Olympic Data Feed

ODF Sport Messages Interface Document

4 Jul 2012
Technology Department

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1. Introduction

1.1. This document

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

1.2. Objective

The objective of this document is to provide a complete and formal definition of the ODF Sport 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-PiT –** Olympic Data Feed – Point in Time
- **ODF-RT –** Olympic Data Feed – Real Time
- **RSC –** Results System Codes
- **WNPA –** World News Press Agencies

1.5. Related Documents

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

		generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT003	ODF Central Messages Interface Document	This document describes the ODF central messages

2. Overall Perspective

2.1. Objective

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

2.2. End to End data flow

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

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

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

3. Codes

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

CC @CodeEntity

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

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

Code Entity	Format	Code Entity Set of Values	
CC @Action	S(7)	*See Data Dictionary for the set of values*	
CC @ActionRole	S(5)	*See Data Dictionary for the set of values*	
CC @Apparatus	S(24)	*See Data Dictionary for the set of values*	
CC @BoatStatus	S(2)	*See Data Dictionary for the set of values*	
CC @Bracket	S(3)	*See Data Dictionary for the set of values*	
CC @BracketItem	S(3)	*See Data Dictionary for the set of values*	
CC @BracketItems	S(8)	*See Data Dictionary for the set of values*	
CC @CardType	S(1)	*See Data Dictionary for the set of values*	
CC @Category	S(4)	*See Data Dictionary for the set of values*	
CC @Code_CC	S(3)	*See Data Dictionary for the set of values*	
CC @CodePDF	S(15)	**Code**	**Value**
		STARTORDER	Start Order (initial)
		HORSES	Horse Characteristics, Competition Horses
		STARTLIST	Start List
		RESULT	Results
		MEDAL	Medals
		RECORD	Records
		STATISTIC	Statistics
		ENTRY	Entries
		SCHEDULE	Schedule Reports
		OFFCOM	Official Communications
		OTHER	Others
CC @Competition	S(6)	CC @Competition should be notified in advance for the whole competition.	
CC @CompetitorPlace	S(3)	*See Data Dictionary for the set of values*	
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Code	
CC @Course	S(3)	*See Data Dictionary for the set of values*	
CC @Decision	S(3)	*See Data Dictionary for the set of values*	

CC @Desc	N(3) 990	*See Data Dictionary for the set of values*
CC @Description	S(2)	*See Data Dictionary for the set of values*
CC @DestType	S(2)	*See Data Dictionary for the set of values*
CC @DisciplinaryCode	S(1)	*See Data Dictionary for the set of values*
CC @Discipline	S(2)	Defined in ODF Common Codes Document. See entity Discipline. • The entity's attribute to be used is Discipline • However, valid disciplines will be those which Non-Sport attribute='N'
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document. See entity Discipline Gender. • The entity's attribute to be used is Gender. • It will be related to Discipline
CC @DivePositions	S(1)	*See Data Dictionary for the set of values*
CC @EntryStatus	S(3)	*See Data Dictionary for the set of values*
CC @Event	S(3)	Defined in ODF Common Codes Document See entity Event. • The entity's attribute to be used is Event • It will be related to Discipline and Gender
CC @EventCode	S(3)	*See Data Dictionary for the set of values*
CC @ExtendedAction	S(3)	*See Data Dictionary for the set of values*
CC @Function	S(8)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code
CC @Game	S(4)	*See Data Dictionary for the set of values*
CC @GameStatus	S(4)	*See Data Dictionary for the set of values*
CC @GMGNCode	S(9)	Defined in ODF Common Codes Document (see header values sheet) • The Good morning / good night code will be of the form DD0VEN000, where DD=discipline, and VEN=venue
CC @Grip	S(1)	*See Data Dictionary for the set of values*
CC @Group	S(3)	*See Data Dictionary for the set of values*
CC @Hand	S(1)	*See Data Dictionary for the set of values*
CC @HorseBreed	S(6)	*See Data Dictionary for the set of values*
CC @HorseColour	S(2)	*See Data Dictionary for the set of values*
CC @HorseSex	S(2)	*See Data Dictionary for the set of values*
CC @InformationType	N(1) 0	*See Data Dictionary for the set of values*
CC @IRM	S(5)	*See Data Dictionary for the set of values*
CC @JumpOff	S(3)	*See Data Dictionary for the set of values*

CC @JudgePos	S(18)	*See Data Dictionary for the set of values*
CC @Jury	S(12)	*See Data Dictionary for the set of values*
CC @Margin	S(1)	*See Data Dictionary for the set of values*
CC @Match	S(4)	*See Data Dictionary for the set of values*
CC @MatGroups	S(2)	*See Data Dictionary for the set of values*
CC @MatNo	S(1)	*See Data Dictionary for the set of values*
CC @MedalType	S(9)	**Code** / **Value** ME_GOLD / Gold ME_SILVER / Silver ME_BRONZE / Bronze
CC @ObsPnl	S(2)	*See Data Dictionary for the set of values*
CC @Offence	S(7)	*See Data Dictionary for the set of values*
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Code
CC @PanelType	S(3)	*See Data Dictionary for the set of values*
CC @Participation	S(2)	*See Data Dictionary for the set of values*
CC @PenaltyType	S(2)	*See Data Dictionary for the set of values*
CC @Period	S(7)	*See Data Dictionary for the set of values*
CC @PeriodNo	N(1) 0	*See Data Dictionary for the set of values*
CC @PeriodPart	S(3)	*See Data Dictionary for the set of values*
CC @PeriodStatus	S(3)	*See Data Dictionary for the set of values*
CC @PerformanceCategory	S(3)	*See Data Dictionary for the set of values*
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event
CC @PhaseNo	N(1) 0	*See Data Dictionary for the set of values*
CC @Piste	S(1)	*See Data Dictionary for the set of values*
CC @PlayerStatus	S(1)	*See Data Dictionary for the set of values*
CC @PntMrgin	S(2)	*See Data Dictionary for the set of values*
CC @PointsType	S(3)	*See Data Dictionary for the set of values*
CC @Position	S(2)	*See Data Dictionary for the set of values*
CC @PositionAction	S(4)	*See Data Dictionary for the set of values*
CC @PositionOrder	N(1) 0	*See Data Dictionary for the set of values*
CC @PositionNumber	N(1) 0	*See Data Dictionary for the set of values*
CC @PrecType	S(1)	**Code** / **Description** R / Rain S / Snow
CC @PressureUnit	S(2)	*See Data Dictionary for the set of values*
CC @ProgressCode	S(1)	*See Data Dictionary for the set of values*
CC @ProtestStatus	S(4)	**Code** / **Description**

		PND	Pending
		OPN	Open
		CLS	Closed
		ROPN	Re Open
CC @QualificationMark	S(7)	*See Data Dictionary for the set of values*	
CC @QualifyingType	S(4)	*See Data Dictionary for the set of values*	
CC @RangeCode	S(1)	*See Data Dictionary for the set of values*	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record Code • The entity's attribute to be used is Code	
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is Code • It will be related to Discipline	
CC @Region	S(2)	*See Data Dictionary for the set of values*	
CC @ReportType	S(3)	*See Data Dictionary for the set of values*	
CC @RequestContestat	S(3)	*See Data Dictionary for the set of values*	
CC @RequestResult	S(1)	*See Data Dictionary for the set of values*	
CC @RequestType	S(3)	*See Data Dictionary for the set of values*	
CC @ResAction	S(7)	*See Data Dictionary for the set of values*	
CC @ResultCode	S(2)	*See Data Dictionary for the set of values*	
CC @ResultMark	S(5)	*See Data Dictionary for the set of values*	
CC @ResultStatus	S(15)	**Code**	**Description**
		OFFICIAL	Results of the competition released as soon as the event is officially confirmed taking in the account the resolution of the protests, etc. The person responsible for the results on behalf of federation must approve the distribution of the results
		UNOFFICIAL	Results of the competition released as soon as the event is over, not waiting any official decision of the federation or competition secretariat. The correctness of data must be assured.
		PARTIAL	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.
		LIVE_UPDATE	This status is used in results real time messages. It indicates that a match, event unit, game, etc, is running and a new event happened like a goal, a card, a substitution or a competitor passed through an intermediate point. Live update messages include just that information being changed, and for this reason it is an update message. Information not being included in a message in this status should not be considered to change
		LIVE_FULL	This status is used in real time results messages. A live full message is sent for resynchronization purposes, in case of a broken connection between real time customers and real time message senders. To improve the performance, those real time systems that have not lost their connection could discard the process of this message, because it is supposed to include a big amount of data.

			LIVE_FULL real time results messages should be sent periodically. The frequency of the sending of this message should be fine tuned for each sport, by a parametre that should be configurable. In this case, all the real time information sent up to this moment by LIVE_UPDATE messages is included in one single message.
		LIVE_MANDATORY	This status is used in results real time messages. A live mandatory message is a live full message that it is sent to correct data (deletes or corrections in previous messages), i.e. all customers must proceed it because may be in the previous message there are wrong data.
		LIVE_LAST	This status is used in results real time messages. A live last message is a live full message that notify that the customer should not expect more messages for this DocumentCode+ DocumentType.
CC @ResultType	S(13)	*See Data Dictionary for the set of values*	
CC @ResultUnit	S(1)	*See Data Dictionary for the set of values*	
CC @Role	S(3)	*See Data Dictionary for the set of values*	
CC @RoundCode	S(4)	*See Data Dictionary for the set of values*	
CC @RoundNo	S(1)	*See Data Dictionary for the set of values*	
CC @RoutineType	S(1)	*See Data Dictionary for the set of values*	
CC @RunStatus	S(11)	*See Data Dictionary for the set of values*	
CC @Segment	S(6)	*See Data Dictionary for the set of values*	
CC @ShotGun	S(1)	*See Data Dictionary for the set of values*	
CC @ShotPosition	S(3)	*See Data Dictionary for the set of values*	
CC @ShotType	S(1)	*See Data Dictionary for the set of values*	
CC @SpeedUnit	S(3)	*See Data Dictionary for the set of values*	
CC @SplitPointUnit	S(1)	*See Data Dictionary for the set of values*	
CC @StartingCode	S(1)	*See Data Dictionary for the set of values*	
CC @Statistics	S(12)	*See Data Dictionary for the set of values*	

CC @Status	S(9)	*See Data Dictionary for the set of values*
CC @Stroke	S(1)	*See Data Dictionary for the set of values*
CC @Style	S(3)	*See Data Dictionary for the set of values*
CC @TechniqueType	S(4)	*See Data Dictionary for the set of values*
CC @TemperatureType	S(3)	*See Data Dictionary for the set of values*
CC @TemperatureUnit	S(1)	*See Data Dictionary for the set of values*
CC @TypeCompetition	S(3)	*See Data Dictionary for the set of values*
CC @Uniform	S(5)	*See Data Dictionary for the set of values*
CC @Unit	S(2)	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 @UnitCategory	S(1)	*See Data Dictionary for the set of values*
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Venue
CC @Warning	S(1)	*See Data Dictionary for the set of values*
CC @WeatherConditions	S(6)	Defined in ODF Common Codes Document See entity Weather conditions • The entity's attribute to be used is Code
CC @WeatherPoints	S(6)	*See Data Dictionary for the set of values*
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Code
CC @WLT	S(1)	*See Data Dictionary for the set of values*
CC @XCObstacleOutcome	S(2)	*See Data Dictionary for the set of values*

4. General Issues

4.1. ODF header

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

4.2. Attributes Definition

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

4.3. Sport messages definition

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

4.3.1. Principles

- Only the elements and attributes defined in the ODF Documentation must be sent in the xml’s messages. Extra elements or extra attributes should not be sent, even if the information is correct.
- One of the main principles is the one that states that information will not be repeated in general unless it is strictly necessary in order to avoid redundancy and possible inconsistencies. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier.
- Athlete’s and/or official’s names (either participating as team members or individuals) will never be used in the ODF Sport messages in the case of Olympics (elements Athlete/Official/Coach) in order to avoid redundant information, improve consistency, avoid errors, allow names multi-language management, etc.
- While ODF Central Messages and ODF Sport Messages have a core vision of ODF messages (more oriented to data rather than to screens/reports), any necessity of additional messages should be addressed in the Rendered Reports document. This document will allow the possibility to extend any data appearing in this document to other formatted messages (e.g.: combining information being sent in the different messages appearing in this document, creating tables, etc.).

4.3.2. General definition vs. Extended (Re) definition

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

4.3.3. Competitors' rules

- Some information arriving in the ODF Sport Messages (example: competitors), is linked to the central messages, as described in the ODF Central Messages Interface Description Document. For example, to find out the competitors' organisation or athletes' family and given names, you may relate to those messages linking through the specific organisation code, competitor ID, etc. To summarize, any information not appearing in each of the sport particular messages should be available in the central messages (schedule information, etc.).
- For competitors in particular, they use their @Code attributes to get their associated information such as Organisation, etc, from the DT_PARTIC_TEAMS or DT_PARTIC messages (as described in the ODF Central Messages Interface Document), depending on whether Competitor @Type="T" or Competitor @Type="A".
- In any case, for both Competitor @Type="T" and Competitor @Type="A", it will be included for each specific competitor their composition for each particular ODF Sport Message. In the case of Competitor @Type="T", it will be included the team members, while in the case of Competitor @Type="A", it will be included the athlete's ID. The exception is for the start list message, while at early stages of the competitions the team members in the case of Competitor @Type="T" might not be yet known, and therefore, the competitors' composition will not be sent until this information is known. All Composition /Athlete elements will have a mandatory @Order attribute to sort team members in the case Competitor @Type="T", while it should be always 1 if Competitor @Type="A"
- Competitor @Type="G" is used when competitors of same or different organisations participates in an event together but they are not considered a team and their results are individuals.
- If Competitor @Type="A":
    - The Competitor @ID links to an athlete appearing in the DT_PARTIC (athletes) message.
    - There will be always just one Competitor /Composition /Athlete element, including the individual competitor
    - In this case, Competitor @Code and Competitor /Composition /Athlete @Code will be the same. However, the @Bib attribute (just in the start list message) will be only sent in Competitor /Composition /Athlete (being this attribute the athlete's bib number), if @Bib is used in a particular sport, as it should be defined in each of the ODF Sport Data dictionaries.
    - Any extended information related to the individual athlete will be just in the <Athlete> element and nothing will be added to the <Competitor> element.

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

```
<Competitor Type="A" Code=""900001">
  <Composition>
      <Athlete Code=""900001"" Bib="1" Order="1">
          <EventUnitEntry Type="TYPE" Code="CODE" Value="VALUE" />
      </Athlete>
  </Composition>
```

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

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

```
<Competitor Type="T" Code="1234" Bib="1">
  <!-- event unit entry just for the team -->
  <EventUnitEntry Type="TYPE" Code="CODE" Value="VALUE"/>
  <Composition>
      <Athlete Code="900001" Bib="101" Order="1"/>
          <!-- event unit entry just for the team member -->
          <EventUnitEntry Type="TYPE" Code="CODE" Value="VALUE"/>
      <Athlete Code="900002" Bib="102" Order="2"/>
```

<Athlete Code=”900003” Bib=”103” Order=”3”/>

…

</Composition>

- If Competitor @Type=”G”:
  - The Competitor @ID contains the NOC/NPC when the athletes belong to the same organisation, otherwise MIXn.
  - There will be several Competitor /Composition /Athlete elements, containing the group competitor members.
- However, be aware that in some specific messages, competitors (athletes or teams) will sometimes be linked to DT_PARTIC (historic) for Competitor @Type=”A” and DT_TEAM_HISTORIC for Competitor @Type=”T”. It will be done just in the case the specific message states that one competitor is historical, as it is being done in the DT_RECORD message just in the case of historical record holders.

4.3.4. General information for all messages

- For all the messages its content must be UTF-8.
- For all the messages defined in this document (ODF Sport Messages Interface Document), there will be an optional element <Message> to include free text in case more information is needed. The <Message> element will be included as soon as the <Competition> element ends. As a clarification, if this free text has more than one line it will include “<br />” (i.e “<br />”) marks. E.g.: For a result we may have the following:

  <OdfBody DocumentType=”DT_RESULT” …>

  <Competition>

  …

  </Competition>

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

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

  </OdfBody>

4.3.4.1. Elements

- For all the messages, send elements in the same order as defined in the Message Structure table.
- Do not send empty elements. This applies to PiT and RT messages.
- By default, all elements in an XML message will have a unique element key value. This element key can be an attribute, like “Code” in the case of Athlete element, or a summary of attributes, like Type+Code or Type+Code+Pos (if Pos is defined for this element) in the case of Extension, ExtendedResult,… elements.

4.3.4.2. Attributes

- When an attribute has no value:

- In case the attribute is mandatory send it empty (Attribute ="")
- In case the attribute is optional do not send the attribute or send it empty (Attribute ="")

4.3.4.3. Updates

- The message key is made of: DocumentType + DocumentCode + DocumentSubcode + DocumentSubtype.
- PiT messages: The arrival of a new message resets all the previous elements and attributes for a message with the same message key. Remove the whole XML 'tree' built by the previous message. This applies to any PiT message except PiT update messages: DT_SCHEDULE_UPDATE, DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_UPDATE, DT_PARTIC_HORSES_UPDATE and DT_HIST_REC_UPDATE
- RT messages DT_RT_RESULT and DT_RT_CUMULATIVE RESULT
  - When ResultStatus = LIVE_FULL, LIVE_LAST, LIVE_MANDATORY: The arrival of a new message resets all the previous elements and attributes for a message with the same message key. Remove the whole XML 'tree' built by the previous message.
  - When ResultStatus = LIVE_UPDATE:
    - Only changed attributes must be included in the message. If an attribute is mandatory current data must be sent
    - When an attribute sent in the past has no value anymore; send the same message with ResultStatus=LIVE_MANDATORY and
      - If the attribute is mandatory send it empty (Attribute="")
      - If the attribute is optional either do not send it or send it empty

5. Point in Time

5.1. Overall perspective

5.1.1. List of Messages

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

Message Type	Message name
DT_START_LIST	Start List
DT_RESULT	Event Unit Results
DT_PHASE_RESULT	Phase Results
DT_CUMULATIVE_RESULT	Cumulative Results
DT_POOL_STANDING	Pool standings of group in a team competition
DT_RANKING	Event Final ranking
DT_STATS	Statistics table
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_RECORD	Records
DT_COMMUNICATION	Official Communication
DT_BRACKETS	Brackets
DT_GM	Discipline/venue good morning
DT_GN	Discipline/venue good night
DT_FED_RANKING	Federation ranking
DT_CONFIG	Discipline configuration
DT_WEATHER	Event Unit Weather conditions
DT_SERIAL	List of Current PiT Serial
DT_PHOTOFINISH	Photofinish
DT_PRESSPHOTOFINISH_LK	Press Photo finish

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

In general, we could find the following situations:

- Situation 1:

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

- Situation 2:

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

- Situation 3:

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

- Situation 4:

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

For the message definitions:

All of these messages definitions can be need or not by one discipline, in case of need one of them; it has to be redefined by its specific ODF Sport Data Dictionary.

Some parts of the message can be overwriting/redefining in the ODF Sport Data Dictionary document, i.e., Triggers and Frequency (It is possible for some message that the redefinition will be Mandatory), Message Structure (for example, it can be redefined for a specific sport to use optional elements) and Message Values (It can be redefined optional attributes or overwrite required attributes for a specific Sport, for example, all the attributes that in this document have the comment "*See table comment*", if you use these attributes you must redefined them in the ODF Sport Data Dictionary document).

The following table summarizes the situation of each of the messages types in regards to the redefinition's different parts of the message (Trigger and Frequency, Structure and Values) in the ODF Sport Data Dictionary document.

Redefinition **(in Message Type vs. Message Parts)**	**Trigger and Frequency**	**Message Structure (message elements)**	**Message Values (message attributes)**
DT_START_LIST	O	O	O
DT_RESULT	O	O	O
DT_PHASE_RESULT	O	O	O
DT_CUMULATIVE_RESULT	O	O	O
DT_POOL_STANDING	O	O	O
DT_RANKING	O	O	O
DT_STATS	M	M	
DT_MEDALLISTS	O		
DT_MEDALLISTS_DISCIPLINE			
DT_RECORD		O	
DT_COMMUNICATION			
DT_BRACKETS		O	O
DT_GM			
DT_GN			
DT_FED_RANKING	M	O	O

DT_CONFIG		O	O
DT_WEATHER	O	O	O
DT_SERIAL			
DT_PHOTOFINISH			
DT_PRESSPHOTOFINISH_LK			

M For mandatory definition
O For optional definition
Blank when the definition is the same that the general definition

5.1.2. PiT Messages definition

ODF-PiT messages are full messages, i.e. these messages contain all the information until the message delivery time.

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

- Control messages: DT_GM, DT_GN, DT_SERIAL
- Content messages: Rest of Messages

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

5.1.3. PiT message triggers

These triggers will be defined in each general or ODF Sport Data Dictionary definition message.

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	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_START_LIST	Start list message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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 OdfBody element for this message.

As well as the general rules described in the chapter 4.3 (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 5.1 and 4.3 (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 when Composition is not known for team event units)
Officials and its child element Official
ExtOfficial
Coaches and its child element Coach
Start /Competitor /EventUnitEntry
Start /Competitor /Composition /Athlete /EventUnitEntry (Start /Competitor /Composition when Composition is not known for team event units)

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

Competition						
	Code					
	PhaseInfos (0,1)					
		PhaseInfo (1..N)				
			Type			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1..N)		
					Type	
					Code	
					Pos	
					Value	
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
		UnitInfo (0..N)				

			Type			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1..N)		
					Type	
					Code	
					Pos	
					Value	
			Competitor (0,N)			
				Organisation		
				Order		
				Composition (0,1)		
					Athlete	
						FamilyName
						GivenName
	Officials (0,1)					
		Official (1..N)				
			Code			
			Function			
			Order			
			ExtOfficial (0..N)			
				Type		
				Code		
				Pos		
				Value		
	Start (0..N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Bib			
			Coaches (0,1)			
				Coach (1..N)		
					Code	
					Function	
					Order	
			EventUnitEntry (0..N)			
				Type		
				Code		
				Pos		
				Value		
			Composition (0,1)			
				Athlete (1..N)		
					Code	
					Order	
					Bib	
					EventUnitEntry (0..N)	
						Type
						Code
						Pos
						Value

5.2.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo	Type	M	*See table comment*	Type (categorization) of PhaseInfo.

Element	Attribute	M/O	Value	Comments
(Phase info item associated to the event unit)	Code	M	*See table comment*	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort phase info items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitDateTime (Scheduled start date and time)	StartDate	M	DateTime	Scheduled start date-time. For multi-day units, the start date-time is that on the first day.
UnitInfo (Unit info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of UnitInfo.
	Code	M	*See table comment*	Key of the UnitInfo element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor (UnitInfo /Competitor /Composition is optional, because sometimes it is known the teams related to a UnitInfo, but not the team members related to this UnitInfo. There could be more than one competitor related.)	Organisation	M	CC @Organisation	Organisation ID
	Order	O	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (Send if the UnitInfo has a related person, or team member, person associated to this UnitInfo.-Organisation-	FamilyName	O	S(25) *See table comment*	Family name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.

Element	Attribute	M/O	Value	Comments
In a different way to the competitors' rules in chapter 4.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete. For the same reason, it should also be sent @Organisation).	GivenName	O	S(25) *See table comment*	Given name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Official (Official associated to the event unit)	Code	M	*See table comment*	Key of the official, to uniquely identify this element
	Function	M	*See table comment*	Official's function (example: referee, etc.) particularized for the event unit. It may be different (more specific) to the function being sent in the DT_PARTIC (official) message as it is defined in the ODF Central Messages Interface Description Document
	Order	O	*See table comment*	Optionally, send official order if there is any specificity in the sport.
ExtOfficial (Extended official information)	Type	M	*See table comment*	Type (categorization) of ExtOfficial data.
	Code	M	*See table comment*	Key of the ExtOfficial element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort ExtOfficial data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtOfficial.
Start (For any start list, competitors will be sent as soon as known. First information regarding to UnitInfo, UnitActions, etc might be sent before competitors (either single athletes or teams) are known. For this reason, Start is optional (temporally not including any competitor information).	StartOrder	O	Numeric *See table comment*	Start order of the competitor in a start list
	SortOrder	M	Numeric *See table comment*	Used to sort all start list competitors in an event unit (for example, if there is not StartOrder). It is mainly used for display purposes.
Start /Competitor (Competitor participating in the event unit. Refer to chapter 4.3 for competitors' rules	Code	M	S(20) with no leading zeroes, TBD, BYE or Code	Competitor's ID, TBD in case that the competitor is not known, BYE in case of no competitor, or Code that define the Group (in case that the group has not identified as a team, this code will be defined in ODF Sport Data Dictionary for each of the disciplines).

Element	Attribute	M/O	Value	Comments
Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating)	Type	M	T,A,G	T for team A for athlete G for groups that are not a team ID
	Bib	O	*See table comment*	Team competitor's bib number (Competitor @Type should be T). Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventUnitEntry in the previous versions.
Coaches /Coach (Competitor's coach)	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	*See table comment*	Optionally, send official function
	Order	O	*See table comment*	Optionally, send coach order (if more than one coach is needed).
Start /Competitor /EventUnitEntry (Team competitor's event unit entry, according to the competitor's rules in chapter 4.3)	Code	M	*See table comment*	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Unit Entry.
	Pos	O	Numeric *See table comment*	An optional numerical value used for the Event Unit Entry items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Unit Entry.
Start /Competitor /Composition /Athlete (Individual athlete if Competitor @Type="A" or team member if Competitor @Type="T" or "G" participating in the event 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 4.3 for competitors' rules). In case of the Competitor @Code="TBD" this element should not informed.	Code	M	S(20) with no leading zeroes or TBD or BYE	Athlete's ID, corresponding to either a team member or a single athlete participating in the event unit, TBD in case that the competitor is not known, or BYE in case of no competitor
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T" or "G") or 1 if Competitor @Type="A".
	Bib	O	*See table comments*	Individual athlete's bib number (if Competitor @Type="A" or team member's bib number (if Competitor @Type="T" or "G"). Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventUnitEntry in the previous versions.
Start /Competitor /Composition /Athlete /EventUnitEntry (Team member's or individual athlete's event unit entry, depending on	Code	M	*See table comment*	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Unit Entry.
	Pos	O	Numeric *See table comment*	An optional numerical value used for the Event Unit Entry items with same type and code.

Element	Attribute	M/O	Value	Comments
whether Competitor @Type="T" or @Type="G" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Unit Entry.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. 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	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial)
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
DocumentSubtype	*To be defined in each ODF Data Dictionary*	It optional attribute only for special cases in result messages (for example TIE BREAK in GA,…) because there are a lot of data
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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 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.

There is special case that when finish the result there is a tie-break with a lot of data (for example in GA) and in this case we send a DT_RESULT with DocumentSubtype with only the data of the tie-break.

5.3.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (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 /EventUnitEntry
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults /ExtendedResult /Extension
Competitor /Stats and its child element Stat
Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Competitor /Composition /Athlete /Stats and its child element Stat

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

			Duration						
			ExtendedPeriods (0,1)						
				ExtendedPeriod (1..N)	***Code***				
					Type				
					Pos				
					Value				
	UnitActions (0,1)								
		UnitAction (1..N)							
			Code						
			Type						
			Pos						
			Value						
			Status						
			Time						
			ExtendedAction (0..N)						
				Code					
				Type					
				Pos					
				Value					
			Competitor (0..N)						
				Code					
				Type					
				Role					
				Order					
				Composition (0,1)					
					Athlete (1..N)				
						Code			
						Order			
						Role			
	Result (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		WLT							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		Competitor							
			Code						

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

									Pos
									Value
					Stats (0, 1)				
						Stat (1..N)			
							Type		
							Code		
							Pos		
							Value		
							ExtendedStat (0..N)		
								Code	
								Type	
								Pos	
								Value	

The elements Key are marked in bold for the Real Time. All the parents' elements key must to be sent if a child value has changed, also all the mandatory elements must be sent. In any case, all the Unit Actions wll always contain all related Extended Actions.

5.3.5. Message Values

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

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

Element	Attribute	M/O	Value	Comments
(Extensions of UnitInfos)	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	O	CC@Organisation	Organisation ID
	Order	O	N(3)	Order of the competitor associated to the UnitInfo, if more than one competitor associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (If the UnitInfo has a related person, person associated to this UnitInfo. In a different way to the competitors' rules in chapter 4.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete).	FamilyName	M	S(25)	Family name of the person associated to the UnitInfo. This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
	GivenName	O	S(25) *See table comment*	Given name of the person associated to the UnitInfo This person may not be appearing in the List of athletes by discipline message (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Period (Period in which the event unit message is arriving)	Code	M	*See table comment*	Key of the Period element to uniquely identify this element.
	HomeScore	M	*See table comment*	Overall score of the home competitor at the end of the period
	AwayScore	M	*See table comment*	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	*See table comment*	Score of the home competitor just for this period
	AwayPeriodScore	O	*See table comment*	Score of the away competitor just for this period
	Duration	O	*See table comment*	Duration of the period
ExtendedPeriod (ExtendedPeriod information)	Type	M	*See table comment*	Type (categorization) of the ExtendedPeriod
	Code	M	*See table comment*	Key of the ExtendedPeriod, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedPeriod with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitAction (UnitAction, like it could be a goal) The Actions can suffer a lot of modificatios during the competition an a Status attribute has been defined to control this	Type	M	*See table comment*	Type (categorization) of the UnitAction
	Code	M	*See table comment*	Key of the UnitAction, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort UnitAction with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitAction
	Status	M	*N, U, D*	Status of the action to indicate if the action is new (N), update (U) or delete (D). When used in DT_RT_RESULT with ResultStatus LIVE_FULL, LIVE_MANDATORY and LIVE_LAST or DT_RESULT Status will always be "N"
	Time	M	MM:SS 00:00 or *See table comment for some Sports*	Time in minutes and seconds in which the action occurred Example (02:05)
ExtendedAction (ExtendedAction information)	Type	M	*See table comment*	Type (categorization) of the ExtendedAction
	Code	M	*See table comment*	Key of the ExtendedAction, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedAction
UnitAction /Competitor (Competitor participating in the UnitAction, if the UnitAction has an associated competitor. Refer to chapter 4.3 for competitors' rules).	Type	M	T,A	T for team A for athlete
	Code	M	S(20) with no leading zeroes	Competitor's ID
	Role	O	*See table comment*	Role of the competitor in the action
	Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
UnitAction /Competitor /Composition /Athlete (Refer to chapter 4.3 for	Code	M	S(20) with no leading zeroes	Athlete's ID or team member related to the action
	Role	O	*See table comment*	Role of the competitor in the action

Element	Attribute	M/O	Value	Comments
competitors' rules).	Order	M	Numeric	Order in which either the single athlete or the team member (depending on Competitor @Type) should appear for the action, if there is more than one element of this kind associated to the action
Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text *See table comment*	Rank of the competitor in the result.
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The result of the competitor in the event unit
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	WLT	O	*See table comment*	The code whether a competitor won, lost or tied the match / game
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit
RecordIndicators /RecordIndicator (Result's record indicator)	Order	M	Numeric	Deprecated: For London, Order is always '1'for records broken/equalled in this Event Unit.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.
Result /Competitor (Competitor related to one event unit result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown or not exists
	Type	M	T,A, H	T for team A for athlete H for Horse
	Bib	O	*See table comment*	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.

Element	Attribute	M/O	Value	Comments
Result /Competitor/ EventUnitEntry	Type	M	EU_ENTRY	Only for Team Sport Type (categorization) of the EventUnitEntry.
	Code	M	E_HOME or E_AWAY	Only for Team Sport Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Stats /Stat (Team competitor's statistics, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the Stat.
	Code	M	*See table comment*	Key of the Stat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Stat.
Result/Competitor /Stats /Stats /Stat /ExtendedStat (Extended information for the statistics)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat
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 4.3 for competitors' rules).	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
	Bib	O	*See table comment*	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Result / Competitor / Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor/ Composition/ Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete /Stats /Stat (Team member's or individual athlete's statistics, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the Stat.
	Code	M	*See table comment*	Key of the Stat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Stat.
Result /Competitor/ Composition/ Athlete /Stats /Stat /ExtendedStat (Extended information for the statistics)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.

Element	Attribute	M/O	Value	Comments
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.3.6. Message sort

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

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

5.4. Phase Results

5.4.1. Description

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

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

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

5.4.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.4.3. Trigger and Frequency

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

5.4.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

Competition									
	Code								
	PhaseInfos (0,1)								
		PhaseInfo (1..N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1..N)					
					Type				
					Code				
					Pos				
					Value				
	Result (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		Competitor							
			Code						
			Type						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (0,1)						
				Athlete (1..N)					

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

5.4.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo	Type	M	*See table comment*	Type (categorization) of PhaseInfo.
	Code	M	*See table comment*	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort phase info items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result (For any Phase Results message, there should be at least one competitor being awarded a result for the phase)	Rank	O	Text *See table comment*	Rank of the competitor in the phase.
	RankEqual	O	Y	It identifies if a rank has been equalled.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The result of the competitor in the phase
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric *See table comment*	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator (Phase result's record indicator)	Order	M	Numeric	Deprecated: For London, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.

Element	Attribute	M/O	Value	Comments
Result /Competitor (Competitor related to one phase result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A	T for team A for athlete
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.4.6. Message sort

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

5.5. Cumulative Results

5.5.1. Description

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

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

The Cumulative Results message may be used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

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

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial

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

5.5.3. Trigger and Frequency

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

- If results are accumulating accross phases (i.e. the message is sent at event level and the Document Subtype of the message is DDGEEEP00):

  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).

- If results are accumulated across event units (i.e. the message is sent at phase level and the Document Subtype of the message is DDGEEEPUU):

It is sent after the **first** event unit, in addition to subsequent event units; (in this case, the first DT_CUMULATIVE_RESULT message and the DT_RESULT message may contain the same information).The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

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

The clarification of this sequence can be:

Case 1:

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

b) Results are checked and signed off by referee:
   1. Sent DT_RESULT with ODF Version n+2 and ResultStatus =" OFFICIAL".
   2. Sent DT_CUMULATIVE_RESULT with ODF Version m+2 and ResultStatus =" OFFICIAL".

Case 2:

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

Trigger also after any major change.

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

5.5.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.
The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

/CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

Competition									
	Code								
	ExtendedInfos (0,1)								
		ExtendedInfo (1..N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1..N)					
					Type				
					Code				
					Pos				
					Value				
	CumulativeResult (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		ResultItems							
			ResultItem (1..N)						
				Phase					
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder				
					RecordIndicators (0,1)				

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

The elements Key are marked in bold for the Real Time. All the parents' elements key must to be sent if a child value has changed, also all the mandatory elements must be sent.

5.5.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ExtendedInfos/ExtendedInfo	Type	M	*See table comment*	Type (categorization) of the ExtendedInfo.
	Code	M	*See table comment*	Key of the ExtendedInfo, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedInfo.
ExtendedInfos/ExtendedInfo/Extensions/Extension	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
CumulativeResult (For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase)	Rank	O	Text *See table comment*	Rank of the competitor in the cumulative result
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The cumulative result of the competitor
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition
	SortOrder	M	Numeric *See table comment*	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
CumulativeResult/ RecordIndicators /RecordIndicator (Cumulative result's record indicator)	Order	M	Numeric	Deprecated: For London, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the CumulativeResult /Result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.

Element	Attribute	M/O	Value	Comments
CumulativeResult /ResultItems /ResultItem (Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase –identified by @Phase – or unit (if @Unit is also informed, or just phase otherwise)	Phase	M	*See table comment*	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
	Unit	O	*See table comment*	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.
CumulativeResult /ResultItems /ResultItem/ Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text *See table comment*	Rank of the competitor in the result for the event unit or phase identified by /ResultsItems /ResultItem.
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute for the event unit or phase identified by /ResultsItems /ResultItem
	Result	O	*See table comment*	The result of the competitor in the event unit for the event unit or phase identified by /ResultsItems /ResultItem
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultsItems /ResultItem
	QualificationMark	O	*See table comment*	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultsItems /ResultItem
	WLT	O	*See table comment*	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultsItems /ResultItem. It just applied to event units
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit or phase identified by /ResultsItems /ResultItem
CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (result's record indicator)	Order	M	Numeric	Deprecated: For London, Order is always '1' for the latest (best) record of each type broken/equalled in this event unit.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value. It applies to the result of one event unit.

Element	Attribute	M/O	Value	Comments
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.
Competitor (Competitor related to one cumulative result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
	Type	M	T,A, N	T for team A for athlete N for NOC or NPC
CumulativeResult /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
CumulativeResult /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
CumulativeResult /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
CumulativeResult / /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions

Element	Attribute	M/O	Value	Comments
(Extensions of team member's or individual athlete's extended results)	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.5.6. Message sort

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

5.6. Pool Standings

5.6.1. Description

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

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

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

5.6.2. Header Values

The following table describes the 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	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings
DocumentSubtype	*To be defined in each ODF Data Dictionary*	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
ResultStatus	CC @ResultStatus	Result status
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

5.6.3. Trigger and Frequency

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

5.6.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

5.6.5. Message Values

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

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

5.6.6. Message sort

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

5.7. Event Final Ranking

5.7.1. Description

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

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

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

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

5.7.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RANKING	Event Final ranking
ResultStatus	CC @ResultStatus	Result status
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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 ODF header (ResultStatus attribute).

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 OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

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

							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value

5.7.5. Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
EventInfo (Event info item associated to the event)	Type	M	*See table comment*	Type (categorization) of EventInfo.
	Code	M	*See table comment*	Key of the EventInfo element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort event info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced EventInfo.
EventInfos /EventInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result (For any event final ranking message, there should be at least one competitor being awarded a result for the event)	Rank	O	Text *See table comment*	Rank of the competitor in the result.
	RankEqual	O	Y	It identifies if a rank has been equalled.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The result of the competitor in the event
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event (based on rank, but to break rank ties, etc.). It is mainly used for display purposes.
Result /Competitor (Competitor related to one final event result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID, In the case of NOC or NPC it will be the NOC ID, TBD in case that the competitor is unknown or not exists
	Type	M	T,A, N	T for team A for athlete N for NOC's or NPC's

Element	Attribute	M/O	Value	Comments
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single athlete or a team member. Team members should be participating in the event.
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.7.6. Message sort

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

5.8. Official Communication

5.8.1. Description

The Official Communication message contains a release of an Official Communication, which contains jury decisions, competition management decisions, etc.

Official Communications are numbered by sport separately, not globally.

5.8.2. Header Values

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

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	NOTICE (by default in all sports by see comments for the Sailing)	NOTICE: Official Notice type (this is the default value for all sports)
		RINCIDENT: Race Incident type, for sports that have this type of information.
		PROTEST: Protest type (Except protest by Rule 42), only for Sailing.
		PROTEST42: On the water Rule 42 protest type, only for Sailing.
		REQUEST: Request by Information type, only for Sailing.
		LIMIT: Protest Time Limit, only for Sailing
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1 Send incremental number in the case that DocumentSubcode is NOTICE (one for each different Item) Send always 1 in the case that DocumentSubcode is RINCIDENT
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

5.8.3. Trigger and Frequency

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

- In case of Race Indicent:
    - After each incident is logged

Trigger also after any major change.

5.8.4. Message Structure

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

There are not optional elements according to the rules detailed in chapter 5.1 and 4.3.

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

				-	
			IssuedOn		
				DateTime	
			SignedBy (0,2)		
				Code	
				FamilyName	
				GivenName	
				Function	
				Order	
		Protest(0,1)			
			Status		
			HearingTime		
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			Protestor		
			Protestee		
			Witness		
			Interpreter		
			Type		
				-	
			Details		
				-	
			DecisionShort		
				-	
			DecisionLong		
				-	
			Description		
				-	
			FactsFound		
				-	
			Conclusion		
				-	
			Rule		
			Jury(1,N)		
				Code	
				FamilyName	
				GivenName	
				Order	
			SignedBy (0,1)		
				Code	
				FamilyName	
				GivenName	

				Function	
		ProtestR42(0,N)			
			Code		
			Infringement		
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			CompAction		
				-	
			Rule		
			JuryAction		
				-	
		Request(0,1)			
			Code		
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			Details		
				-	
			Reply		
				-	
			ReplyDate		
		Limit(0,N)			
			EventUnit		
				Gender	
				Event	
				Phase	
				Unit	
			DateTime		
		RIncidents (0,1)			
			AfterDistance		
			RIncident (1,N)		
				Code	
				Distance	
				When	
				Incidence	
					-
	Note (0,1)				
		-			

5.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition

Element	Attribute	M/O	Value	Comments
OfficialCommunication	DateTime	M	DateTime	Date and time in which the official communication is published. *Example: 2006-02-26T10:00:00+01:00*
JuryDecision Always mandatory except for DocumentSubcode different from NOTICE. The DocumentSubcode could be different from NOTICE just in case of Sailing so it will be not redefined in the ODF Sport Data Dictionary document in case of other sports.	NewsItem	O	String *See table comment*	Sport dependent (e.g. Communique number in Cycling)
	AffectsRES	M	Y, N	'Y' – The jury decision affects to results 'N' – The jury decision does not affect to results
	AffectsSCH	M	Y, N	'Y' – The jury decision affects to schedules 'N' – The jury decision does not affect to schedules
	AffectsOTH	M	Y, N	'Y' – The jury decision affects to other areas 'N' – The jury decision does not affect to other areas
JuryDecision/ Subtitle	-	M	Free Text	Communication Subtitle (Title that will be placed in the report next to "Official Communication"
JuryDecision/ Heading	-	O	Free Text	Heading of the Official communication. Should contain the event description.
JuryDecision/ EventUnit (Do not send if official communication is used at discipline level)	Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
JuryDecision/ Decision	-	M	Free Text	Summary section of the Official communication. Details section of the Official Communication is included in the PDF only.
JuryDecision/ IssuedBy	-	M	Free Text	Communication author
JuryDecision/ IssuedOn	DateTime	M	DateTime	Decision date and time. *Example: 2006-02-26T10:00:00+01:00*

Element	Attribute	M/O	Value	Comments
JuryDecision/ SignedBy	Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
	FamilyName	O	S(25)	Family name of the person associated to the sign
	GivenName	O	S(25)	Given name of the person associated to the sign
	Function	M	CC @Function	Function of the Signed person
	Order	M	Numeric	Send official order
Protest	Status	M	CC @ProtestStatus	Status of protest
	HearingTime	O	DateTime	Hearing time *Example: 2012-07-26T10:00:00+01:00*
	Protestor	O	Free text	
	Protestee	O	Free text	
	Witness	O	Free text	
	Interpreter	M	Y or N	Interpreter required
	Rule	M	String	Rule applicable
Protest /EventUnit	Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
Protest /Type	-	O	Free text	Type of protest. Denote the different options.
Protest /Details	-	M	Free text	Protest details
Protest /DecisionShort	-	M	Free text	Decision short
Protest /DecisionLong	-	M	Free text	Decision
Protest /Description	-	O	Free text	Description of the incident
Protest /FactsFound	-	M	Free text	Facts Found
Protest /Conclusion	-	M	Free text	Conclusion
Protest /Jury	Code	O	S(20) with no leading zeroes	Official ID
	FamilyName	O	S(25)	Family name of the Jury
	GivenName	O	S(25)	Given name of the Jury
	Order	O	Numeric	Order of the official, if more than one official.
Protest / SignedBy	Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
	FamilyName	O	S(25)	Family name of the person associated to the sign

Element	Attribute	M/O	Value	Comments
	GivenName	O	S(25)	Given name of the person associated to the sign
	Function	M	CC @Function	Function of the Signed person
ProtestR42	Code	M	S(20) with no leading zeroes	Competitor ID
	Infringement	M	Numeric	Infringement number
	Rule	M	String	Rule applicable
ProtestR42 /EventUnit	Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
ProtestR42 /CompAction	-	M	Free text	Competitor action
ProtestR42 /JuryAction	-	M	Free text	Jury action
Request	Code	M	S(20) with no leading zeroes	Competitor ID
	ReplyDate	M	DateTime	Replay date
Request /EventUnit	Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
Request /Details	-	M	Free text	Request details
Request /Reply	-	M	Free text	Request reply

Element	Attribute	M/ O	Value	Comments
Limit /EventUnit	Gender	M	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
	Event	M	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
	Phase	M	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
	Unit	M	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.
Limit	DateTime	O	DateTime	Time Limit for the filing of protest
RIncidents	AfterDistance	O	Text	Description of the Current Distance of the last incident
RIncidents /RIncident	Code	M	Numeric	Sequencial number to identify each Race incident
	Distance	O	S(25)	Distance or segment where incident has happened
	When	M	Free Text	When the incident has happened, i.e. “Before start, Lap 1, …”
RIncidents /RIncident/Incident	-	M	Free Text	Free text that includes a descpription of the incident.
Note (Include just if notes are added)	-	O	Free Text	Free text to include the different additional notes

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.8.6. Message sort

There are not specific sorting requirements

5.9. Statistics

5.9.1. Description

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

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

5.9.2. Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentSubcode	*To be defined in each ODF Data Dictionary*	This is an optional attribute Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1 Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute (it can be useful for example to separate statistics by NOC).
DocumentType	DT_STATS	Statistics message
DocumentSubtype	*To be defined in each ODF Data Dictionary*	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

5.9.3. Trigger and Frequency

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

5.9.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

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

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

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

5.9.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Stats	Code	M	*See table comment*	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.
Competition /Stats /StatsItems /StatsItem (Statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competition /Stats /StatsItems /StatsItem	Type	M	*See table comment*	Type (categorization) of the ExtendedStat

Element	Attribute	M/O	Value	Comments
/ExtendedStat (Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat
Competitor (Competitor related to whom it is intended to detail one particular set of statistics Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode code of the report as seen in the message's header.
	Type	M	T,A	T for team A for athlete
	Order	M	Numeric	Order of the competitor in the statistics
Competitor /StatsItems /StatsItem (Team competitor's stats item, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competitor /StatsItems /StatsItem /ExtendedStat (Team competitor's extended stat, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat
Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Competitor /Composition /Athlete /StatsItems /StatsItem (Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat	Type	M	*See table comment*	Type (categorization) of the extended statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
(Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended statistics with same type and code (the attribute Pos could be the period, as example).

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.9.6. Message sort

Sort according the @Order attributes.

5.10. Event's Medallists

5.10.1.Description

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

5.10.2.Header Values

The following table describes the ODF header attributes.

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

5.10.3.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.

5.10.4.Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

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

							Type
							Code
							Pos
							Value

5.10.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Medal	Code	M	CC @MedalType	Medal type gold, silver or bronze All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)
	Phase	M	CC @Phase	Phase code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
	Unit	M	CC @Unit	Unit code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
Competitor (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
	Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined for the IOC rules.
Competitor/ Officials /Official (Officials in the case there are officials receiving event's medals)	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	*See table comment*	Optionally, send official function
	Order	O	*See table comment*	Optionally, send official order (if more than one official is needed).
Competitor /ExtCompMedals /ExtCompMedal (Team competitor's extended medals information, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtCompMedal.
	Code	M	*See table comment*	Key of the ExtCompMedal, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtCompMedal.
Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element	Attribute	M/O	Value	Comments
Competitor /Composition/ Athlete /ExtAthMedals /ExtAthMedal (Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtAthMedal.
	Code	M	*See table comment*	Key of the ExtAthMedal, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtAthMedal.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.10.6.Message sort

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

5.11. Medallists by Discipline

5.11.1.Description

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

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

5.11.2.Header Values

The following table describes the ODF header attributes

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

5.11.3.Trigger and Frequency

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

Trigger also after any major change.

5.11.4.Message Structure

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

5.11.5.Message Values

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

5.11.6.Message sort

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

5.12. Records

5.12.1.Description

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

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

5.12.2.Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
DocumentType	DT_RECORD	Records
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.12.3.Trigger and Frequency

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

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

Trigger also after any major change.

5.12.4.Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtRecords and its child element
Composition (Only in the case of athletes of one Historical team are not known this element not will be sent)

Competition										
	Code									
	Record (1..N)									
		Code								
		RecordType (1..N)								
			Code							
			Subcode							
			Equalled							
			TypeOrder							
			RecordEntries							
				RecordEntry (1,3)						
					Type					
					Code					
					RecordData					
						ResultType				
						Result				
					ExtRecords (0,1)					
						ExtRecord (1..N)				
							Type			
							Pos			
							Code			
							Value			
					Competitor (1..N)					
						Code				
						Type				
						ExtRecords (0,1)				
							ExtRecord (1..N)			
								Type		
								Pos		
								Code		
								Value		
						RecordData (0,1)				
							Historical			
							RSC			
							Country			
							Place			
							Date			
							Time			
							Confirmed			

							Event			
						Composition (0,1)				
							Athlete (1..N)			
								Code		
								Order		
								ExtRecords (0,1)		
									ExtRecord (1..N)	
										Type
										Pos
										Code
										Value
								RecordData (0,1)		
									Historical	
									RSC	
									Country	
									Place	
									Date	
									Time	
									Confirmed	
									Event	

5.12.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes were broken for the current event unit.
Record /RecordType Send several elements when several records were broken for the current event unit (specified in ODF header). It is possible have more than one element with the same type (as in the case of National Records).	Code	M	CC @RecordType	Record type.
	Subcode	O	- NOC if Code="NR" or "NB" - Rank if Code="BOP", "ALL" or "SBP" - WRC order if Code="WRC"	It will be mandatory in case of Code="NR", "NB", "BOP", "WRC", "ALL" and "SBP"
	Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
	TypeOrder	M	CC @RecordType, column Order	Record Order. It indicates the hierarchy (priority) for types of records
Record /RecordType /RecordEntries /RecordEntry Send the following elements 'RecordEntry': • New record(s) – send C & P record entries; • Invalidated record(s) – send C, P & I record entries For invalidated records, P (previous record) will only be sent when previous records are known.	Type	M	C, P, I	C – It indicates that the record entry will include the list of current records P – It indicates that the record entry will include the list of the previous record holders (now they should have been beaten) I – It indicates that the record entry will include the list of the records holders that are invalidated (not valid anymore)
	Code	O	*CC @RecordType*	Record type. In case that of RecordEntry@Type=I and if the record type code of the record to invalidate is different to the current record type code.
Record /RecordType /RecordEntries RecordEntry /RecordData	ResultType	M	*See table comment*	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc.
	Result	M	*See table comment*	The result of the competitor for the record
Record /RecordType /RecordEntries/ RecordEntry/	Type	M	*See table comment*	Type (categorization) of the extended record information

Element	Attribute	M/O	Value	Comments
ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 4.3)	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ Competitor (Related competitor to whom it is intended to assign one particular record However, if Competitor /RecordData @Historical = Y be aware athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAM (Historic) if Competitor @Type="T". Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
Record /RecordType /RecordEntries/ RecordEntry/ Competitor/ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ Competitor /RecordData (Team competitor's record data, according to the competitor's rules in chapter 4.3. It will have to be sent always if Competitor @Type="T". However, if Competitor @Type="A", it should not be used)	Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
	RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. It should include the event unit in the current competition where the record was broken (as the event unit code is being sent in ODF header).
	Country	M	CC @Country	It should include the country code where the record was broken

Element	Attribute	M/O	Value	Comments
	Place	M	S(40)	It should include the place (town or city) where the record was broken (example: “Salt Lake City”).
	Date	M	YYYYMMDD	It should include the date where the record was broken (for the current competition, the date will be assumed as the date for the @RSC attribute according to its schedule)
	Time	O	MillisTime	Send always (Mandatory) in the case of Historical=’N’.
	Confirmed	O	Y, N	Send in the case Historical=’Y’ and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
	Event	O	S(40)	Send in the case Historical=’Y’. Send the text of the event name where the record was broken (example: “World Championships”, “Olympic Games”, etc.).
Record /RecordType /RecordEntries/ RecordEntry/ Competitor/ Composition /Athlete (Refer to chapter 4.3 for competitors’ rules. However, if Competitor /RecordData @Historical = Y be aware individual athlete / team member information should be in DT_PARTIC (Historic).	Code	M	S(20) with no leading zeroes	Athlete’s ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type=”T”) or 1 if Competitor @Type=”A”.
Record /RecordType /RecordEntries/ RecordEntry/ Competitor/ Athlete/ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ /Competitor/Composition /Athlete /RecordData (Individual athlete’s record data, according to competitors’ rules in chapter 4.3.	Historical	M	Y, N	Send ‘Y’ if the record for competitor being listed in the message was not achieved during the current competition. Send ‘N’ if the record for the competitor being listed in the message was achieved during the current competition

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

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.12.6.Message sort

The following order applies:

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

5.13. Brackets

5.13.1.Description

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

5.13.2.Header Values

The following table describes the ODF header attributes.

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

5.13.3.Trigger and Frequency

In general, this message should be sent at the very beginning of a competition, as soon as a brackets graph can be established.
The message should be sent when a match/event unit is completed, both when at Unofficial and Official status. Therefore it is triggered twice for each event unit, once when Unofficial and once when Official. The message should be updated including the information of each of the competitors being placed in the different bracket items.

During the competition, the @ResultStatus attribute will vary depending on the competition status.

- State that ResultStatus = "INTERMEDIATE" until the last event unit (GM Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- State that ResultStatus = "UNOFFICIAL" when DT_BRACKETS is sent when the last event unit for an event (GM match) has Unofficial status.
- State that ResultStatus = "OFFICIAL" when DT_BRACKETS is sent when the last event unit for an event (GM match) has Official status.

Trigger also after any major change.

5.13.4.Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

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

							Pos			
							Value			
					PreviousUnit (0,1)					
						Phase				
						Unit				
					Competitor (0,1)					
						Code				
						Type				
						ExtBracketComps (0,1)				
							ExtBracketComp (1..N)			
								Type		
								Code		
								Pos		
								Value		
						Composition (0[1],1)				
							Athlete (1..N)			
								Code		
								Order		
								ExtBracketAths (0,1)		
									ExtBracketAth (1..N)	
										Type
										Code
										Pos
										Value

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

5.13.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Bracket	Code	M	*See table comment*	Bracket code to identify a bracket item. (example, it could be finals and classification games)
BracketItems	Code	M	*See table comment*	Bracket code to identify a set of bracket items. It is usually referred to the phase of BracketItem /Unit @Phase
BracketItem	Code	O	*See table comment*	Bracket code to identify a bracket item. However, it is optional because depending on the sport it might make sense or not (example, it could be finals and classification games)
	Order	M	*Numeric*	Sequencial number inside of BracketItems to indicate the order, always start by 1
BracketItem /Unit (Unit related to the BracketItem)	Phase	M	CC @Phase	Phase code for which the current bracket item belongs to
	Unit	M	CC @Unit	Unit code for which the current bracket item belongs to
BracketItem /ExtBracketItems /ExtBracketItem (ExtBracketItems /ExtBracketItem are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtBracketItem information
	Code	M	*See table comment*	Key of the ExtBracketItem, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketItem with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketItem
BracketItem /NextUnit (Next event unit related to the current bracket item. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.
BracketItem /NextUnitLoser (Next event unit related to the current bracket item, but related to the loser competitor. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.
	Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.
BracketItem /CompetitorPlace (This element is used to place the	Pos	M	*N(3)* *999*	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).

Element	Attribute	M/O	Value	Comments
different competitors in the bracket, or if the competitors are not yet known, the information in the place of the bracket regarding to the rule to access to this place, etc.)	Code	O	*See table comment*	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor. However, it is sport dependent
BracketItem /CompetitorPlace/ ExtCompPlaces / ExtCompPlace	Type	M	*See table comment*	Type (categorization) of the ExtCompPlace information
	Code	M	*See table comment*	Key of the ExtCompPlace, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtCompPlace with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtCompPlace
BracketItem /CompetitorPlace /PreviousUnit (Previous event unit related to the CompetitorPlace @Pos competitor of the current bracket item. It should be informed always except for those bracket items whose CompetitorPlace @Pos competitor do not have preceding event units in the bracket graph)	Phase	M	CC @Phase	Phase code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.
	Unit	M	CC @Unit	Unit code of the previous event unit for the CompetitorPlace @Pos competitor of the bracket item.
BracketItem /CompetitorPlace /Competitor (CompetitorPlace @Pos competitor related to the bracket item. It should be always as soon as this competitor is known. If the competitor is not yet known, it should not be included. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (CompetitorPlace @Pos team competitor's extended bracket information, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtBracketIComp information
	Code	M	*See table comment*	Key of the ExtBracketComp, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketComp
BracketItem /CompetitorPlace /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
BracketItem /CompetitorPlace /Competitor /Composition/Athlete /ExtBracketAths /ExtBracketAth	Type	M	*See table comment*	Type (categorization) of the ExtBracketIComp information
	Code	M	*See table comment*	Key of the ExtBracketComp, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
(CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketComp

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.13.6.Message sort

The following order applies:

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

5.14. Discipline/venue good morning

5.14.1. Description

The “discipline/venue good morning” is a message to indicate the start of day of the operations for one specific discipline in one specific venue within a logical day.
All messages produced centrally will share a single DT_GM (with DocumentCode GL0000000 and Venue PDC).

5.14.2. Header Values

The following table describes the ODF header attributes.

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

5.14.3. Trigger and Frequency

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

5.14.4.Message Structure

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

Competition		
	Code	
	Config	
		SDelay
		CompetitionDay

5.14.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	*SDelay*	M	Numeric	Delay in seconds for which a DT_SERIAL message will be generated. This value is set to 180 seconds
	CompetitionDay	O	Date	Competition date for that transmission, valid until the next DT_GN. This attribute will be optional and only requested during testing activities, in which the simulated date does not match the system date. In Games time and Test Events, this attribute will not be sent as the system date applies.

5.14.6.Message sort

There is no sort order for this message.

5.15. Discipline/venue good night

5.15.1. Description

The “discipline/venue good night” is a message to indicate the end of day of the operations for all the disciplines with some kind of competition within a logical day.
All messages produced centrally will share a single DT_GN (with DocumentCode GL0000000 and Venue PDC).

5.15.2. Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT _GN	Discipline/venue good night
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.15.3. Trigger and Frequency

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

5.15.4.Message Structure

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

5.15.5.Message Values

There are not attributes to be defined in this message.

5.15.6.Message sort

There is no sort order for this message.

5.16. Discipline Configuration

5.16.1.Description

This message defines various static data related to a discipline. The sum of all the data can be seen as a set of useful information and as a kind of configuration of one discipline (i.e.: Qualifying Rank Date, distance between intermediate points, etc). It is similar to the kind of information appearing in the UnitInfos elements of the DT_START_LIST and DT_RESULT messages in the case of Event Units, but with the particularity that the information in those messages is more oriented to PiT data (data that has traditionally been included in PiT reports), while the information in this message is more focused to other generals aspects of the discipline.

5.16.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.16.3.Trigger and Frequency

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

Trigger also after any major change.

5.16.4.Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtendedConfigItem

Competition					
	Code				
	Configs				
		Config (1..N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1..N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0..N)	
					Type
					Code
					Pos
					Value

5.16.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	Gender	O	*See table comment*	Event code of the RSC. It should be informed just in the case that the information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
	Event	O	*See table comment*	Event code of the RSC. It should be informed just in the case that the information is by Event, by Phase or by Event Unit. Otherwise, do not include.
	Phase	O	Numeric *See table comment*	Phase code of the. . It should be informed just in the case that the information is by Phase or by Event Unit. Otherwise, do not include.
	Unit	O	Numeric *See table comment*	Unit code of the RSC. It should be informed just in the case that the information is by Event Unit. Otherwise, do not include.
ExtendedConfig	Type	M	*See table comment*	Type (categorization) of the ExtendedConfig.
	Code	M	*See table comment*	Key of the ExtendedConfig, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedConfig with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedConfig.
ExtendedConfigItem	Type	M	*See table comment*	Type (categorization) of the ExtendedConfigItem.
	Code	M	*See table comment*	Key of the ExtendedConfigItem, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedConfigItem with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedConfigItem.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.16.6.Message sort

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

5.17. Federation Ranking

5.17.1.Description

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

5.17.2.Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	DDG000000	DD should be according to CC @Discipline G should be according to CC @Gender
DocumentType	DT_FED_RANKING	Federation ranking
DocumentSubtype	*To be defined in each ODF Data Dictionary*	It indicates the type of Federation Ranking
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.17.3.Trigger and Frequency

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

5.17.4.Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

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

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

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

5.17.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
FedRanking /FedRankingInfos/ FedRankingInfo	Type	M	*See table comment*	Type (categorization) of FedRankingInfo
	Code	M	*See table comment*	Key of the FedRankingInfo element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced FedRankingInfo.
FedRanking /Event	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
FedRanking /Event /OtherCompetitions /OtherCompetition (Other competitions' information – associated to one event-)	Date	M	YYYYMMDD	Date when the event took place during a particular competition for one of the events
	Place	M	String	Place where the competition assigning points to the federation ranking took place
	Country	M	CC @Country	Country where the competition assigning points to the federation ranking took place
	Order	M	N(3) 990	Sort order of the competition according to the date it took place
FedRanking /Ranking	Rank	M	*See table comments*	Overall federation rank according to Ranking @Points
	RankEqual	M	Y	It identifies if a rank has been equalled.
	Points	M	*See table comments*	Overall federation points
	SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties
FedRanking /Ranking /Competitor (Refer to chapter 4.3 for competitors' rules)	Code	O	S(20) with no leading zeroes	Competitor's ID Only Mandatory for Type= A or T
	Type	M	T, A, N	T for team A for athlete N for NOC's or NPC's (this is not for a team this is in the case that there are ranks for Organisations)
	Current	M	Boolean	"true"-The competitor participates in the current competition. "false" – The competitor does not participate in the current competition. Depending on the competitor @Type, further information about the athlete or team will be available either in the "List of participants by discipline" / "List of teams".

Element	Attribute	M/O	Value	Comments
	Organisation	O	CC@Organisation	Organisation ID only for Type= N or T (when Current is false)
FedRanking /Ranking /Competitor /Event (Event for which a competitor –team or organisation - is being ranked. It could be the competitor –team or organisation - could not be participating in this particular event in the current competition. Include all team events, although the team does not have a particular rank for that event. Do not send in the case of just individual events unless that you want to be data for organisations)	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
	Rank	M	N(4) 9990 Or "-"	Federation ranking for one competitor (being this competitor a team or an organisation) in one particular event. Send "-" if the team/organisation does not have any rank for one of the events.
	RankEqual	M	Y	It identifies if a rank has been equalled. Send N in case that the Rank is "-"
	SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Teams without rank for a particular event are sorted last.
	Points	M	*See table comment*	Federation points for one competitor (being this competitor a team) in one particular event.
FedRanking /Ranking /Competitor /Event /OtherCompetitions /OtherCompetition (Other competitions federation points for a particular event in the case of a competitor – team - according to the competitor's rules in chapter 4.3. Send as many as Events /Event /OtherCompetitions /OtherCompetition in the case it is being sent and it is a team event)	Points	M	*See table comment*	Federation points assigned to a particular competitor –individual or team member, depending on Competitor @Type- for one particular event during an specific competition
	Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in Events /Event /OtherCompetitions /OtherCompetition @Order
FedRanking /Ranking /Competitor /Event /ExtFedRankings /ExtFedRanking (Competitor's	Type	M	*See table comment*	Type (categorization) of the ExtFedRanking information
	Code	M	*See table comment*	Key of the ExtFedRanking, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtFedRanking with same type and code.

Element	Attribute	M/O	Value	Comments
extended federation ranking information, being a team according to the competitor's rules in chapter 4.3)	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtFedRanking
FedRanking /Ranking /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	N(3) 990	Send 1 for single athlete; otherwise send order of team members within the team.
FedRanking /Ranking /Competitor /Composition /Athlete /Event (Event for which a competitor –single athlete - is being ranked. It could be the competitor –single athlete-could not be participating in this particular event in the current competition Include all individual events, although the single athlete does not have a particular rank for that event. Do not send in the case of team members -team events-)	Code	M	CC @Discipline CC @Gender CC @Event 0 00	It is the RSC code resulting of the concatenation of the discipline, gender discipline and event code, with 0 and 00 for the phase of the unit, to identify the event for which it is being given the rank points.
	Rank	M	N(4) 9990 Or "-"	Federation ranking for one competitor (being this competitor an athlete or team member) in one particular event. Send "-" in the case one individual athlete does not have rank in one particular individuals' event.
	RankEqual	M	Y	It identifies if a rank has been equalled. Send N in the case that the Rank is "-"
	SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Athletes not being ranked for one event will be listed last
	Points	M	*See table comment*	Federation points for one competitor (being this competitor an athlete or team member) in one particular event.
FedRanking /Ranking /Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition (Other competitions federation points for a particular event in the case of a competitor – individual or team member - according to the competitor's rules in chapter 4.3. Send as many as Events /Event /OtherCompetitions /OtherCompetition in the case it is being sent and it is an individuals' event)	Points	M	*See table comment*	Federation points assigned to a particular competitor –individual or team member, depending on Competitor @Type- for one particular event during an specific competition
	Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in Events /Event /OtherCompetitions /OtherCompetition @Order

Element	Attribute	M/O	Value	Comments
FedRanking /Ranking /Competitor /Composition /Athlete /Event /ExtFedRankings /ExtFedRanking (Competitor's extended federation ranking information, being a team member or a single athlete according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtFedRanking information
	Code	M	*See table comment*	Key of the ExtFedRanking, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtFedRanking with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtFedRanking

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

5.17.6.Message sort

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

5.18. Event Unit Weather Conditions

5.18.1.Description

The weather result condition is a message containing the weather conditions in the Event Unit.

5.18.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_WEATHER	Weather conditions in the match
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue Code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.18.3.Trigger and Frequency

The general rule is that this message is sent when data of weather for a match change.

5.18.4.Message Structure

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

Competition						
	Code					
	Weather					
		Conditions (1..N)				
			Code			
			Humidity			
			Wind_Direction			
			Prec_Type			
			Condition (0,1,2,3)			
				Code		
				Value		
			Precipitation (0, N[2])			
				Unit		
				Value		
			Pressure (0, N[3])			
				Unit		
				Value		
			Temperature (0,N[4])			
				Code		
				Unit		
				Value		
				Type		
			Wind (0, N[5])			
				Code		
				Unit		
				Value		
				Type		

5.18.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Competition/Weather/Conditions	Code	M	*See table comment*	Weather Points
	Humidity	O	N(3)	Humidity in %
	Wind_Direction	O	CC @WindDirection or N(3)	Wind direction
	Prec_Type	O	CC @PrecType	Precipitation type
Competition/Weather/Conditions/Condition Send three times in the case of Winter conditions	Code	M	SKY, SNOW, ICE	Weather conditions type
	Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code
Competition/Weather/Conditions/Precipitation	Unit	M	*See table comment*	Metric system unit for precipitation
	Value	M	N(4).N(1) 9990.0	Precipitation quantity
Competition/Weather/Conditions/Pressure	Unit	M	*See table comment*	Metric system unit for pressure
	Value	M	N(4) 9990	Air pressure

[2] N depends on the @Unit

[3] N depends on the @Unit

[4] N depends on the @Code+@Unit+@Type

[5] N depends on the @Code+@Unit

Element	Attribute	M/O	Value	Comments
Competition/Weather/Conditions/Temperature Send with three different @Code in the case of Winter conditions	Code	M	AIR, SNOW, ICE, WAT, SAND	Air, Snow , Ice or Water temperature Snow and Ice temperature only Mandatory in Winter (if the information is available for the Event Unit) Water or Sand temperature is optional it depends on the Discipline
	Unit	M	*See table comment*	Metric system unit for temperature
	Value	M	±N(3).N(1) ±990.0	Temperature of the @Code
	Type	O	*See Table comment*	Type of Temperature (like Maximun, Minimum, Normal,…)
Competition/Weather/Conditions/Wind	Code	M	SPEED	Wind Speed
	Unit	M	*See table comment*	Metric system unit for Wind
	Value	M	N(3).N(2) 990.00	Wind@Code
	Type	O	*See table comment*	Type of @Code

5.18.6.Message sort

There is not any special sort order requirement for this message. Usually, Conditions@code will be the attribute used to sort the conditions.

5.19. Serial Message

5.19.1.Description

The Serial message is used to inform what is the last serialization of today's logical date messages that has been sent for one discipline taking place in one venue.
All messages produced centrally will share a single DT_SERIAL (with DocumentCode GL0000000 and Venue PDC).

5.19.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_SERIAL	Serial message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Always "-1"

5.19.3.Trigger and Frequency

Send a DT_SERIAL message following the parameters as sent in the DT_GM message. It was a control message.

The last message before a DT_GN message must be a DT_SERIAL message.

5.19.4.Message Structure

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

Competition		
	Code	

	Serial(0..N)	
		DocumentCode
		DocumentSubcode
		DocumentType
		DocumentSubtype
		DateTime
		Serial
		Version

5.19.5.Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Serial	Documentcode	M	S(9)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentSubcode	O	S(10)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentType	M	S(30)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentSubtype	O	S(20)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DateTime	M	DateTime	Date Time when meaasge has been sent
	Serial	M	Numeric	The last serial number of the PiT transmission for a DocumentCode +DocumentType message.
	Version	M	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.19.6.Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.

5.20. Photofinish message

5.20.1.Description

The Photofinish message is an image file encapsulated in a XML message for one particular event unit. This Photofinish message is a generic message for all sports.

5.20.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	*S(10)*	For those RSC that might require more than one picture, the picture number will be indicated here.
DocumentType	DT_PHOTOFINISH	Photofinish message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
ResultStatus	S(15)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Language	S(3)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.20.3.Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

5.20.4.Message Structure

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

Competition			
	Code		
	ImageData		

	PhotoFinish		
		Version	
		Revision	

5.20.5.Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Photofinish message.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ImageData	-	M	Free Text	The ImageData element may have a body consisting of one Base64-encoded report (a jpeg file)
PhotoFinish	Version	M	Numeric	Document version: 1..9999
PhotoFinish	Revision	M	Numeric	Document revision: 1..9999

5.20.6.Message sort

There is not any message sorting requirement for this message.

5.21. Press Photofinish message

5.21.1.Description

The Press Photofinish message contains a link to the Press Diffusion Document for a particular event unit. This photo finish document is a PDF containing the photo finish picture (uncompressed) which includes judgment markers as well as all necessary additional information.

This Photofinish message is a generic message for all sports.

5.21.2.Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	*S(10)*	For those RSC that might require more than one picture, the picture number will be indicated here.
DocumentType	DT_PRESSPHOTOFINISH_LK	Press Photofinish message

Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
ResultStatus	S(15)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Language	S(3)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

5.21.3.Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

5.21.4.Message Structure

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

Competition			
	Code		
	PhotoFinish		
		Version	
		Revision	
		Link	

5.21.5.Message Values

Be aware of all mandatory attributes that will have to appear in any Press Photofinish message.

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhotoFinish	Version	M	Numeric	Document version: 1..9999
PhotoFinish	Revision	M	Numeric	Document revision: 1..9999
PhotoFinish	Link	M	S(255)	URL of the link to the document

5.21.6.Message sort

There is not any message sorting requirement for this message.

6. Real Time

6.1. Overall perspective

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

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

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

6.1.1. Real Time list of messages

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

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

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

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

6.1.2. Real Time messages definition

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

- RT Control messages: DT_RT_GM, DT_RT_GN, DT_RT_KA

- RT Content messages: DT_RT_RESULT, DT_RT_CUMULATIVE_RESULT, DT_RT_CLOCK, DT_RT_GPS_DATA.

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

6.1.2.1. RT Control messages

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

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

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

6.1.2.2. RT Content messages

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

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

“Live” status is also classified in four different types (this status is indicated in the ResultStatus attribute of the ODF header):

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

  There are the following considerations for this kind of messages:

- The first message sent will contain the Static information for the results.
- All the data of the competition must have been send with this kind of message, except if there is correction in the data (in this case a “Live_mandatory” message is expected).
- Since it is an incremental message, no data will be updated or reset unless it is included in the message.
- Regardless of the triggering definition in each of the ODF Sport Data Dictionaries, it should be assumed that the information not being changed / updated should not be included again (in order to decrease the message size, and increase the performance).
- Live update messages will include the RT Serial attribute in the ODF header. First live update message will start with RT Serial number n (where n depend on the numbers of message sending in the actual transmission), and it will be incremented by 1 for each of the Live update messages, regardless of any of the live full messages

- “Live full”: This ODF-RT message is a complete real time message, including for each of the sports all the real time data that could be sent in the “Live update” messages. The process of this message should replace any previous real time results information being stored.

  There are the following considerations for this kind of messages:

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

- “Live mandatory”: This ODF-RT message is a complete real time message (special kind of “Live full” message), including for each of the sports all the real time data that could be sent in the “Live update” messages; it is sent when a correction in the previous messages has been done. The process of this message is mandatory and should replace any previous real time results information being stored.

- "Live last": This ODF-RT message is a special "Live full" message to indicate that the event unit is complete. It will be sent as the last message indicating that no new DT_RT_RESULT or DT_RT_CUMULATIVE_RESULT messages are expected for the event unit. Once the "Live Last" message has been sent, any corrections will be sent (only) through the PiT feed. The process of this message is optional and when processed it should replace any previous real time results information being stored.

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

Standard ODF-PiT	ODF-RT
DT_RESULT	DT_RT_RESULT
DT_CUMULATIVE_RESULT	DT_RT_CUMULATIVE_RESULT

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

6.1.3. Real Time message triggers

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

- if there is the coincidence that according to the definition it should be sent both "Live full" and "Live update" messages at the same moment, "Live update" messages will have a higher priority and will be triggered first.
- if there is the coincidence that according to the definition it should be sent both "Live full" DT_RT_RESULT and DT_RT_CUMULATIVE_RESULTS messages, DT_RESULT message will have a higher priority rather than DT_CUMULATIVE_RESULT message and will be triggered first.
- "Live Mandatory" will be sent when the data wants to be deleted or corrected.
- "Live Last" will be sent as a last message when a match/game finished notifying this.

6.1.4. Real Time last situation

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

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

1) Detect a broken connection if no real time activity is detected, or a sequence desyncrhonization, then:

a. Discard any DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT message (ResultStatus=LIVE_UPDATE), waiting for the live full messages.
b. Process next DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT messages (ResultStatus=LIVE_FULL), with sequence n assuring the full recover of the data
c. Process any message with sequence n+1

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

6.2. RT Discipline/venue good morning

6.2.1. Description

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

6.2.2. Header Values

The following table describes the ODF header attributes

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

6.2.3. Trigger and Frequency

This message should be the first RT message to be sent, 5 minutes before the start of the first event unit of the RT session.

6.2.4. Message Structure

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

Competition		
	Code	
	RTConfig	
		KADelay
		LFDelay
		DelayOffSet

6.2.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
RTConfig	KADelay	M	Numeric	Delay in seconds for which a keep-alive message will be generated if there is not other real time activity. This value is set to 60 seconds
	LFDelay	M	Numeric	Delay in seconds for which a live full results message will have to be generated for resynchronization purposes.
	DelayOffSet	M	Numeric	Delay offset in seconds to be added to the KADelay and LFDelay parameters, for a final customer to assume the connection is broken (including perhaps the loss of a live full message). It considers the delay time from the moment when a keep alive or a live full message is generated, and it successfully arrives to the client. This value is set to 60 seconds

6.2.6. Message sort

There is not any message sorting requirement for this message.

6.3. RT Discipline/venue good night

6.3.1. Description

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

6.3.2. Header Values

The following table describes the ODF header attributes

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

6.3.3. Trigger and Frequency

Trigger when an event unit has completed (that is, a LIVE_LAST has been sent) and the next scheduled event unit does not start for an hour or more, send a DT_RT_GN message to end the current real-time session.

6.3.4. Message Structure

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

6.3.5. Message Values

There are not attributes to define in this message.

6.3.6. Message sort

There is not any message sorting requirement for this message.

6.4. RT Discipline/venue keep alive

6.4.1. Description

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

6.4.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_KA	RT Discipline/venue keep alive
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Always “-1”
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

6.4.3. Trigger and Frequency

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

6.4.4. Message Structure

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

Competition		
	Code	
	Config	
		L_RTSerial

6.4.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	*L_RTSerial*	M	Numeric	The last RT serial number of the RT transmission.

6.4.6. Message sort

There is not any message sorting requirement for this message.

6.5. RT Event Unit Results

6.5.1. Description

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

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

ResultStatus should be always any "LIVE_FULL" "LIVE_MANDATORY", "LIVE_LAST" or "LIVE_UPDATE", according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

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

If the message is sent as LIVE_FULL:

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

6.5.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	"LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST"	For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live Mandatory when there is a correction of previous messages and Live Last for the last message of this key of messages
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Incremental and unique number for each RT message.
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

6.5.3. Trigger and Frequency

- For ResultStatus=LIVE_UPDATE:

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

- For ResultStatus=LIVE_FULL

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

- For ResultStatus=LIVE_MANDATORY

  It is sent when a correction in the previous messages has to be done.

- For ResultStatus=LIVE_LAST

  Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent)).

6.5.4. Message Structure

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

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

6.5.5. Message Values

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

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

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.5.6. Message sort

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

6.6. RT Cumulative Results

6.6.1. Description

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

- The codes used in the extended data in both, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages might be the same, but each message could have more or less codes. However, if the same codes are used, they both are referring to the same data.
- The "ResultItems" and CumulativeResult" elements are optional because information may need to be sent before any result is awarded (for example, weather information) or the information to be sent is not related to any results.
- The RT Cumulative Results message may be used to send an interim summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

ResultStatus should be always any "LIVE_FULL" "LIVE_MANDATORY", "LIVE_LAST" or "LIVE_UPDATE", according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

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

If the message is sent as LIVE_FULL:

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

6.6.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_CUMULATIVE_RESULT	Event Unit Real Time Results message
DocumentSubtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: 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
ResultStatus	“LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST”	For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live Mandatory when there is a correction of previous messages and Live Last for the last message of this key of messages
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

6.6.3. Trigger and Frequency

- For ResultStatus=LIVE_UPDATE:

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

- For ResultStatus=LIVE_FULL:

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

- For ResultStatus=LIVE_MANDATORY

  It is sending when a correction in the previous messages has been done.

- For ResultStatus=LIVE_LAST

  Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent)).

6.6.4. Message Structure

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

- For the LIVE_UPDATE message:
  - Send just the extended information being updated and all athletes with some kind of information updated.
  - The "ResultItems" element is optional, and will not be included unless it is specified in one particular ODF Sport Data Dictionary.
  - In the case some information is updated for one athlete, include the CumulativeResult element (with no attributes if no Cumulative Result information is informed: i.e: after the pass through an intermediate point).
  - Include all CumulativeResult attributes if CumulativeResult information is updated
  - Depending on the performance, a LIVE_UPDATE message that should be generated for one specific trigger could be split in several messages in order not to make a too big message for some triggering conditions.
- For the LIVE_FULL message:
  - Include all the RT data known up to the moment of the message's generation.
- For the LIVE_MANDATORY message:
  - Include all the RT data known up to the moment of the message's generation.
- For the LIVE_LAST message:
  - Include all the RT data known up to the moment of the message's generation.

6.6.5. Message Values

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

6.6.6. Message sort

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

6.7. RT Clock

6.7.1. Description

This message is sent to provide accurate information about the running time while the competition is live in some sports.

6.7.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_CLOCK	Event Unit Real Time Clock message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

6.7.3. Trigger and Frequency

Please refer to each ODF Sport Data Dictionary for details on the Triggering and Frequency for that Sport.

6.7.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
UnitInfo
Periods and its child element Period
Result

Competition			
	Code		
	Clock		
		Time	
		Running	
	UnitInfos (0, 1)		
		UnitInfo (0..N)	
			Type
			Code
			Pos
			Value

	Periods (0, 1)		
		Period (1..N)	
			Code
			HomePeriodScore
			AwayPeriodScore
			Duration
	Result (0, 2)		
		Result	
		SortOrder	

6.7.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Clock	*Time*	M	MM:SS 90:00	Value of the clock
Clock	*Running*	M	Y or N	Indicates if the clock is currently running.
UnitInfo (Unit info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of UnitInfo.
	Code	M	*See table comment*	Key of the UnitInfo element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitInfo.
Period (Period in which the event unit message is arriving)	Code	M	*See table comment*	Key of the Period element to uniquely identify this element.
	HomePeriod Score	O	*See table comment*	Score of the home competitor just for this period
	AwayPeriodS core	O	*See table comment*	Score of the away competitor just for this period
	Duration	O	*See table comment*	Duration of the period
Result	Result	O	*See table comment*	The result of the competitor in the event unit
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit

6.7.6. Message sort

There is not any message sorting requirement for this message.

6.8. RT GPS Data

6.8.1. Description

This message is sent to provide information about the position of the competitors.

6.8.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RT_GPS_DATA	Event Unit Real Time Clock message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

6.8.3. Trigger and Frequency

Please refer to each ODF Sport Data Dictionary for details on the Triggering and Frequency for that Sport.

6.8.4. Message Structure

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

Competition			
	Code		
	Competitor (1..N)		
		ID	
		DistanceToFinish	
		DistanceFromStart	
		DistanceToLeader	
		Speed	
		ExtendedGPSData (0..N)	
			Type
			Code
			Pos
			Value

6.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
GPS	ID	M	S(25)	Competitor ID
	DistanceToFinish	M	Numeric	Distance (in meters) from the competitor position to the finish line
	DistanceFromStart	M	Numeric	Distance (in meters) from the Start Line to the competitor position

Element	Attribute	M/O	Value	Comments
	DistanceToLeader	M	Numeric	Distance (in meters) from the competitor position to the position of the leader
	Speed	M	Numeric	Speed. Please refer to each ODF Sport Data Dictionary for details on the measure units.
ExtendedGPSData	Type	M	*Please refer to the ODF Sport Data Dictionary for each of the disciplines*	Type (categorization) of the ExtendedAction
	Code	M	*Please refer to the ODF Sport Data Dictionary for each of the disciplines*	Key of the ExtendedAction, to uniquely identify this element.
	Pos	O	Numeric *Please refer to the ODF Sport Data Dictionary for each of the disciplines*	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	O	*Please refer to the ODF Sport Data Dictionary for each of the disciplines*	Value of the @Code (+ @Pos) referenced ExtendedAction

6.8.6. Message sort

There is not any message sorting requirement for this message.

7. PDF feed

7.1. Overall perspective

ODF-PDF is another feed to send messages; this feed includes messages that have a PDF file inside of them.

7.1.1. PDF list of messages

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

Message Type	Message name
DT_PDF	PDF messages, these messages inclides a PDF file inside of them based in the ORIS (or PRIS) type
DT_PDF_GM	PDF Discipline/venue good morning
DT_PDF_GN	PDF Discipline/venue good night
DT_PDF_SERIAL	List of Current PDF Serial

7.1.2. PiT Messages definition

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

- Control messages: DT_PDF_GM, DT_PDF_GN, DT_PDF_SERIAL
- Content messages: DT_PDF

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

7.1.3. PDF message triggers

These triggers will be defined in ORIS (or PRIS).

7.2. PDF message

7.2.1. Description

The PDF message is a PDF file encapsulated in a XML message for one particular event unit. This PDF message is a generic message for all sports.

7.2.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	@ RSC	Depending on the pdf, the RSC could be: SS0000000 (sent at Sport level) DD0000000 (Discipline level) DD0VVV000 (Venue level) DDG000000 (Gender level) DD0EEE000 (All Gender Event level) DD0EEEP00 (All Gender Phase level) DD0000Ydd (Daily level where dd is the Day) DDG000Ydd (Gender Day level) DDGEEEYdd (Style Day level) DD0EEEYdd (Event Day level) DD0000Znn (Session level where nn is the session number) DDGEEEZnn (Style Session level) DDGEEE0nn (Team level) DDGEEE000 (Event level) DDGEEEP00 (Phase level) DDGEEEPUU (Event unit level)
DocumentSubcode	*S(10)*	This is an optional attribute Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1 It can be useful for example to separate pdf statistics by NOC or Daily Schedules pdf by date (with format YYYYMMDD) or Session Reports by session (with format YYYYMMDD) or Official Communications pdf by Item Number
DocumentType	DT_PDF	PDF message
DocumentSubtype	ORIS Type (or PRIS Type)	It can be useful for example to say the type of the PDF, i.e. C51A, C73R,… Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
ResultStatus	CC @ResultStatus	This attribute is mandatory only when the *EI_PDF* Type defined in the Atribute *ExtendedInfo* is ***RESULT***.
Language	S(3)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

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

7.2.3. Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

7.2.4. Message Structure

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

Competition			
	Code		
	ExtendedInfos		
		ExtendedInfo (1..N)	
			Type
			Code
	PDFData		
		-	

7.2.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF PDF message.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ExtendedInfo	Type	M	*EI_PDF or EI_PDF_ITEM*	Type (categorization) of ExtendedInfo. For Official Communications, send also EI_PDF_ITEM

Element	Attribute	M/O	Value	Comments
	Code	M	CC @CodePDF or Numeric	Key of the ExtendedInfo, to uniquely identify this element. For Official Communications, where @Type=EI_PDF_ITEM, send numeric. Send the same number that is sent as the NOTICE number for the related DT_COMMUNICATION.
PDFData	-	M	Free Text	The PDFData element may have a body consisting of one Base64-encoded report (a PDF file)

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

7.2.6. Message sort

There is not any message sorting requirement for this message.

7.3. PDF Discipline/venue good morning

7.3.1. Description

The “PDF discipline/venue good morning” is a message to indicate the start of day (for a PDF transmision) of the operations for one specific discipline in one specific venue within a logical day.

7.3.2. Header Values

The following table describes the ODF header attributes.

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

7.3.3. Trigger and Frequency

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

7.3.4. Message Structure

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

Competition		
	Code	
	Config	
		SDelay

7.3.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	*SDelay*	M	Numeric	Delay in seconds for which a DT_PDF_SERIAL message will be generated. This value is 3600.

7.3.6. Message sort

There is no sort order for this message.

7.4. PDF Discipline/venue good night

7.4.1. Description

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

7.4.2. Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT _PDF_GN	Discipline/venue good night (for PDF feed)
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Serial	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

7.4.3. Trigger and Frequency

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

7.4.4. Message Structure

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

7.4.5. Message Values

There are not attributes to be defined in this message.

7.4.6. Message sort

There is no sort order for this message

7.5. PDF Serial Message

7.5.1. Description

The PDF Serial message is used to inform what is the last serialization of today's logical date messages, that has been sent for one discipline taking place in one venue.

7.5.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_PDF_SERIAL	PDF Serial message
Version	1...V	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Date	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Time	MillisTime	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
LogicalDate	Date	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Always "-1"

7.5.3. Trigger and Frequency

Send a DT_PDF_SERIAL message following the parameters as sent in the DT_PDF_GM message. It was a control message.

The last message before a DT_PDF_GN message must be a DT_PDF_SERIAL message.

7.5.4. Message Structure

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

Competition		

	Code	
	Serial(0..N)	
		DocumentCode
		DocumentSubcode
		DocumentType
		DocumentSubtype
		DateTime
		Serial
		Version

7.5.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Serial	Documentcode	M	S(9)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentSubcode	O	S(10)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentType	M	S(20)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DocumentSubtype	O	S(20)	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1
	DateTime	M	DateTime	Date Time when meaasge has been sent
	Serial	M	Numeric	The last serial number of the PiT transmission for a DocumentCode +DocumentType message.
	Version	M	Numeric	Please, refer to the ODF header definition in ODF Central Messages Interface Document chapter 5.1.1

7.5.6. Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R2 v1.0	30 January 2009	Submitted for review version
R2 v2.0	27 February 2009	Changes after IDM and Submitted for Approval
R2 v3.0	27 March 2009	Approved, and some little issues
R2 v4.0	22 May 2009	After improvements presented in last WNPA meeting
R2 v4.1	19 June 2009	Some minor issues
R2 v4.2	17 July 2009	Some minor issues and added the copyright
R2 v4.3	28 August 2009	Some minor corrections
R2 v4.4	18 September 2009	Some minor corrections/improvements
R2 v5.0	2 October 2009	Add a new feed for PDF messages definition
R2 v5.1	16 October 2009	Some minor corrections
R2 v6.0	27 November 2009	Improvements presented in last WNPA Add the serialization to the messages, the recovery process (in Real Time) and some minor corrections
R2 v7.0	23 December 2009	Apply a general definition for Race Incident information Add the serialization of PiT in the RT messages
R2 v7.1	12 March 2010	Clarify the format Text in the attribute Rank Clarify some issues for the Official Communications messages
R2 v7.2	19 March 2010	Clarify some issues pendings of the last WNPA meeting
R2 v7.3	28 May 2010	Correct some typo errors After improvements presented in last WNPA meeting Improve some issues for identify uniquely the elements Some improvements
R2 v7.4	16 Jul 2010	Change the DocumentCode for the DT_POOL_STANDING message Some improvements
R2 v7.5	20 Aug 2010	Some Corrections
R2 v7.6	03 Sep 2010	Some Corrections
R2 v7.7	23 Sep 2010	Some Corrections Add references to the Paralympic Games in the License
R2 v7.8	22 Oct 2010	Some Corrections
R2 v7.9	29 Oct 2010	Some Corrections
R2 V7.10	12 Nov 2010	Some Corrections
R2 v7.11	26 Nov 2010	Some clarifications
R2 v8.0	17 Jan 2011	Added a new attribute in the DT_GM to Identify the Competition Da
R2 v9.0	18 March 2011	Transmission definition removed from this document and included in the ODF Transmission Document. Added Messages DT_RT_CLOCK and DT_RT_GPS_DATA. Some clarifications
R2 v9.1	8 April 2011	Clarification to message DT_RT_GPS_DATA.
R2 v9.2	6 May 2011	Some Corrections
R2 v9.3	8 July 2011	Some clarifications
R2 v9.4	2 Sept 2011	Some clarifications
R2 v9.5	3 Oct 2011	Some clarifications
R2 v9.6	2 Nov 2011	Some clarifications
R2 v9.7	11 Nov 2011	Added DT_PHOTOFINISH message
R2 v9.8	2 Dec 2011	Changes in Official Communication message
R2 v10.0	9 Jan 2012	Clarifications about TBD and BYE in Start List, Result and Ranking

Version history

Version	Date	Comments
		messages
R2 v11.0	10 Feb 2012	Added DT_PRESSPHOTOFINISH_LK and minor clarifications
R2 v12.0	12 March 2012	Changes in Official Communication message
R2 v13.0	13 Apr 2012	CR7957, CR7516 and some clarifications
R2 v14.0	25 May 2012	CR10395 and several corrections/clarifications
R2 v14.1	4 Jul 2012	Some minor clarification

File reference: ODF/INT004-R2 v14.1 APP

Change Log

Version	Status	Changes on version
R2 v1.0	SFR	• First version (it start from the version R1 v5.0) • Reorganizing the index for separate the Point in Time to the Real Time • Clarify the parts of the messages in the chapter 2.2 • In Chapter 5 detail the new messages that we will use for update data as DT_SCHEDULE_UPDATE, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_TEAMS_UPDATE, DT_PARTIC_HORSES_UPDATE • In the Chapter 5.1 update the table Message Type by Redefinition • Replace the message Event Unit configuration by the message Discipline configuration; this message is a general message that includes all static information for one discipline (not only the Event unit Information). • Delete the attribute Bib in the message of DT_MEDALLIST (section 5.15.4) • Add new messages for update the schedule, list of Participants, Teams, Officials and Horses and for this modify the Triggers and Frequency and Message Structure parts for these • Correct the number of the RTSerial in the Chapter 6.1.2.2 • Add one new attributes Organisation in the DT_FED_RANKING the Organisation for Rankings that not depend on Teams and Athletes i.e. that depend on Organisations.
R2 v2.0	SFA	• In the Chapter 5.7.5 the attribute Organisation in UnitInfo /Competitor now is used not only for Team, it can be the Organisation of an athlete too. • In the Chapter 4.3.4 add a new point for clarify the attributes empties. • In Chapter 5 delete the new messages that we will use for update data as DT_SCHEDULE_UPDATE, DT_PARTIC_ATHLETES_UPDATE, DT_PARTIC_OFFICIALS_UPDATE, DT_PARTIC_TEAMS_UPDATE, DT_PARTIC_HORSES_UPDATE this kind of messages are defined in the ODF Central message Document • In the Chapter 5.17 add the Type=N for FedRanking/Ranking /Competitor it is for the case that the Ranking are by NOC's or NPC's, for this the attribute Code now is optional. • In the Chapter 5.10 add the attribute ResultStatus in the ODF Header for have the possibility of send this message when the Event Unit is not finished but the information about medals is known.
R2 v3.0	APP	• Add an optional attribute Duration for the Period element, because this attribute can be useful for some sports. • Clarify the use of html code in the free text of messages in chapter 4.3.4. • Add an optional attribute Pos for the EventUnitEntry elements in the Start List message. • Add the DocumentSubtype attribute as an optional in the DT_RESULT for some special cases. • Add the Type=N for the Competitor in the Cumulative Result message in the case that there are cumulative data by NOC or NPC.
R2 v4.0	APP	• Add a new message for the weather data that can appears in a match/game (DT_WEATHER). • Add a new attribute Time for the Competitor/RecordData and Competitor/CompositionAthlete/RecordData in the case of the Records broken (not historical records). • Clarify the Comments for the attribute EndDate in the DT_RESULT message. • Add DocumentSubcode in the ODF header of the DT_STATS, it can be useful for separate different subcodes of the statistics (for example statistics by NOC). • Add a new value in the Code attribute of the Competitor, for the case that still not be know the competitors that participate in the event Unit in the Start List message.

Change Log

Version	Status	Changes on version
		• Clarify the ResultStatus in the message DT_MEDALLISTS, it is more correctly to have the status PARTIAL instead of UNOFFICIAL. • Clarify the ResultStatus attribute for the Bracket message • Update the ExtendedConfig for the Discipline Configuration message because it can have more that one element.

Change Log

Version	Status	Changes on version
R2 v4.1	APP	• Clarify the section General information for all messages for the , and for the order of the elements in the message. • In the message Event Unit Weather Conditions add one more value N(3) for the wind Direction, some times this direction is defined in degrees as a numeric. Put the elements Condition, Temperature and Wind as optional elements. • Add a new value for the Code of the Competitor in the Event Final ranking in the case that the classification is for NOC. • Add the element PhaseInfo in the Phase message to put information related to this phase. • In DT_FED_RANKING message clarify the description for FedRanking /Ranking /Competitor@Current. • Change the possible value of the Confirmed attribute in Records message. • Clarify the description of the attributes (for the element EventUnit) in the Official Communication message. • Add a new Element ExtendedInfos with its children for the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT, it will use for identify general information about the cumulative data. • Clarify the attributes Code and the RSC in the Record message. • Clarify the section of triggers and frequency in the Start List Message.
R2 v4.2	APP	• Add a clarification in DT_MEDALLISTS for group information in case of equaled medals. • Add the copyright. • Add a new Value “G” in the in Start /Competitor@Code, this will be used in the case of groups of athletes that are not defined as teams.
R2 v4.3	APP	• Add the reference to the CC @RecordCode in the Codes section. • Add a new clarification’s point in the Sport messages definition – Principles section (4.3.1). • Clarify that the element Competitor /Composition in the message DT_BRACKETS should be sent in the case that the Team members are not yet known in the Sport messages definition – Competitors’ Rules section (4.3.3). This change implied that this element must be optional in the DT_BRACKETS message. • Rewrite the sentence of the element’s order and add a new point for the empty elements in General information for all messages section (4.3.4). • Add a clarification in the Triggers and Frecuency section for the DT_CUMULATIVE_RESULT message for detail the sequence of the messages. • Add a clarification in the Ranking/Competitor@Type and for Ranking/Competitor/Event for the Team and Organisation in the message Federation Ranking. • Add the attribute Bib as optional in the Results and Final Ranking messages for the Result/ Competitor and Result/ Competitor/ Composition/ Athlete elements, it was a change request asked in Winter Games and it will apply in Summer Games. • Add the attribute Order for the BracketItem that identifies the order inside the BracketItems.
R2 v4.4	APP	• Update the Official communication message with some issues raised when define ODF Sailing Data Dictionary Documents • Add a new attribute Order to Event Medallist message to sort Competitors in the case the tie. • Change the reference Interface Document chapter 5.1.1 to Central Messages Interface Document chapter 5.1.1 in the attributes of the header (Note that this is not highlight). • Clarify the Comment for the attribute Stats /Code in the Statistics message. • Change the Trigger and Frequency for the Record message, it was required in

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		Winter Games and it has sense for all. • In record message, put as Mandatory Attributes County and Place for the elements RecordData.

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R2 V5.0	APP	• Add a new feed for PDF messages; it includes 3 new messages DT_PDF_GM, DT_PDF_GN and DT_PDF.
R2 V5.1	APP	• Clarify the referende of the header attributes descriptions for the PDF message.
R2 V6.0	APP	• Add the attribute Serial in the header to all messages of PiT and PDF feeds • Include two new messages to control the serialization of the differents feeds (DT_SERIAL and DT_PDF_SERIAL). • Update the Good Morning messages (PiT and PDF feeds) and Keep Alive (RT feed) to add and attribute for define the delay in the serials messages. • Add two news ResutStatus to the Real Time to identify if the messages is mandatory to process or it is the last message of one event, this is an improvement to the recovery. • Update the section of Real Time messages sequence to add the serial number. • Add a new section Overal perspective (in the Point in Time and PDF). • Clarify in the General information for all messages section the case of last occurences. • Change the format of the value from Numeric to Text in the attribute Rank, because in some cases an equal can be send with the rank for Results and Cumulative Results messages (PiT and RT). • In the Result messages (PiT and RT) for UnitAction element change ocurrences for Composition element in the case that the action is made for one team and not one athlete. • Change to optional the UnitAction /Competitor /Composition if the action has not do for a member of the team for the Results messages (PiT and RT). • Change the number of ocurrences in the element Officials/Official/ExtOfficial from (0,1) to (0..N) and put as Mandatory the attribute Officials/Official@Funtion in the Start List Message. • Clarify the section of the Competitors' Rules, in the case of Competitor @Type="T" has not sense to send all the teams members in the case that the Statistics will be of the Teams.
R2 V7.0	APP	• Add the information of the Race Incident as a part of the official communication message. • Add the attribute Serial in the header to all messages of RT.
R2 V7.1	APP	• Put a detailed description in the different messages that contain Rank attribute to clarify its Format Text. • Clarify the DocumentSubtype in the case that DocumentSubcode is NOTICE to send the NewsItem for the DT_COMMUNICATION. • Clarify the DT_PDF in the case that this PDF is an Official Communication.
R2 V7.2	APP	• Clarifly in the DT_MEDALLISTS message that in the case of tie the MedalType must not be grouped. • Add a new trigger in the section Triggers and Frequency for the DT_RESULT message to send this message when the match starts with result 0-0 in the Sport Teams. • Add a new element EvenUnitEntry only Mandatory in the case of Team Sport that identify the Competitor (Team) in DT_RESULT and DT_RT_RESULT.
R2 V7.3	APP	• Correct some typos that say DT_PARTIC_ATHLETES, DT_PARTIC_HISORIC,… by DT_PARTIC • Improvements proposed in the Barcelonal WNPA meeting Add the attribute RankEqual when there are an attribute Rank to identify if this is equalled or not, and clarify the description of the Rank attribute. Add it in DT_RESULT/DT_RT_RESULT, DT_PHASE_RESULT,

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		DT_CUMULATIVE_RESULT/ DT_RT_CUMULATIVE_RESULT, DT_RANKING, DT_FED_RANKING • Clarify the PiT Message definition to say that these types of messages are waiting as full messages. • In the “General information for all messages” section, clarify the unique keys in the elements. • In DT_RT_RESULT, DT_RT_CUMULATIVE_RESULT the key for the elements has been marked in bold. • Add a new attribute Order for the element RecordIndicator in the DT_RESULT, DT_RT_RESULT, DT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages to identify the last record. • Clarify the content of the LIVE_UPDATE and LIVE_FULL messages in the RT Content messages section. • Clarifly in the DT_MEDALLISTS_DAY (ODF Central Messages Interface Document) message that in the case of tie the MedalType must not be grouped, it applies to the DT_ DT_MEDALLISTS_DISCIPLINE message definition too. • Add element ExtRecords (and its child ExtRecord) as a child of Competitor and Athlete elements in the DT_RECORD message to put extra information for the Team/Athlete record. • In DT_RECORD message change the ocurrences for the element Competitor from to (0,1), it is only for the case of historical Teams that may be the athletes are not know. • Adda new attribute Status in the UnitAction element of the result messages, this attribute will indicate if the action is new, update or delete. • Update the description in the DT_PDF message to say that for Official communication the Item Number should be filled in the DocumentSubcode attribute. • Review Principles Section due some parts was obsoletes.

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R2 V7.4	APP	• Change the DocumentCode at phase level for DT_POOL_STANDING message. • Add a note for the keys in the Result message: In the case of ExtendedAction these elements must be send always that the element UnitAction are sended. • In DT_PDF message, Clarify the format for the DocumentSubcode attribute of the header. • In PiT messages change the value of RankEqual from Y or N to Y, it has not sense to be value N for ranks not equelled. • Update Section of General information for all messages to clarifly the attibutes mandatory/optional.
R2 V7.5	APP	• In DT_SERIAL and DT_PDF_SERIAL messages change the ocurrences for the element Serial from (1..N) to (0..N), because these messages are triggres every x miliseconds and can happen that before a PiT or PDF messages arrives they. • Add a clarifiaction in Description section of DT_GM/DT_GN/DT_SERIAL to define some generic attributes for Central messages. • Clarification in the Value of Time (UnitAction element) in result messages because the format in some Sports is differents.
R2 V7.6	APP	• The message Pool Standing is not only for Teams competition, this message is used in competitions that have Groups.
R2 V7.7	APP	• For the Real Time Cumulative message the have optional the element CumulativeResult because could be possible that this message is send only with Result items element. • Add references to the Paralympic Games in the License
R2 V7.8	APP	• Clarifly the Order in the medals messages. • After las revisions in ORIS meetings some results for Horses has been included, then we have included the Type =H for Horses results in Point in time, in result message.
R2 V7.9	APP	• Correct the definition for the message Medallist by discipline.
R2 V7.10	APP	• Update some issues detected in the Trigger and Frequency section for Cumulative message.
R2 V7.11	APP	• Add in PDF the DocumentCode DD0000Ydd that it should be used when the PDF is a Daily PDF. • In DT_MEDALLISTS for the element Competitor delete the ocurrences from (1..N) to 1 due that the medals are grouped by CC@MedalType • Add a new column in the table of Entities (Section 3) to describe the Format of the CC@CodeEntity (included codes for all sports). • Clarify the description of RT Cumulative Result Message and Cumulative result Message • Changes raising in WNPA meeting: ○ In Result message of Point in time delete the trigger that says “Send the message at the beginning of the match for team sports”.
R2 V8.0	APP	• CR1530: Change to include the Competition Day in the DT_GM message
R2 V9.0	APP	• CR1143 - Added DT_RT_GPS_DATA • CR1461 - Added DT_RT_CLOCK • Clarification about ResultStatus attribute on DT_PDF message. • Transmission definitions removed from this document and included in the ODF

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		Transmission Document
R2 V9.1		• Clarification about DT_RT_GPS_DATA
R2 v9.2		• Added CC @ExtendedAction, CC @XCObstacleOutcome, CC @Grip, • CC @Category updated to S(4)
R2 v.9.3		• Added some general clarifications about how to delete information • Added clarification to Triggers and Frequency for DT_BRACKETS message • Removed irrelevant paragraph in section 5.7.3 • Section 5.9.4: Composition for DT_STATS made optional as is not mandatory for Teams. • Section 5.5.3: Clarification on Trigger and Frequency of Cumulative Results.
R2 v.9.4		• Removed the text “it must send always that the attribute Rank is send” from the RankEquals attribute in all messages where it appears. • DT_GM: Value for Config@SDelay defined • DT_PDF_GM: Value for Config@SDelay defined • DT_RT_GM: Value for RTConfig@KADelay and RTConfig@DelayOffSet defined • Standarized format for Document Code across the document. • Clarified note on Event Unit Results - Section 5.3.4 • Other typos and minor changes.
R2 v.9.5		• Clarification on how to re-send messages to 'blank out' attributes - Section 4.3.4 • DT_PDF_GM: Value for Config@SDelay redefined • DT_RT_GM/DT_RT_GN: Tirgger and frequency changed • DT_RESULT: Updated description of UnitAction Status attribute – Section 5.3.5 • Live Last Result status clarified.
R2 v9.6		• Clarification on Record Type on DT_RECORD – Section 5.12.5 • Re-written the whole section about General information for all messages - Section 4.3.4
R2 v9.7		• Added DT_PHOTOFINISH message
R2 v9.8		• CR4913 & CR5405 – Changes in the Official Communication message: Removed Protestor and Protestee elements in offComProtestType and added them as attributes – Section 5.8
R2 v10.0		• Added clarification about Competitor @Type="G" – Section 4.3.3 • Added BYE value in Start/Competitor of the Start List message in case of no competitor, and added TBD and BYE values in Start/Competitor/Composition/ Athlete in case that the competitor is unknown, or no competitor. See Section 5.2.5 • Added TBD value in Result/Competitor of the Event Unit Results message in case that the competitor is unknown or not exists – Section 5.3.5 • Added TBD value in Result/Competitor of the Event Final Ranking message in case that the competitor is unknown or not exists – Section 5.7.5
R2 v11.0		• Added clarification about the meaning of Order attribute in Result/RecordIndicators/RecordIndicator – Section 5.3.5 • Field DocumentType redefined as 30 characters instead of 20 as it is defined in the ODF Central Messages Interface Document – Section 5.19.5 • Add Version and Revision attributes in the DT_PHOTOFINISH message – Section 5.20.4

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		• CR7495 – Add DT_PRESSPHOTOFINISH_LK – Press Diffusion message – Section 5.21
R2 v12.0		• Added clarification about DT_BRACKETS message – Section 5.13.3 • CR8082 – Added Hearing Time in DT_COMMUNICATION message – Section 5.8.4
R2 v13.0		• CR7957 – Added exception in the description of RT Event Unit Results message for statistics related data when message is sent as LIVE_UPDATE – Section 6.5.1 • CR7516 – Several changes related to Records: ▪ Added attribute RecordType in the RecordIndicator of Result and Cumulative Result messages. ▪ Correct Comments for Cumulative Result messages – Section 5.5.5 ▪ Added clarification about the meaning of Order attribute in Result and Cumulative Result messages. ▪ Added the attribute TypeOrder to the DT_RECORD message – Section 5.12 ▪ Changes in the DT_RECORD message in order to fix some issues about invalidating records – Section 5.12 ▪ Added Subcode attribute to support National Records, BOP (Best Performance) and WRC (World Record Chronology) in the DT_RECORD message – Section 5.12 • Make the Subtitle element is mandatory in the DT_COMMUNICATION message. Clarify comments for Decision attribute. • Correct comments about Code and Type in the PDF message – Section 7.2.5
R2 v14.0		• CR10395 – Change on DT_RT_CLOCK definition • Correct comments for FDelay – Section 6.2.5 • Correct comments for SDelay – Section 7.3.5 • Correct number of occurrences for the RecordEntry element – Section 5.12.4 • Correct description of the DT_RECORD message – Section 5.12.1 • Correct description of the RecordEntry element – Section 5.12.5 • Subcode attribute in Record/RecordType will be also mandatory in case of Code="NB", “ALL” and “SBP” – Section 5.12.5 • Flagged attribute Order as deprecated in the element RecordIndicator • Changes in the DocumentCode and DocumentSubcode comments in the PDF message – section 7.2.2
R2 v14.1		• Changed value of attribute ResultStatus – Section 7.2.2

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