric	An optional numerical value used to sort extended data's
PhaseInfos)	Malue		See table comment	extensions
	Value	0	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	0	DateTime	Actual end date-time (The attribute should be informed,
			See table comment	when available, for ResultStatus UNOFFICIAL and OFFICIAL)
	Туре	М	See table comment	Type (categorization) of UnitInfo.
UnitInfo	Code	M	See table comment	Key of the UnitInfo element, to uniquely identify this element.
(Unit info item associated to the event unit)	Pos	0	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	0	See table comment	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension	Туре	М	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	0	Numeric See table comment	An optional numerical value used to sort extended data's
	Value	0	See table comment	value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	0	CC@Organisation	Organisation ID
	OrganisationLabel	0	S(20)	English organization description
	Order	0	N(3)	Order of the competitor associated to the UnitInfo, if more than one competitor associated. Do not send otherwise
	FamilyName	М	S(25)	Family name of the person associated to the UnitInfo.
UnitInfo /Competitor /Composition /Athlete				This person may not be appearing in the List of athletes by discipline message (ODF Central
(If the UnitInfo has a related person, person associated to this UnitInfo.				Messages Interface Description Document), and for this reason a @Code attribute is not possible.
In a different way to the competitors' rules in	GivenName	0	S(25) See table comment	Given name of the person associated to the UnitInfo
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).				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.
	Code	M	See table comment	Key of the Period element to uniquely identify this element.
	HomeScore	М	See table comment	Overall score of the home competitor at the end of the period
Period (Period in which the event	AwayScore	М	See table comment	Overall score of the away competitor at the end of the period
unit message is arriving)	HomePeriodScore	0	See table comment	Score of the home competitor just for this period
	AwayPeriodScore	0	See table comment	Score of the away competitor just for this period
ExtendedPeriod	Туре	М	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	0	Numeric	An optional numerical value used to sort ExtendedPeriod
	Value	0	See table comment See table comment	with same type and code. Value of the @Code (+ @Pos) referenced Extension.
	Туре	М	See table comment	Type (categorization) of the UnitAction
	Code	М	See table comment	Key of the UnitAction, to uniquely identify this element.
UnitAction (UnitAction, like it could	Pos	0	Numeric See table comment	An optional numerical value used to sort UnitAction with same type and code like split time in race
be a goal)	Value	0	See table comment	competition. Value of the @Code (+ @Pos) referenced UnitAction
	Time	М	MM:SS 00:00	Time in minutes and seconds in which the action occurred Example (02:05)
	Туре	М	See table comment	Type (categorization) of the ExtendedAction
ExtendedAction	Code	М	See table comment	Key of the ExtendedAction, to uniquely identify this element.
(ExtendedAction information)	Pos	0	Numeric See table comment	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedAction
UnitAction /Competitor	Туре	М	T,A	T for team A for athlete
(Competitor participating in the UnitAction, if the	Code	М	S(20) with no leading zeroes	Competitor's ID
UnitAction has an associated competitor.	Role	0	See table comment	Role of the competitor in the action
Refer to chapter 5.1.3 for competitors' rules).	Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
CompetitorExtension	TeamName	M/O	S(73)	Team's name
Only needed if Competitor@Type=T	Organisation OrganisationLabel	M	CC @Organisation S(20)	Team organisation's ID English Organization description
Refer to chapter 5.1.3 for competitors' rules				
UnitAction /Competitor /Composition /Athlete	Code	М	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	Role	0	See table comment	Role of the competitor in the action
competitors' rules).	Order	М	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
	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	0	YYYYMMDD	
Composition /Athlete / CompetitorExtension	Gender	M	CC @PersonGender	
	GenderLabel	M	S(25)	
Refer to chapter 5.1.3 for competitors' rules).	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisation	М	CC @Organisation	
	OrganisationLabel	М	S(20)	
	Rank	0	Numeric See table comment	Rank of the competitor in the result
	ResultType	0	See table comment	Type of the @Result attribute
	Result	0	See table comment	The result of the competitor in the event unit
Result	IRM	0	See table comment	The invalid rank mark, in case it is assigned
(For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	QualificationMark	0	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
	WLT	0	See table comment	The code whether a competitor won, lost or tied the match / game
	SortOrder	М	Numeric	Used to sort all results in an event unit
		 	See table comment	
RecordIndicators /RecordIndicator	Code	M	See table comment	code which gives the nature of the record broken by the result value
(Result's record indicator)				
Result /Competitor	Code	М	S(20) with no leading zeroes	Competitor's ID
(Competitor related to one event unit result.	Туре	М	T,A	T for team A for athlete



Element	Attribute	M/O	Value	Comments
	Bib	0	See table comment	Bib number
Refer to chapter 5.1.3 for competitors' rules)				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	TeamName Organisation	M/O M	S(73) CC @Organisation	Team's name Team organisation's ID
Only needed if Competitor@Type=T	OrganisationLabel	M	S(20)	English Organization description
Refer to chapter 5.1.3 for competitors' rules				
	Туре	М	See table comment	Type (categorization) of the ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team competitor's	Pos	0	Numeric	An optional numerical value used to sort extended data
extended results, according to the competitor's rules in			See table comment	with same type and code like split time in race competition.
chapter 5.1.3)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor	Туре	M	See table comment	Type (categorization) of the Extension
/ExtendedResults /ExtendedResult /Extensions /Extension	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of Team	Pos	0	Numeric	An optional numerical value used to sort extended data's
competitor's extended	Value	0	See table comment See table comment	extensions Value of the @Code (+
results)				@Pos) referenced Extension.
	Туре	M	See table comment	Type (categorization) of the Stat.
Result /Competitor /Stats /Stat	Code	M	See table comment	Key of the Stat, to uniquely identify this element.
(Team competitor's	Pos	0	Numeric	An optional numerical value used to sort extended data
statistics, according to the competitor's rules in chapter 5.1.3)			See table comment	with same type and code like split time in race competition.
0.1.0)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Stat.
Competitor / Composition	Order	0	See table comment	Optionally. Different team compositions order
(Team Compositions)	Codo	8.4	C(20) with an	Athlete's ID as was a second in
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	Order	M	Numeric	Order attribute used to sort
competitors' rules).				team members in a team (if
				Competitor @Type="T") or 1
				if Competitor @Type="A".
	Bib	0	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.
	PrintName	М	S(35)	
	PrintInitialName	М	S(18)	
	Birthdate	0	YYYYMMDD	
Composition /Athlete /	Gender	М	CC	
CompetitorExtension			@PersonGender	
	GenderLabel	M	S(25)	
Refer to chapter 5.1.3 for	Height	0	N(3)	
competitors' rules).	Maint		999	
	Weight	0	N(3) 999	
	Organisation	М	CC @Organisation	
	OrganisationLabel	M	S(20)	
	Type	M	See table comment	Type (categorization) of the
Result /Composition	. , , , ,	'''		ExtendedResult.
/Athlete /ExtendedResults	Code	М	See table comment	Key of the ExtendedResult,
/ExtendedResult				to uniquely identify this
(Team member's or				element.
individual athlete's	Pos	0	Numeric	An optional numerical value
extended result,				used to sort extended data
depending on whether			See table comment	with same type and code
Competitor @Type="T" or				like split time in race competition.
Competitor @Type="A"	Value	0	See table comment	Value of the @Code (+
according to competitors'	Value			@Pos) referenced
rules in chapter 5.1.3.)				ExtendedResult.
	Туре	М	See table comment	Type (categorization) of the
Result /Competitor				Extension
/ExtendedResults	Code	M	See table comment	Key of the Extension, to
/ExtendedResult				uniquely identify this
/Extensions /Extension	Doo		Numeric	element.
(Extensions of team	Pos	0	Numeric	An optional numerical value used to sort extended data's
member's or individual			See table comment	extensions
athlete's extended	Value	0	See table comment	Value of the @Code (+
results)				@Pos) referenced
				Extension.
Result /Composition	Туре	М	See table comment	Type (categorization) of the
/Athlete /Stats		1		Stat.
/Stat	Code	M	See table comment	Key of the Stat, to uniquely
(Toom morehow's	Doo		Ni una a vi a	identify this element.
(Team member's or individual athlete's	Pos	0	Numeric	An optional numerical value
statistics, depending on			See table comment	used to sort extended data with same type and code
whether Competitor			GGG IADIG COMMINGIN	like split time in race
@Type="T" or Competitor				competition.
- //	1		1	1



Element	Attribute	M/O	Value	Comments
@Type="A" according to	Value	0	See table comment	Value of the @Code (+
competitors' rules in				@Pos) referenced Stat.
chapter 5.1.3.)				

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	1V	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).

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

/ExtendedResult /Extension

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 /Competitor /CumulativeResult /Composition /Athlete /ExtendedResults



Composition		1	1			1	1	1	
Competition	Code								
	CumulativeResult								
	(1N)								
	(111)	Rank							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
		Recordinalizators (0,1)	RecordIndicator (1N)						
			Recordinalizator (1N)	Code					
		ResultItems		Code					
		Resultiterns	Decultitom (4 NI)						1
			ResultItem (1N)	Phase					1
				Phase					
				Unit					
				Result	Dt-				
					Rank				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder (2.1)				
					RecordIndicators (0,1)				
						RecordIndicator (1N)			
							Code		
		Competitor							
			Code						
			Туре						
			CompetitorExtension						
			(0,1)	Taranklana					
				TeamName					1
				Organisation					
				OrganisationLabel					
			ExtendedResults (0,1)						
				ExtendedResult (1N)					
					Туре				
					Code				
					Pos				
					Value				<u> </u>
					Extensions (0,1)				



				Extension (1N)			
					Туре		
					Code		
					Pos		
					Value		
	Composition (1,N)						
		Order					
		Athlete (1N)					1
			Code				
			Order				
			CompetitorExtension				1
			- i i i i i i i i i i i i i i i i i i i	PrintName		1	†
				PrintInitialName			+
				Birthdate			+
				Gender			+
				GenderLabel			+
				Height			+
				Weight			+
				Organisation			+
				OrganisationLabel			
			ExtendedResults (0,1)	OrganisationLaber			+
			Exteriacartesaits (0,1)	ExtendedResult (1N)			+
				Extendeditesuit (1iv)	Туре		+
					Code		+
			+		Pos		+
					Value	1	+
			-		Extensions		-
					(0,1)		
					(0,1)	Extension	+
						(1N)	
		+	-			(114)	Туре
		+	-				Code
		+					Doo
		+					Pos
						1	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	М	CC @Competition	Unique ID for competition
	Rank	0	Numeric	Rank of the competitor in the cumulative result
			See table comment	
Current letine Deput	ResultType	0	See table comment	Type of the @Result attribute
CumulativeResult	Result	0	See table comment	The cumulative result of the competitor
(For any cumulative results message, there	IRM	0	See table comment	The invalid rank mark, in case it is assigned
should be at least one competitor being awarded a cumulative result after one event unit or phase)	QualificationMark	0	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
unit or priase)	SortOrder	М	Numeric	Used to sort all cumulative results, based on rank, but to
			See table comment	break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator	Code	M	See table comment	code which gives the nature of the record broken by the cumulative result value
(Cumulative result's record indicator)				
ResultItems /ResultItem (Identifier of either	Phase	М	See table comment	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative
phase or unit, for the schedule item to which	Unit	0	See table comment	results is updated to. Unit code of the latest RSC
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)				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	Rank	0	Numeric	Rank of the competitor in the result for the event unit or phase
			See table comment	identified by /ResultsItems /ResultItem
(For any Event Unit Results message, there should be at least one competitor being	ResultType	0	See table comment	Type of the @Result attribute for the event unit or phase identified by /ResultsItems /ResultItem
awarded a result for the event unit)	Result	0	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
Licinone	IRM	0	See table comment	The invalid rank mark, in case it is
				assigned for the event unit or phase identified by /ResultsItems /ResultItem
	QualificationMark	0	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	0	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	Code	М	S(20) with no	Competitor's ID
22			leading zeroes	
(Competitor related to	Туре	М	T,A	T for team
one cumulative result. Refer to chapter 5.1.3	1,750		1,7,1	A for athlete
for competitors' rules)				
CompetitorExtension	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
Only needed if Competitor@Type=T	OrganisationLabel	M	S(20)	English Organization description
Refer to chapter 5.1.3 for competitors' rules				
Competitor /ExtendedResults	Type	М	See table comment	Type (categorization) of the ExtendedResult.
/ExtendedResult	Code	М	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team competitor's extended results,	Pos	0	Numeric	An optional numerical value used to sort extended data with same
according to the			See table comment	type and code.
competitor's rules in chapter 5.1.3)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults	Туре	М	See table comment	Type (categorization) of the Extension
/ExtendedResult /Extensions /Extension	Code	М	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of Team	Pos	0	Numeric	An optional numerical value used to sort extended data's extensions
competitor's extended results)	Value	0	See table comment See table comment	Value of the @Code (+ @Pos) referenced Extension.
Competitor / Composition	Order	0	See table comment	Optionally. Different team compositions order
(Team Compositions)				
Composition /Athlete	Code	М	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single
(Refer to chapter 5.1.3				athlete



Element	Attribute	M/O	Value	Comments
for competitors' rules).	Order	М	Numeric	Order attribute used to sort team
				members in a team (if Competitor
				@Type="T") or 1 if Competitor
				@Type="A".
	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
/ /	Birthdate	0	YYYYMMDD	
Composition /Athlete /	Gender	М	CC	
CompetitorExtension	O a rada al ala al	N 4	@PersonGender	
Defer to about a F 1 2	GenderLabel	M	S(25)	
Refer to chapter 5.1.3 for competitors' rules).	Height	0	N(3) 999	
loi competitors rules).	Weight	0	N(3)	
	vveigni		999	
	Organisation	М	CC @Organisation	
	OrganisationLabel	M	S(20)	
Composition /Athlete	Type	M	See table comment	Type (categorization) of the
/ExtendedResults	1,700			ExtendedResult.
/ExtendedResult	Code	М	See table comment	Key of the ExtendedResult, to
				uniquely identify this element.
(Team member's or	Pos	0	Numeric	An optional numerical value used
individual athlete's				to sort extended data with same
extended result,			See table comment	type and code like split time in
depending on whether				race competition.
Competitor @Type="T"	Value	0	See table comment	Value of the @Code (+ @Pos)
or Competitor				referenced ExtendedResult.
@Type="A" according to competitors' rules in				
chapter 5.1.3.)				
Result /Competitor	Type	М	See table comment	Type (categorization) of the
/Composition /Athlete	. ,,,,,			Extension
/ExtendedResults	Code	М	See table comment	Key of the Extension, to uniquely
/ExtendedResult				identify this element.
/Extensions /Extension	Pos	0	Numeric	An optional numerical value used
				to sort extended data's extensions
(Extensions of team			See table comment	
member's or individual	Value	0	See table comment	Value of the @Code (+ @Pos)
athlete's extended				referenced Extension.
results)				

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	Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute	
	CC @Event CC @Phase CC @Unit	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	1V	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		1			1	1	1	
Competition	Code	+						
	Result (1N)	+		+	+			
	Nesuit (1iv)	Rank		+	+			
		ResultType						
		Result		+	+			
		IRM						
		QualificationMark						
		SortOrder		+	+			
		RecordIndicators (0,1)		+	+			
		Recordinalizators (0,1)	RecordIndicator (1N)	-	-			
			Recordinalizator (1IV)	Code				
		Compatitor		Code				
		Competitor	Codo					
			Code					
			Type					
			CompetitorExtension (0,1)					
				TeamName				
				Organisation				
				OrganisationLabel				
			ExtendedResults (0,1)					
			, ,	ExtendedResult (1N)				
				,	Туре			
					Code			
					Pos			
					Value			
					Extensions (0,1)			
					(-,)	Extension (1N)		
						,	Туре	
							Code	
							Pos	
							Value	
			Composition (0,1)				1 2	
			(0,1)	Athlete (1N)				
					Code		1	
					Order		1	
		+			CompetitorExtension			
		+			55politor Exteriorori	PrintName		
		+		<u> </u>		PrintInitialName	+	
		+		<u> </u>		Birthdate	+	
		1				Gender	+	
						GenderLabel	+	
		1				Height	+	
						Weight		
		1				Organisation	+	
						Organisation		<u> </u>



				OrganisationLabel			
			ExtendedResults (0,1)				
				ExtendedResult (1N)			
					Туре		
					Code		
					Pos		
					Value		
					Extensions		
					(0,1)		
						Extension (1N)	
							Туре
							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	М	CC @Competition	Unique ID for competition
	Rank	0	Numeric	Rank of the competitor in the phase
			See table comment	
	ResultType	0	See table comment	Type of the @Result attribute
Result	Result	0	See table comment	The result of the competitor in the phase
(For any Pool Standings message, there should be	IRM	0	See table comment	The invalid rank mark, in case it is assigned
at least one competitor being awarded a result for the phase)	QualificationMark	0	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	М	Numeric	Used to sort all results in a phase, based on rank, but to
			See table comment	break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator	Code	M	See table comment	code which gives the nature of the record broken by the phase result value
(Phase result's record indicator)				
Competitor	Code	М	S(20) with no leading zeroes	Competitor's ID
(Competitor related to one phase result.	Туре	M	T,A	T for team A for athlete
Refer to chapter 5.1.3 for competitors' rules)				
CompetitorExtension	TeamName	M/O	S(73)	Team's name
	Organisation	M	CC @Organisation	Team organisation's ID
Only needed if Competitor@Type=T	OrganisationLabel	M	S(20)	English Organization description
Refer to chapter 5.1.3 for competitors' rules				
Competitor	Туре	М	See table comment	Type (categorization) of the ExtendedResult.
/ExtendedResults /ExtendedResult	Code	М	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team competitor's extended results,	Pos	0	Numeric	An optional numerical value used to sort extended data with
according to the competitor's rules in			See table comment	same type and code like split time in race competition.
chapter 5.1.3)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.



Element	Attribute	M/O	Value	Comments
Result /Competitor	Туре	М	See table comment	Type (categorization) of the Extension
/ExtendedResult	Code	М	See table comment	Key of the Extension, to uniquely identify this element.
/Extensions /Extension	Pos	0	Numeric	An optional numerical value used to sort extended data's
(Extensions of Team			See table comment	extensions
competitor's extended results)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.
Composition /Athlete	Code	М	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
(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".
	PrintName	M	S(35)	
	PrintInitialName	M	S(18)	
	Birthdate	0	YYYYMMDD	
Composition /Athlete /	Gender	M	CC	
CompetitorExtension			@PersonGender	
	GenderLabel	M	S(25)	
Refer to chapter 5.1.3 for competitors' rules).	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisation	М	CC @Organisation	
	OrganisationLabel	M	S(20)	
Composition /Athlete /ExtendedResults	Туре	М	See table comment	Type (categorization) of the ExtendedResult.
/ExtendedResult	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team member's or individual athlete's	Pos	0	Numeric	An optional numerical value used to sort extended data with
extended result, depending on whether			See table comment	same type and code like split time in race competition.
Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete	Туре	M	See table comment	Type (categorization) of the Extension
/ExtendedResults /ExtendedResult	Code	М	See table comment	Key of the Extension, to uniquely identify this element.
/Extensions /Extension	Pos	0	Numeric	An optional numerical value used to sort extended data's
(Extensions of team			See table comment	extensions
member's or individual athlete's extended results)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.
,	<u> </u>	1 	<u> </u>	nal redefined or extended



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	1V	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



	ı	T	1	1	T		1	1	T	T
Competition										
	Code									
	Bracket									
		Code								
		BracketItems								
		(1N)								
			Code							
			BracketItem							
			(1N)							
				Code						
				Unit						
					Phase					
					PhaseLabel					
					Unit					
					UnitLabel					
				ExtBracketItems						
				(0,1)						
				, ,	ExtBracketItem					
					(1N)					
						Туре				
						Code				
						Pos				
						Value				
				NextUnit (0,1)						
					Phase					
					PhaseLabel					
					Unit					
					UnitLabel					
				NextUnitLoser						
				(0,1)						
				(-, ')	Phase					
					PhaseLabel			1		
					Unit			1		
					UnitLabel			1		
				CompetitorPlace	C.III.EGDOI					
,				CompetitorPlace (1N)						
				,	Pos					
					Code					
					ExtCompPlaces					

		(0,1)					
			ExtCompPlace				
			(1N)				
				Туре			
				Code			
				Pos			
				Value			
		PreviousUnit		1 0.10.0			
		(0,1)					
		(0,1)	Phase				
			PhaseLabel				
			Unit				
			UnitLabel				
		Competitor (0,1)					
		2 7 7 7	Code				
			Туре				
			CompetitorExtension				
			(0,1)				
				TeamName			
				Organisation			
				OrganisationLabel			
			ExtBracketComps				
			(0,1)				
				ExtBracketComp			
				(1N)			
					Type		
					Code		
					Pos		
	 				Value		
	 	 	Composition (0 ¹ ,1)				
	 			Athlete (1N)			
	 				Code		
	 				Order		
					CompetitorExten		
					sion		
						PrintName	
						PrintInitialName	

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



					Birthdate	
					Gender	
					GenderLabel	
					Height	
					Weight	
					Organisation	
					OrganisationLab el	
				ExtBracketAths (0,1)		
					ExtBracketAth (1N)	
						Туре
						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	0	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	Phase	M	CC @Phase	Phase code for which the current bracket item belongs to
(Unit related to the BracketItem)	PhaseLa bel	М	S(40)	English Phase description
	Unit	М	CC @Unit	Unit code for which the current bracket item belongs to
	UnitLabel	М	S(40)	English Unit description
BracketItem /ExtBracketItems /ExtBracketItem	Туре	M	See table comment	Type (categorization) of the ExtBracketItem information
(ExtBracketItems /ExtBracketItem	Code	M	See table comment	Key of the ExtBracketItem, to uniquely identify this element.
are optional elements according to the general rule described in chapter 5.1.3)	Pos	0	Numeric	An optional numerical value used to sort ExtBracketItem with same type
chapter 3.1.9)	Value	0	See table comment See table comment	and code. Value of the @Code (+ @Pos) referenced ExtBracketItem
BracketItem /NextUnit	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
(Next event unit related to the current bracket item. It should be	PhaseLa bel	М	S(40)	English Phase description
informed always except for those terminal bracket items, which do	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
not have continuation according to the brackets graph)	UnitLabel	M	S(40)	English Unit description
BracketItem /NextUnitLoser (Next event unit related to the	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
current bracket item, but related to the loser competitor. It should	PhaseLa bel	М	S(40)	English Phase description
be informed always except for those terminal bracket items, which do not have continuation	Unit	М	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.
according to the brackets graph)	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	Code	0	See table comment	Code for the first competitor of the
bracket, or if the competitors are		-		BracketItem, usually to indicate the
not yet known, the information in				rule to access to the bracket item
the place of the bracket regarding				and appearing as first competitor.
to the rule to access to this place,				
etc.)				However, it is sport dependent
CompetitorPlace /PreviousUnit	Phase	M	CC @Phase	Phase code of the previous event
				unit for the CompetitorPlace @Pos
(Previous event unit related to the				competitor of the bracket item.
CompetitorPlace @Pos	PhaseLa	М	S(40)	English Phase description
competitor of the current bracket	bel			
item. It should be informed always	Unit	М	CC @Unit	Unit code of the previous event unit
except for those bracket items				for the CompetitorPlace @Pos
whose CompetitorPlace @Pos	11 21 1 1		0(40)	competitor of the bracket item.
competitor do not have preceding event units in the bracket graph)	UnitLabel	М	S(40)	English Unit description
CompetitorPlace /Competitor	Code	М	S(20) with no	Competitor's ID
Competitor race /Competitor	Code	IVI	leading zeroes	Competitor a 1D
(CompetitorPlace @Pos	Туре	М	T, A	T for team
competitor related to the bracket	i ype	IVI	1, 🗥	A for athlete
item. It should be always as soon				A for attricte
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)				
CompetitorExtension	TeamNa	M/O	S(73)	Team's name
	me			
Only needed if	Organisat	M	CC @Organisation	Team organisation's ID
Competitor@Type=T	ion		0(00)	
Defer to observe 5.4.0 for	Organisat	М	S(20)	English Organization description
Refer to chapter 5.1.3 for competitors' rules	ionLabel			
competitors rules				
CompetitorPlace /Competitor	Tyroo	М	See table comment	Type (categorization) of the
/ExtBracketComps	Туре	•••		ExtBracketIComp information
/ExtBracketComp	Code	М	See table comment	Key of the ExtBracketComp, to
				uniquely identify this element.
(CompetitorPlace @Pos team	Pos	0	Numeric	An optional numerical value used to
competitor's extended bracket		-		sort ExtBracketComp with same
information, according to the			See table comment	type and code.
competitor's rules in chapter	Value	0	See table comment	Value of the @Code (+ @Pos)
5.1.3)				referenced ExtBracketComp
CompetitorPlace /Competitor	Code	М	S(20) with no	Athlete's ID, corresponding to either
/Composition /Athlete			leading zeroes	a team member or a single athlete
/Composition /Atmete	Order	М	Numeric	Order attribute used to sort team
(Refer to chapter 5.1.3 for				members in a team (if Competitor
competitors' rules).				@Type="T") or 1 if Competitor
	D. C. All		0(05)	@Type="A".
	PrintNam	М	S(35)	
Composition /Athlete /	e Drintlnitio	R 4	C(4.0)	
CompetitorExtension	Printlnitia	М	S(18)	
,	IName Birthdata		\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
Refer to chapter 5.1.3 for	Birthdate	<u>O</u>	YYYYMMDD CC	
competitors' rules).	Gender	М	@PersonGender	
	GenderL	М	S(25)	
	abel	IVI	0(23)	
	ancı		1	



Element	Attribute	M/O	Value	Comments
	Height	0	N(3) 999	
	Weight	0	N(3) 999	
	Organisat ion	M	CC @Organisation	
	Organisat ionLabel	М	S(20)	
CompetitorPlace /Competitor /Athlete /ExtBracketAths	Туре	M	See table comment	Type (categorization) of the ExtBracketlComp information
/ExtBracketAth	Code	M	See table comment	Key of the ExtBracketComp, to uniquely identify this element.
(CompetitorPlace @Pos team member's or individual athlete's	Pos	0	Numeric	An optional numerical value used to sort ExtBracketComp with same
extended bracket information, depending on whether Competitor @Type="T" or Competitor	Value	0	See table comment See table comment	type and code. Value of the @Code (+ @Pos) referenced ExtBracketComp
@Type="A" according to competitors' rules in chapter				Telefeliced ExibiacketComp
5.1.3.)				

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	1V	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				T	T			T I
Competition	Code							
	Code							
	EventInfos (0,1)	F (1 ((4 N))						
		EventInfo (1N)	_					
			Туре					
			Code					
			Pos					
			Value					
			Extensions (0,1)					
				Extension (1N)				
					Туре			
					Code			
					Pos			
					Value			
	Result (1N)							
		Rank						
		ResultType						
		Result						
		IRM						
		SortOrder						
		Competitor						
			Code					
			Туре					
			Bib					
			CompetitorExtension					
			(0,1)					
			(5,1)	TeamName				
				Organisation				
				Organisation OrganisationLabel				
			ExtendedResults (0,1)	3.gaeaeaee.				
			Exteriorative (e, r)	ExtendedResult (1N)				
					Type			1
					Type Code			
					Pos			
					Value			
					Extensions (0,1)			
					LAGISIONS (U, I)	Extension (1N)		
						EXIGUOIOU (1IV)	Type	
							Type Code	
							Doo	
							Pos Value	
-			Composition				value	
			Composition	Athlete (4 NI)				
				Athlete (1N)	Codo			
					Code			
					Order			



1	Г	T	T	5"			T	
				Bib				
				CompetitorExtension				
					PrintName			
					PrintInitialName			
					Birthdate			
					Gender			
					GenderLabel			
					Height			
					Weight			
					Organisation			
					OrganisationLabel			
				ExtendedResults (0,1)				
					ExtendedResult (1N)			
						Type		
						Code		
						Pos		
						Value		
						Extensions (0,1)		
							Extension (1N)	
								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	Туре	М	See table comment	Type (categorization) of EventInfo.
to the event)	Code	M	See table comment	Key of the EventInfo element, to uniquely identify this element.
	Pos	0	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	0	See table comment	Value of the @Code (+ @Pos) referenced EventInfo.
	Туре	M	See table comment	Type (categorization) of the Extension
EventInfos /EventInfo /Extensions /Extension	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of UnitInfos)	Pos	0	Numeric See table comment	An optional numerical value used to sort extended data's extensions
	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.
	Rank	0	Numeric See table comment	Rank of the competitor in the result
Result	ResultType	0	See table comment	Type of the @Result attribute
(For any event final ranking	Result	0	See table comment	The result of the competitor in the event
message, there should be at least one competitor	IRM	0	See table comment	The invalid rank mark, in case it is assigned
being awarded a result for the event)	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	Code	M	S(20) with no leading zeroes	Competitor's ID
(Competitor related to one final event result.	Type	М	T,A	T for team A for athlete
Refer to chapter 5.1.3 for				



Element	Attribute	M/O	Value	Comments
competitors' rules)	Bib	0	See table comment	Bib number
CompetitorExtension	TeamName	M/O	S(73)	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. Team's name
CompetitorExtension	Organisatio	M	CC @Organisation	Team organisation's ID
Only needed if		IVI	CC @Organisation	Team organisation's ID
Competitor@Type=T	Organisatio nLabel	М	S(20)	English Organization description
Refer to chapter 5.1.3 for competitors' rules				
Competitor	Туре	M	See table comment	Type (categorization) of the ExtendedResult.
/ExtendedResults /ExtendedResult	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team competitor's	Pos	0	Numeric	An optional numerical value used to sort extended data
extended results, according to the competitor's rules in			See table comment	with same type and code like split time in race competition.
chapter 5.1.3)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor	Туре	M	See table comment	Type (categorization) of the Extension
/ExtendedResults /ExtendedResult /Extensions /Extension	Code	M	See table comment	Key of the Extension, to uniquely identify this element.
(Extensions of Team	Pos	0	Numeric	An optional numerical value used to sort extended data's
competitor's extended			See table comment	extensions
results)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.
	Code	М	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.
Composition /Athlete (Refer to chapter 5.1.3 for	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
competitors' rules).	Bib	0	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 /	PrintName	M	S(35)	
CompetitorExtension	PrintInitialN	M	S(18)	
	ame			



Element	Attribute	M/O	Value	Comments
Refer to chapter 5.1.3 for	Birthdate	0	YYYYMMDD	
competitors' rules).	Gender	М	CC @PersonGender	
	GenderLab	М	S(25)	
	el			
	Height	0	N(3)	
			999	
	Weight	0	N(3) 999	
	Organisatio n	M	CC @Organisation	
	Organisatio nLabel	M	S(20)	
Composition /Athlete /ExtendedResults	Туре	M	See table comment	Type (categorization) of the ExtendedResult.
/ExtendedResult	Code	M	See table comment	Key of the ExtendedResult, to uniquely identify this element.
(Team member's or individual athlete's	Pos	0	Numeric	An optional numerical value used to sort extended data
extended result, depending			See table comment	with same type and code like
on whether Competitor				split time in race competition.
@Type="T" or Competitor @Type="A" according to competitors' rules in chapter 5.1.3.)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete	Туре	M	See table comment	Type (categorization) of the Extension
/ExtendedResults /ExtendedResult	Code	М	See table comment	Key of the Extension, to uniquely identify this element.
/Extensions /Extension	Pos	0	Numeric	An optional numerical value used to sort extended data's
(Extensions of team			See table comment	extensions
member's or individual athlete's extended results)	Value	0	See table comment	Value of the @Code (+ @Pos) referenced Extension.

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	1V	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 /ExtCompMedal	Competitor /ExtCompMedals and its child element ExtCompMedal							
Competitor /Composition ExtAthleteMedal	/Athlete	/ExtAthleteMedals	and	its	child	element		

Caman atiti						ı	1
Competition	0 1	1					
	Code	ļ					
	Medal (1N)						
	,	Code					
		Phase					
		PhaseLabel					
		Unit					
		UnitLabel					
		Competitor (1N)					
		()	Code				
			Туре				
			CompetitorExten sion (0,1)				
		1	-:: (0,./	TeamName			
				Organisation			
				OrganisationLabel			
			Officials (0,1)	OrganioationEabor			
			Omoraio (0,1)	Official (1N)			
				Omolai (Tiirt)	Code		
					Function		
					Order		
					CompetitorExt		
					ension		
					0.10.011	PrintName	
						PrintInitialName	
						Birthdate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
			ExtCompMedals (0,1)			<u> </u>	
			, , ,	ExtCompMedal (1N)			
		1		\····•/	Туре		
					Code		
					Pos		
					Value		
		1	Composition		14.40		
		1	Composition	Athlete (1N)			
		1		,	Code		
		1	I	1	1 0000	J	1



		Order		
		CompetitorExt		
		ension		
			PrintName	
			PrintInitialName	
			Birthdate	
			Gender	
			GenderLabel	
			Height	
			Weight	
			Organisation	
			OrganisationLabel	
		ExtAthMedals		
		(0,1)		
			ExtAthMedal (1N)	
				Туре
				Code
				Pos
				Value

5.9.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	М	CC @Competition	Unique ID for competition
	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)
Medal	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.
	PhaseLa bel	М	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	Code	М	S(20) with no leading zeroes	Competitor's ID
(Refer to chapter 5.1.3 for competitors' rules).	Туре	М	T, A	T for team A for athlete
CompetitorExtension	TeamNa me	M/O	S(73)	Team's name
Only needed if Competitor@Type=T	Organisat ion	М	CC @Organisation	Team organisation's ID
Refer to chapter 5.1.3 for competitors' rules	Organisat ionLabel	M	S(20)	English Organization description



Element	Attribute	M/O	Value	Comments
Officials /Official	Code	М	S(20) with no leading	Official ID for the official code
			zeroes	
(Officials in the case	Function	0	See table comment	Optionally, send official function
there are officials	Order	0	See table comment	Optionally, send official order (if more
receiving event's medals)				than one official is needed).
meuais)	PrintNam	M	S(35)	
	e	IVI	0(33)	
	PrintInitia	М	S(18)	
	IName		,	
	Birthdate	0	YYYYMMDD	
Officials /Official	Gender	M	CC @PersonGender	
/ CompetitorExtension	GenderL abel	М	S(25)	
Refer to chapter 5.1.3	Height	0	N(3)	
for competitors' rules).	30/ 11/		999	
	Weight	0	N(3)	
	Organisat	М	999 CC @Organisation	
	ion	141	oo sorganisation	
	Organisat	М	S(20)	
	ionLabel		` '	
Competitor /ExtCompMedals	Туре	М	See table comment	Type (categorization) of the ExtCompMedal.
/ExtCompMedal	Code	М	See table comment	Key of the ExtCompMedal, to uniquely
•				identify this element.
(Team competitor's	Pos	0	Numeric	An optional numerical value used to sort
extended medals				extended data with same type and
information, according to the competitor's rules	Value		See table comment	code. Value of the @Code (+ @Pos)
in chapter 5.1.3)	value	0	See table comment	Value of the @Code (+ @Pos) referenced ExtCompMedal.
in onaptor o. r.oj	Code	М	S(20) with no leading	Athlete's ID, corresponding either to a
Composition /Athlete			zeroes	team member or a single athlete
•	Order	М	Numeric	Order attribute used to sort team
(Refer to chapter 5.1.3				members in a team (if Competitor
for competitors' rules).				@Type="T") or 1 if Competitor
	PrintNam	М	S(35)	@Type="A".
	e Printinam	IVI	3(33)	
	PrintInitia	М	S(18)	
	lName		- (/	
	Birthdate	0	YYYYMMDD	
Composition /Athlete /	Gender	М	CC @PersonGender	-
CompetitorExtension	GenderL abel	М	S(25)	
Refer to chapter 5.1.3	Height	0	N(3)	
for competitors' rules).			999	
	Weight	0	N(3)	
	Organiast	М	999 CC @Organisation	
	Organisat ion	IVI	oc worganisation	
	Organisat	M	S(20)	
	ionLabel			
Competitor /Composition/	Туре	М	See table comment	Type (categorization) of the ExtAthMedal.
/ExtAthMedals	Code	М	See table comment	Key of the ExtAthMedal, to uniquely
/ExtAthMedal				identify this element.



Element	Attribute	M/O	Value	Comments
	Pos	0	Numeric	An optional numerical value used to sort
(Team member's or				extended data with same type and
individual athlete's			See table comment	code.
extended result,	Value	0	See table comment	Value of the @Code (+ @Pos)
depending on whether				referenced ExtAthMedal.
Competitor @Type="T"				
or Competitor				
@Type="A" according				
to competitors' rules in				
chapter 5.1.3.)				

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).





This page has been intentionally left blank