

# Olympic Data Feed

## ODF2 General Messages Interface Document

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Technology and Information Department  
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# 1. Introduction

## 1.1. This document

This document defines the general definitions valid for just for Rugby Sevens as part of the ODF2 standard.

This document describes all common messages. Rugby Sevens Data Dictionary documents extend or overwrite the general rules for all sports described in the ODF2 General Messages document.

## 1.2. Related Documents

Document Reference	Document Title	Document Description
ODF/INT142	ODF General Messages Interface Document	This document describes ODF1 General Messages.
TBD	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
TBD	ODF Common Codes Document	This document describes the ODF codes used across of the ODF documents
ODF/SCH2	ODF2 Schema	The ODF2 schema is the tool that helps with the syntactical message validation when developing or testing ODF2 messages.

## 2. Codes

### 2.1. Global Codes

Please refer to the same section of the ODF General Messages Interface Document.

### 2.2. Sport Codes

Please refer to the same section of the ODF General Messages Interface Document.

## 3. Message Definition

### 3.1. ODF2 Message Structure

ODF2 messages are data structures based on standard XML:

<?xml version="1.0" encoding="UTF-8"?>	Declaration
<OdfBody DocumentType=... DocumentCode=... >	ODF Header
[body]	ODF Body
</OdfBody>	

#### 3.1.1. ODF Declaration

The start of an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

#### 3.1.2. ODF Header

The ODF header is the root element of the message and it is always has the element name Odfbody. Header attributes identify ODF2 messages uniquely and provide standard information about each message. The header can be used to easily apply filtering of messages.

The message unique identifier is the aggregation of the following attributes:

- (a) CompetitionCode
- (b) DocumentCode
- (c) DocumentSubcode
- (d) DocumentType and
- (e) DocumentSubtype
- (f) Venue
- (g) Version

The following table describes the ODF2 header attributes. "M" indicates mandatory attributes that must appear in all ODF2 messages. "O" indicates optional attributes. Optional attributes may be required depending on other attributes in the header.

Attribute	M/O	Value	Comment
CompetitionCode	M	CC @Competition	Unique ID for competition
DocumentCode	M	S(9)	<p>DocumentCode can have different values depending on the nature of the message.</p> <p>RSC is used for for Results messages</p> <p>Structured as DDGEEEEPUU, where</p> <ul style="list-style-type: none"> <li>• DD=discipline;</li> <li>• G=discipline gender;</li> <li>• EEE=event;</li> <li>• P=phase;</li> <li>• UU-unit</li> </ul>
DocumentSubcode	O	S(10)	<p>Extension for the DocumentCode</p> <p>Used when the 9 characters of the RSC are not sufficient to uniquely identify the content of the XML message.</p>
DocumentType	M	S(30)	Message Type (e.g. DT_RESULT)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1.. <u>V</u>	<p>Version of the message, sequential number with the highest indicating the most recent version. Increments when the unique identifier fields without version are the same.</p> <p>(Positive integer)</p>
ResultStatus	O	CC @ResultStatus	Defines the status of the result included in the message. Only applicable to messages from OVR.
Language	O	CC @Language	<p>Language used for message content.</p> <p>If the message is distributed in multiple languages and the attribute is not included, then by default the language is English.</p> <p>If missing then ENG is assumed.</p> <p>If the message is not defined in multiple languages then the attribute must not be included</p>
FeedFlag	M	"P"-Production "T"-Test	Test message or production message.



Attribute	M/O	Value	Comment
Date	M	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	M	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	M	Date	<p>Logical Date of events. This is the same as the physical day except where competition extend until next day.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction (prior to DT_GLOBAL_GN).</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Venue	O	CC @VenueCode	The logical venue where the message is generated. A physical venue may be split into different logical venues.
StartListMod	O	S(1)	For DT_RESULT only. Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST.
Serial	M	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day at each sport in each different logical venue.</p>
Source	O	S(6)	Code indicating the system which generated the message.

### 3.1.3. ODF Body

The next element after the ODF2 header is where the body of the ODF2 Message starts.

```
<?xml version="1.0" encoding="UTF-8"?>
<OdfBody DocumentType=... >
  <Competition Code= ...>
    ...
  </Competition>
  <Note> Athlete nnnn disqualified...</Note>
</OdfBody>
```

Declaration  
ODF Header  
ODF Body

Some important considerations for the ODF2 messages:

- (h) ODF2 messages are full messages and as such replace the previous version of the same message (same unit etc.) with the exception of ..\_UPDATE messages which only update some information.
- (i) Mandatory attributes must always be sent. If they do not have any value then they must be sent empty (Attribute = "")
- (j) Known optional elements must always be sent (e.g.Place of Birth).
- (k) Empty optional attributes must be sent either empty (Attribute = "") or not sent. However to reduce implementation variations and message size it is strongly recommended that empty optional elements are not sent.
- (l) ODF2 messages contain elements further refined by one or more attributes used to provide additional information about the element. A one-attribute element could for instance be Code for a Competitor element; a multiple-attribute element could for instance add the name of the competitor.
- (m) Elements must be listed in the order stated in the corresponding ODF message definition. The XML structure should be defined according to a schema (XSD) to ensure full conformance to XML (not more, not less). Any order or other constraints is represented in the schema to ensure a maximum of automatic validation. A schema reference containing all those constraints is provided concurrently with the dictionary. (Note that the order of attributes is not important).
- (n) ODF2 is designed in such way that elements and attributes are organized to minimize redundancy and dependency. However, to reduce re-processing data and simplify its rendering, information may be repeated in different messages.

<Competition> Element

All ODF2 messages contain a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition.  Note: Code is deprecated as the information also appears in the header. It will be removed after Rio.
	ODFGeneral	O	S(20)	Version of the ODF2 General Document
	ODFSport	O	S(20)	Version of the ODF2 Sport Document
	Codes	O	S(20)	Version of the applicable Codes Document

```
<Competition Code="OG2012" ODFGeneral="OG R4 V1.3" ODFSport="OG R4 V1.7"
Codes="OG R4 V1.9">
```

<Note> Element

Any ODF2 message can contain an optional element <Note> to include non-formatted free text (to provide additional non-structured information if needed). This is typically used for explaining modifications to results (disqualified etc.)

<Note> element follows the <Competition> element.

Example:

<Note>PARK Taehwan (KOR) reinstated after protest.</Note>

### 3.1.3.1. <Competitor> Element

Certain ODF2 messages contain an optional element <Competitor> to include information about Athletes, Teams or Groups. Group is used when competitors of same or different organisations participate in an event together but are not considered a team and their results are individuals.

Element	Attribute	M/O	Value	Comment
Competitor	Code	M	S(20) with no leading zeroes	Competitor ID
	Type	M	T, A, G	T = Team A = Athlete G = Group
	Organisation	M	CC @Organisation	Competitor's organisation

If Competitor is an Athlete:

- (o) <Competitor> element contains:
  - (i) the mandatory attribute Type = "A";
  - (ii) the mandatory attribute Code which contains the AthleteID. This attribute links to an athlete listed in the DT\_PARTIC message;
  - (iii) the mandatory element <Composition>.
- (p) <Composition> element contains the mandatory element <Athlete>
- (q) <Athlete> element contains:
  - (i) the mandatory attribute Code which contains the AthleteID (which is the same as in the <Competitor> element);
  - (ii) the mandatory attribute Order with the value of 1.
  - (iii) The optional attribute Bib.
  - (iv) <Athlete> element usually contains the element <Description>
- (r) <Description> element contains:
  - (i) The optional attribute GivenName which contains the athlete's given name in mixed case;
  - (ii) The mandatory attribute FamilyName which contains the athlete's family name in mixed case;
  - (iii) The mandatory attribute Gender;
  - (iv) The mandatory attribute Organisation which contains the athlete's organisation which will be the same as Organisation in the Competitor element;
  - (v) The optional attribute Birthdate which contains the athletes birth date in the format YYYY-MM-DD
  - (vi) The optional attribute IFId which contains the international federation id of the athlete and should be the same as listed in DT\_PARTIC.
  - (vii) The optional attribute Class which contains the sport class for athletes in the Paralympic Games.

- (s) Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code="878987" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="878987" Order="1" Bib="10">
      <Description GivenName="John" FamilyName="Smith" Gender="M"
        Organisation="SUI" BirthDate="1976-12-15" IFId="123423" />
    </Athlete>
  </Composition>
</Competitor>
```

If Competitor is a Team:

- (t) <Competitor> element contains;
  - (i) the mandatory attribute Type = "T";
  - (ii) the mandatory attribute Code = TeamCode. This attribute links to a team listed in the DT\_PARTIC\_TEAMS message;
  - (iii) The optional attribute Bib which is the Bib of the team;
  - (iv) the optional element <Composition>. This element is optional because there are situations where the team members are not known when the message is generated.
  - (v) The optional element <Description>
- (u) <Description> element contains:
  - (i) The optional attribute TeamName which contains the name of the team;
  - (ii) The optional attribute IFId which contains the international federation id of the team.
- (v) <Composition> element contains the mandatory element <Athlete>.
- (w) <Athlete> element contains:
  - (i) the list of athletes that are the team members for the applicable event unit;
  - (ii) the mandatory attribute Code which contains the AthleteID. This attribute links to an athlete listed in the DT\_PARTIC message
  - (iii) the mandatory attribute Order with the team members sort order starting at 1.
  - (iv) The optional attribute Bib;
  - (v) The <Athlete> element usually contains the element <Description> which is described earlier (when the Competitor is an athlete).
- (x) Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- (y) Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code="T2145" Type="T" Organisation="SUI">
  <Description TeamName="Switzerland"/>
  <Composition>
    <Athlete Code="4357627" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W"
        Organisation="SUI" BirthDate="1976-12-15" IFId="123456" />
    </Athlete>
    <Athlete Code="4333627" Order="2">
      <Description GivenName="Jenny" FamilyName="Jones" Gender="W"
        Organisation="SUI" BirthDate="1976-09-15" IFId="123234" />
    </Athlete>
    ...
  </Composition>
</Competitor>
```

Note: Although team members for the whole event can be found in the DT\_PARTIC\_TEAMS message, the specific ODF Sport messages will also include the team members for the particular event unit.

If Competitor is a Group the message is the same as for a Team, except for:

- (z) <Competitor> element contains
  - (i) the mandatory attribute Type = "G"
  - (ii) the mandatory attribute Code = NOC/NPC when the athletes belong to the same organisation, otherwise MIXn

Here is an example of the use of "G" in Modern Pentathlon. Note the members of the group receive individual results.

```
.....
<Result SortOrder="4" StartOrder="4" StartSortOrder="4">
  <Competitor Code="MIX4" Type="G" Organisation="MIX">
    <Composition>
      <Athlete Code="1065564" Order="1" Bib="227" >
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="SUI" BirthDate="1997-07-15" IFId="12345443" />
      </Athlete>
      <Athlete Code="1087051" Order="2" Bib="219" >
        <Description GivenName="Jenny" FamilyName="Jones" Gender="W"
Organisation="ESP" BirthDate="1998-06-15" IFId="324522" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....
```

## 4. ODF2 Messages

The following table lists the ODF2 messages, with their types and their names.

Message Type	Message name
DT_SCHEDULE	Competition Schedule
DT_SCHEDULE_UPDATE	Competition Schedule update
DT_RESULT	Event Unit Start List and Results
DT_PLAY_BY_PLAY	Play by Play
DT_CURRENT	Current Information
DT_POOL_STANDING	Pool standings
DT_BRACKETS	Brackets
DT_STATS	Statistics table
DT_RANKING	Event Final ranking
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline

Rugby Sevens will have to adapt in its ODF document the general presentation of the message: some of the definitions will have to be extended and some overwritten, depending on the sport's specific requirements.

### 4.1. Competition schedule

#### 4.1.1. Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.

This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages and have status UNSCHEDULED or SCHEDULED.

The arrival of the competition schedule message resets all the previous schedule information for one particular discipline.

The startlist component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

- HATH Individual Head to Head units. Not used in Glasgow 2014
- HCOUP Pairs/Couples Head to Head units. Not used in Glasgow 2014
- HNOC NOC Head to Head units. Not used in Glasgow 2014
- HTEAM Teams Head to Head units (e.g. RU)

#### 4.1.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_SCHEDULE	Competition schedule bulk
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

#### 4.1.3. Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT\_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT\_SCHEDULE\_UPDATE") by OVR. There is no automatic triggering and this (DT\_SCHEDULE) message must not be sent after the transfer of control to OVR.

#### 4.1.4. Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13	Level 14
Competition													
	<i>Code</i>												
	<i>ODFGeneral</i>												
	<i>ODFSport</i>												
	<i>Codes</i>												
	<i>Discipline</i>												
		<i>Code</i>											
		Gender (1..N)											
			<i>Code</i>										
			Event (1..N)										
				<i>Code</i>									
				Phase (1..N)									
					<i>Code</i>								
					<i>Type</i>								
					Unit (1..N)								
						<i>Code</i>							
						<i>Unit_No</i>							
						<i>ScheduleStatus</i>							
						<i>StartDate</i>							
						<i>EstimatedStart Date</i>							
						<i>EndDate</i>							
						<i>EstimatedEndDate</i>							
						<i>Medal</i>							
						<i>Venue</i>							
						<i>Location</i>							
						<i>SessionType</i>							
						EstimatedStartText (0..N)							
							<i>Language</i>						
							<i>Value</i>						
						ItemName (0,N)							
							<i>Language</i>						
							<i>Value</i>						
						VenueDescripti							



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13	Level 14
						on							
							VenueName						
							LocationName						
						StartList (0..1)							
							Start (1..N)						
								SortOrder					
								StartOrder					
								Competitor					
									Code				
									Type				
									Organisation				
									Bib				
									Description (0..1)				
										TeamName			
										IFId			
										ExtendedDescription (0,N)			
											Type		
											Code		
											Pos		
											Value		
									Composition (0..1)				
										Athlete (1..N)			
											Code		
											Bib		
											Order		
											Description		
												GivenName	
												FamilyName	
												Gender	
												Organisation	
												BirthDate	
												IFId	
												Class	
												Horse	
												GuideFamilyName	
												GuideGivenName	
												ExtendedDescription	

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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	Level 12	Level 13	Level 14
												(0,N)	
													Type
													Code
													Pos
													Value
						ModificationIndicator (see Table Note)							

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Competition schedule update message".

#### 4.1.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
	ODFGeneral	O	S(20)	Version of the ODF General Document.
	ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
	Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.
Discipline	Code	M	CC @Discipline	Discipline Code
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID
Phase	Code	M	CC @Phase	Phase ID
	Type	M	CC @PhaseType	Include the phase type for those competition, official training phases, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit	Code	M	CC @Unit	Unit ID
	Unit_No	O	Numeric ###	Match / Game / Bout / Race Number or similar
	ScheduleStatus	M	CC @ScheduleStatus	Unit Status
	StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (including CANCELLED and POSTPONED).  <i>Example:</i> 2006-02-26T10:00:00+01:00

Element	Attribute	M/O	Value	Comments
	EstimatedStartDate	O	Boolean	<p>'true' if StartDate (scheduled start time) is an estimation.</p> <p>'false' if StartDate (scheduled start time) is not an estimation.</p> <p>Start times of some units depend on the finalisation of previous event units, where the duration of the previous event unit is fixed. In this case, the start time is set to estimate. When the previous event unit finishes, then this flag is always set to false.</p> <p>This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @StartDate is informed.</p> <p>In case of this attribute is 'true' the StartDate attribute normally is used for sorting.</p>
	EndDate	O	DateTime	<p>End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed.</p> <p><i>Example:</i> 2006-02-26T10:00:00+01:00</p>
	EstimatedEndDate	O	Boolean	<p>'true' if EndDate scheduled end time is estimation.</p> <p>'false' if EndDate scheduled end time is not an estimation.</p> <p>Some event nits have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences, etc.). When the EndDate scheduled end time is finally known, this flag is always set to false.</p> <p>This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @EndDate is informed.</p>
	Medal	M	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit

Element	Attribute	M/O	Value	Comments
	Venue	M	CC @VenueCode	Venue where the unit takes place
	Location	M	CC @Location	Location where the unit takes place
	SessionType	O	CC@SessionType	Session type of the Event Unit (i.e. Morning, Afternoon, etc.) This attribute is only used for Competition Schedules
	ModificationIndicator	N/A	N/A	Only needed in the Competition Schedule update message
Unit/ EstimatedStart Text This element is only used for <u>Competition Schedules</u>	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(20)	Text that explains in the case that StartDate is an estimation which is the Start Time (i.e. "After M.1")
Unit/ ItemName	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(40)	Item Name / Unit Description.  For competition units show the short unit description from common codes which matches the RSC.  For non-competition schedules (where the item description is not in common codes) then add the description.
Unit/ VenueDescription	VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
	LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.
StartList				StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.
Start  (Sent as soon as known for applicable units)	StartOrder	O	Numeric	Competitor's start order
	SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.
Start/Competitor	Code	M	S(20) with no leading zeroes, TBD or NONCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
	Type	M	T,A	T for team A for athlete
	Bib	O		Team competitor's bib number (Competitor @Type is T).
	Organisation	M	NOC Code	

Element	Attribute	M/O	Value	Comments
Start /Competitor /Description	TeamName	O	S(73)	Team Name where known, must send when available, particularly for example H2H team sports including Beach Volleyball.
	IFId	O	S(16)	Team IF number, send if available
Start /Competitor /Description /ExtendedDescription	Type	M		See sport descriptions
	Code	M		See sport descriptions
	Pos	O		See sport descriptions
	Value	O		See sport descriptions
Start /Competitor /Composition				Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc),
Start /Competitor /Composition /Athlete  In case of the Competitor @Code="UNK" this element should not be sent.	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
	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	<i>Same as in the Start List message for each discipline</i>	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T" or "G").
Start /Competitor /Composition /Athlete /Description	GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	Gender	M	CC @PersonGender	Participant's gender
	Organisation	M	CC @Organisation	Organisation ID
	BirthDate	O	YYYY-MM-DD	Date of birth.
	IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
	Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
	Horse	O	S(25)	Name of the athlete's horse
	GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
	GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
Start	Type	M		See sport descriptions

Element	Attribute	M/O	Value	Comments
/Competitor /Description /ExtendedDescription	Code	M		See sport descriptions
	Pos	O		See sport descriptions
	Value	O		See sport descriptions

#### 4.1.6. Message sort

The message is sorted by Discipline@Code, then Gender@Code, then Event@Code, then Phase@Code and then Unit@StartDate. Units of the same phase are grouped together in the same Phase Element. Phases of the same Events are grouped together in the same Event Element. Events of the same Gender are grouped together in the same Gender Element.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end of the corresponding Phase element.

## 4.2. Competition schedule update

### 4.2.1. Description

Competition schedule update is an update message. It is not a complete schedule information message, but only the schedule data being modified.

The arrival of this message updates the previous schedule information for one particular event unit, but does not notify any other change for the rest of the event units except for those contained in the message.

The key of the information updated consists of the following attributes: Discipline @Code, Gender @Code, Event @Code, Phase @Code, Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all these attributes

The data to be sent follows the DT\_SCHEDULE rules in relation to phase type and schedule status

It has to be understood that if one DT\_SCHEDULE message arrives, then all previous DT\_SCHEDULE\_UPDATE messages should be discarded.

### 4.2.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_SCHEDULE_UPDATE	Competition schedule update
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition

Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

### 4.2.3. Trigger and Frequency

This message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

The triggers for status changes are described in each sport data dictionary.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

### 4.2.4. Message Structure

The message structure of the competition schedule update message is the same as the competition schedule message, but adding the attribute ModificationIndicator, which is detailed in the next section

### 4.2.5. Message Values

All message attributes are the same as the competition schedule message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Unit	ModificationIndicator	M	N, U, L	<p>N-New event unit U-Update event unit L-Start List information only</p> <p>If ModificationIndicator='N', then include new event unit to the previous bulk-loaded schedule. It will be rarely used as most added units were available in 'UNSCHEDULED' status.</p> <p>If ModificationIndicator='U', then update the event unit to the previous bulk-loaded schedule</p> <p>If ModificationIndicator='L', then the only changes are related to the StartList information for that unit.</p> <p>If both L and U apply then U is sent.</p>

### 4.2.6. Message sort

The message is sorted by Discipline@Code, then Gender@Code, then Event@Code, then Phase@Code and then Unit@StartDate. Units of the same phase are grouped together in the same Phase Element. Phases of the same Events are grouped together in the same Event Element. Events of the same Gender are grouped together in the same Gender Element.



In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as UNSCHEDULED), they will be listed at the end of the corresponding Phase element.

## 4.3. Event Unit Start List and Results

### 4.3.1. Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

The Event Unit Start List and Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

### 4.3.2. Header Values

#### 4.3.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	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 update the definition of this attribute
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases in result messages
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). <ul style="list-style-type: none"> <li>• START_LIST</li> <li>• OFFICIAL</li> <li>• UNOFFICIAL</li> <li>• INTERMEDIATE (used when the competition is not finished but not currently live)</li> <li>• LIVE (used during the competition when nothing else applies)</li> <li>• UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)</li> </ul> Note: For the use of UNCONFIRMED/UNOFFICIAL/OFFICIAL there will be variations defined in the sport data dictionaries as some statuses may not apply in some sports.
Version	1..V	Version number associated to the message's content. Ascendant number

Attribute	Value	Comment
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> <li>• Competitors or athletes are added, changed or removed including in &lt;UnifInfos&gt;</li> <li>• Any change in &lt;Officials&gt;</li> <li>• Any change in StartOrder or StartSortOrder</li> <li>• Any changes in &lt;Coaches&gt;</li> <li>• Any changes in &lt;EventUnitEntry&gt;</li> </ul>
Serial	Numeric	Refer to the ODF header definition

### 4.3.3. Trigger and Frequency

#### 4.3.3.1. Triggers

This message is sent with ResultsStatus 'START\_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- Event Unit related information like UnitInfos and Officials
- Event Unit competitors
- Addition of IRMs prior to the start of the unit

This message is then sent with ResultsStatus 'LIVE' as soon as there is any 'results' information and continues to be triggered on all updates. The message is also sent with ResultsStatus 'UNCONFIRMED' when the competition finishes.

The use and triggers of UNCONFIRMED, UNOFFICIAL and OFFICIAL is sport dependant and defined in the sport data dictionaries.

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

Trigger also after any change.

If there is any kind of sport specific rule, this can be overwritten in the corresponding ODF Sport Data Dictionaries.

#### 4.3.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Competition</b>									
	<i>Code</i>								
	<i>ODFGeneral</i>								
	<i>ODFSport</i>								
	<i>Codes</i>								
	ExtendedInfos (0,1)								
		UnitDateTime (0,1)							
			<b>StartDate</b>						
			<i>EndDate</i>						
		ExtendedInfo (0,N)							
			<b>Type</b>						
			<b>Code</b>						
			<b>Pos</b>						
			<i>Value</i>						
			Extension (0,N)						
				<b>Code</b>					
				<b>Pos</b>					
				<i>Value</i>					
			Competitor (0,N)						
				<b>Organisation</b>					
				<b>Order</b>					
				Composition					
					Athlete (1,N)				
						<i>FamilyName</i>			
						<i>GivenName</i>			
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			SubEventName						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Gender						
		VenueDescription (0,1)							
			VenueName						
			Location						
			LocationName						
	Officials (0,1)								
		Official (1,N)							
			Code						
			Function						
			Order						
			Description						
				GivenName					
				FamilyName					
				Gender					
				Organisation					
				IFId					
				ExtendedDescription (0,N)					
					<b>Type</b>				
					<b>Code</b>				
					<b>Pos</b>				
					<b>Value</b>				
			ExtOfficial (0,N)						
				Type					
				Code					
				Pos					
				Value					
	Periods (0,1)								
		Period (1,N)							
			<b>Code</b>						
			HomeScore						
			AwayScore						
			HomePeriodScore						
			AwayPeriodScore						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			<i>Duration</i>						
			<i>ExtendedPeriods (0,1)</i>						
				<i>ExtendedPeriod (1,N)</i>					
					<b>Code</b>				
					<b>Type</b>				
					<b>Pos</b>				
					<b>Value</b>				
	<i>Result (1,N)</i>								
		<i>Rank</i>							
		<i>RankEqual</i>							
		<i>Result</i>							
		<i>Unchecked</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>WLT</i>							
		<i>SortOrder</i>							
		<i>StartOrder</i>							
		<i>StartSortOrder</i>							
		<i>ResultType</i>							
		<i>Diff</i>							
		<i>RecordIndicators (0,1)</i>							
			<i>RecordIndicator</i>						
				<i>Code</i>					
				<i>RecordType</i>					
		<i>Competitor</i>							
			<b>Code</b>						
			<i>Type</i>						
			<i>Bib</i>						
			<i>Organisation</i>						
			<i>Description (0,1)</i>						
				<i>TeamName</i>					
				<i>IFId</i>					
				<i>ExtendedDescription (0,N)</i>					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
			Coaches (0,1)						
				Coach (1,N)					
					<i>Code</i>				
					<i>Function</i>				
					<i>Order</i>				
					<i>Description</i>				
						<i>GivenName</i>			
						<i>FamilyName</i>			
						<i>Gender</i>			
						<i>Nationality</i>			
						ExtendedDescription (0,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
			EventUnitEntry (0..N)						
				<i>Type</i>					
				<i>Code</i>					
				<i>Pos</i>					
				<i>Value</i>					
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					Extension (0,N)				
						<i>Code</i>			
						<i>Pos</i>			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						Value			
			Stats (0,1)						
				Stat (1,N)					
					Type				
					Code				
					Pos				
					Value				
					ExtendedStat (0,N)				
						Code			
						Pos			
						Value			
			Composition (0,1)						
				Athlete (1,N)					
					Code				
					Order				
					Bib				
					Description				
						GivenName			
						FamilyName			
						Gender			
						Organisation			
						BirthDate			
						IFId			
						Class			
						Horse			
						GuideFamilyName			
						GuideGivenName			
						ExtendedDescription (0,N)			
							Type		
							Code		
							Pos		
							Value		
					EventUnitEntry (0,N)				
						Type			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						<b>Code</b>			
						<b>Pos</b>			
						<b>Value</b>			
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							<b>Type</b>		
							<b>Code</b>		
							<b>Pos</b>		
							<b>Value</b>		
							Extension (0,N)		
								<b>Code</b>	
								<b>Pos</b>	
								<b>Value</b>	
					Stats (0,1)				
						Stat (1,N)			
							<b>Type</b>		
							<b>Code</b>		
							<b>Pos</b>		
							<b>Value</b>		
							ExtendedStat (0,N)		
								<b>Code</b>	
								<b>Pos</b>	
								<b>Value</b>	

### 4.3.5. Message Values

#### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

#### ExtendedInfos /UnitDateTime

Scheduled start date and time. Actual start –and/or end- dates and times.

Attribute	M/O	Value	Comments
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime See table comment	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.

#### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

#### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

#### ExtendedInfos /ExtendedInfo /Competitor

Attribute	M/O	Value	Comments
Organisation	O	CC @Organisation	Organisation's ID
Order	O	Numeric	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Do not send otherwise

#### ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete

Used when the ExtendedInfo is related to a person or a team member.

The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.

Attribute	M/O	Value	Comments
FamilyName	M	S(25)	Family name of the person associated to the ExtendedInfo.

Attribute	M/O	Value	Comments
			This person may not be appearing in the List of athletes by discipline message. For this reason a @Code attribute is not possible.
GivenName	O	S(25)  See table comment	Given name of the person associated to the ExtendedInfo  This person may not be appearing in the List of athletes by discipline message. For this reason a @Code attribute is not possible.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @Gender	Gender code for the event unit

### ExtendedInfos /VenueDescription

Venue Names in Text.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

### Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's code
Function	M	See table comment	Official's function (example: referee, etc.).  Can be different from the function sent in the DT_PARTIC message.
Order	O	See table comment	Official's order (if the discipline specificity required it).

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

### Officials /Official /Description

Officials extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Attribute	M/O	Value	Comments
IFId	O	S(16)	International Federation ID

**Official /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Officials /Official /ExtOfficial**

Official's extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

**Periods /Period**

Period in which the event unit message arrives.

Attribute	M/O	Value	Comments
Code	M	See table comment	Period's code
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

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Periods /Period /ExtendedPeriods /ExtendedPeriod**

ExtendedPeriod information.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result**

For each Event Unit Results message, there must be at least one competitor being awarded with a result element in the event unit.

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	See table comment	The result of the competitor in the event unit
Unchecked	O	See table comment	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	Indicates 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 the results of an event unit Before the competition this will be the same as the

Attribute	M/O	Value	Comments
			StartSortOrder and is used as the primary sort. During competition any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not
ResultType	O	See table comment	Type of the @Result attribute.
StartOrder	O	Numeric See table comment	Competitor's start order
StartSortOrder	M	Numeric See table comment	Used to sort all start list competitors in an event unit.
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

#### Result /RecordIndicators /RecordIndicator

Result's record indicator.

Attribute	M/O	Value	Comments
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. Must always send the highest or most relevant record type. For example if WR and OR then send WR.

#### Result /Competitor

Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A, H	T for team A for athlete H for Horse
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	Competitor's organisation

#### Result /Competitor /Description

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

#### Competitor /Description /ExtendedDescription

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Coaches /Coach**

Competitor's coach.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official code
Function	O	See table comment	Official function
Order	O	See table comment	Coach order (if more than one coach is needed).

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Result /Competitor /Coaches /Coach /Description**

Coach extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender Code
Nationality	M	CC @Country	Coach's nationality

**Coach /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /EventUnitEntry**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult /Extension**

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor /Stats /Stat**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Stats /Stat /ExtendedStat**

Extended information for the statistics.

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Attribute	M/O	Value	Comments
Bib	O	See table comment	Bib number

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

### Results /Competitor /Composition /Athlete /Description

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

### Description /ExtendedDescription

Type	Code	Pos	Value	Description
See sport specific definition				

### Result /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
See sport specific definition				

### Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type	Code	Pos	Value	Description
See sport specific definition				

### Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

Code	Pos	Value	Description
See sport specific definition			

### Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat**

Extended information for the statistics.

Code	Pos	Value	Description
See sport specific definition			

**4.3.6. Message Sort**

Sort by Result @SortOrder



## 4.4. Play by Play

### 4.4.1. Description

The Play by Play is a message containing official raw data from the results provider.

The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

### 4.4.2. Header Values

#### 4.4.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	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
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: <ul style="list-style-type: none"> <li>• LIVE (used during the competition when nothing else applies)</li> <li>• INTERMEDIATE</li> <li>• UNCONFIRMED</li> <li>• UNOFFICIAL</li> <li>• OFFICIAL (when results official)</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.

Attribute	Value	Comment
Serial	Numeric	Refer to the ODF header definition

### 4.4.3. Trigger and Frequency

#### 4.4.3.1. Triggers

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

#### 4.4.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition								
	Code							
	ODFGeneral							
	ODFSport							
	Codes							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			SubEventName					
			Gender					
		VenueDescription (0,1)						
			VenueName					
			Location					
			LocationName					
	UnitActions							
		UnitAction (1,N)						
			Code					
			Type					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
			<b>Pos</b>					
			<i>Value</i>					
			<i>Time</i>					
			<i>Result</i>					
			<i>ScoreH</i>					
			<i>ScoreA</i>					
			<i>LeadH</i>					
			<i>LeadA</i>					
			ExtendedAction (0,N)					
				<b>Code</b>				
				<b>Type</b>				
				<b>Pos</b>				
				<i>Value</i>				
			Competitor (0,N)					
				<b>Code</b>				
				<i>Type</i>				
				<i>Organisation</i>				
				<i>Role</i>				
				<i>Order</i>				
				Composition (0,1)				
					Athlete (1,N)			
						<b>Code</b>		
						<i>Order</i>		
						<i>Bib</i>		
						<i>Role</i>		
						<i>Description</i>		
							<i>GivenName</i>	
							<i>FamilyName</i>	
							<i>Gender</i>	
							<i>Organisation</i>	
							<i>IFId</i>	
							<i>Class</i>	
							<i>Horse</i>	
							<i>GuideFamilyName</i>	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
							GuideGivenName	
							ExtendedDescription (0,N)	
								<b>Type</b>
								<b>Code</b>
								<b>Pos</b>
								<b>Value</b>
			ImageData (0,1)					

#### 4.4.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @Gender	Gender code for the event unit

##### ExtendedInfos /VenueDescription

Venue Names in Text.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

##### UnitActions /UnitAction

Attribute	M/O	Value	Comments
Code	M	See table comment	Period of the action. (1,2,3,4,...)
Type	M	See table comment	Type (categorization) of the UnitAction
Pos	O	Numeric See table comment	Unique sequential number for all the actions of the period, from 1 to n It is used to sort UnitAction
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitAction
Time	O	mm:ss or See table comment for some Sports	Action's time in minutes and seconds Example (02:05)

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Attribute	M/O	Value	Comments
Result	O	Result of the Action	See sport documents, usually a fixed list of results
ScoreH	O	Score of the Home team	Numeric, home team score after action
ScoreA	O	Score of the Away team	Numeric, away team score after action
LeadH	O	Lead of the Home Team	Lead by Home team, may be negative
LeadA	O	Lead of the Away team	Lead by Away team, may be negative

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**UnitActions /UnitAction /ExtendedAction**

ExtendedAction information.

Type	Code	Pos	Value	Description
See sport specific definition				

**UnitActions /UnitAction /Competitor**

Competitor participating in the UnitAction. Used when the the UnitAction is related to a competitor.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors' organisation
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

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**UnitActions /UnitAction /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID ( individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	See table comment	Bib number
Role	O	See table comment	Role of the competitor in the action

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**UnitActions /UnitAction /Competitor /Composition /Athlete /Description**

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse

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Attribute	M/O	Value	Comments
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**UnitActions /UnitAction /ImageData**

Attribute	M/O	Value	Comments
-	M	Free Text	The ImageData element contains a body consisting of one Base64-encoded file

#### 4.4.6. Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



## 4.5. Current Information

### 4.5.1. Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

### 4.5.2. Header Values

#### 4.5.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
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
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

### 4.5.3. Trigger and Frequency

#### 4.5.3.1. Triggers

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

#### 4.5.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Competition</b>									
	<b>Code</b>								
	<i>ODFGeneral</i>								
	<i>ODFSport</i>								
	<i>Codes</i>								
	ExtendedInfos (0,1)								
		ExtendedInfo (0,N)							
			<b>Type</b>						
			<b>Code</b>						
			<b>Pos</b>						
			<i>Value</i>						
			Extension (0,N)						
				<b>Code</b>					
				<b>Pos</b>					
				<i>Value</i>					
	Clock (0,1)								
		<i>Time</i>							
		<i>Running</i>							
	Periods (0,1)								
		Period (1,N)							
			<i>Code</i>						
			<i>HomeScore</i>						
			<i>AwayScore</i>						
			<i>HomePeriodScore</i>						
			<i>AwayPeriodScore</i>						
			<i>Duration</i>						
			ExtendedPeriods (0,1)						
				ExtendedPeriod (1,N)					
					<b>Code</b>				
					<b>Type</b>				
					<b>Pos</b>				

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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Value				
	Result (0,N)								
		Rank							
		RankEqual							
		Result							
		IRM							
		QualificationMark							
		WLT							
		SortOrder							
		StartOrder							
		StartSortOrder							
		Diff							
		ResultType							
		Competitor (1,N)							
			Code						
			Type						
			Bib						
			Organisation						
			EventUnitEntry (0,N)						
				Type					
				Code					
				Pos					
				Value					
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extension (0,N)				
						Code			
						Pos			
						Value			
			Composition						
				Athlete (1,N)					

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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					<b>Code</b>				
					<i>Order</i>				
					<i>Bib</i>				
					EventUnitEntry (0,N)				
						<b>Type</b>			
						<b>Code</b>			
						<b>Pos</b>			
						<i>Value</i>			
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							<b>Type</b>		
							<b>Code</b>		
							<b>Pos</b>		
							<i>Value</i>		
							Extension (0,N)		
								<b>Code</b>	
								<b>Pos</b>	
								<i>Value</i>	

#### 4.5.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### Clock

Clock information

Attribute	M/O	Value	Comments
Time	M	MM:SS (90:00)	Value of the clock
Running	M	Y or N	Indicates if the clock is currently running.

##### Periods /Period

Period in which the event unit message is arriving.

Attribute	M/O	Value	Comments
Code	M	See table comment	Key of the Period element to uniquely identify this element.
HomeScore	O	See table comment	Overall score of the home competitor at the end of the period
AwayScore	O	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

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Periods /Period /ExtendedPeriods /ExtendedPeriod**

ExtendedPeriod information.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result**

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y or N	It identifies if a rank has been equalled. Send Y of equal or do not send.
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	Indicates 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 the results of an event unit Before the competition this will be the same as the StartSortOrder and is used as the primary sort.
ResultType	O	See table comment	Type of the @Result attribute.
StartOrder	O	Numeric See table comment	Competitor's start order
StartSortOrder	O	Numeric See table comment	Used to sort all start list competitors in an event unit (for example, when the StartOrder is missing). This attribute is used for resorting after some results are available.
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Result /Competitor**

Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T,A	T for team A for athlete
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	Competitors' organisation

**Result /Competitor /EventUnitEntry**

Type	Code	Pos	Value	Description
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Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult /Extension**

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	See table comment	Bib number

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Result /Competitor /Composition /Athlete /EventUnitEntry**

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult**

Team member or individual athlete's extended result.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension**

Code	Pos	Value	Description
See sport specific definition			

## 4.5.6. Message Sort

Sort by Result @SortOrder

## 4.6. Pool Standings

### 4.6.1. Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

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 and 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.

## 4.6.2. Header Values

### 4.6.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
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 message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType.
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: <ul style="list-style-type: none"> <li>• INTERMEDIATE (during the phase)</li> <li>• UNCONFIRMED (if last match is unconfirmed)</li> <li>• UNOFFICIAL (if last match is unofficial)</li> <li>• OFFICIAL (after all matches official)</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced



Attribute	Value	Comment
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

### 4.6.3. Trigger and Frequency

#### 4.6.3.1. Triggers

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE
- When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE though unofficial may be used in some sports.
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

The status can be seen in ODF header (ResultStatus attribute).

Trigger also after any change.

However, if there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionary.

#### 4.6.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
<b>Competition</b>										
	<i>Code</i>									
	<i>ODFGeneral</i>									
	<i>ODFSport</i>									
	<i>Codes</i>									
	ExtendedInfos (0,1)									
		ExtendedInfo (0,N)								
			<b>Type</b>							
			<b>Code</b>							
			<b>Pos</b>							
			<i>Value</i>							
			Extension (0,N)							
				<b>Code</b>						
				<b>Pos</b>						
				<i>Value</i>						
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			SubEventName							
			Gender							
		VenueDescription (0,1)								
			VenueName							
			Location							
			LocationName							
	Result (1,N)									
		<i>Rank</i>								

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
		<i>RankEqual</i>								
		<i>ResultType</i>								
		<i>Result</i>								
		<i>IRM</i>								
		<i>QualificationMark</i>								
		<i>SortOrder</i>								
		<i>Won</i>								
		<i>Lost</i>								
		<i>Tied</i>								
		<i>Played</i>								
		<i>For</i>								
		<i>Against</i>								
		<i>Diif</i>								
		RecordIndicators (0,1)								
			RecordIndicator (1,N)							
				<i>Order</i>						
				<i>Code</i>						
		Competitor								
			<i>Code</i>							
			<i>Type</i>							
			<i>Organisation</i>							
			<i>Description (0,1)</i>							
				<i>TeamName</i>						
				<i>IFId</i>						
				ExtendedDescription (0,N)						
					<i>Type</i>					
					<i>Code</i>					
					<i>Pos</i>					
					<i>Value</i>					
			ExtendedResults (0,1)							
				ExtendedResult (1,N)						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
					<i>Type</i>					
					<i>Code</i>					
					<i>Pos</i>					
					<i>Value</i>					
					Extension (0,N)					
						<i>Code</i>				
						<i>Pos</i>				
						<i>Value</i>				
			Composition (0,1)							
				Athlete (1,N)						
					<i>Code</i>					
					<i>Order</i>					
					ExtendedResults (0,1)					
						ExtendedResult (1,N)				
							<i>Type</i>			
							<i>Code</i>			
							<i>Pos</i>			
							<i>Value</i>			
							Extension (0,N)			
								<i>Code</i>		
								<i>Pos</i>		
								<i>Value</i>		
					<i>Description (0..1)</i>					
						<i>GivenName</i>				
						<i>FamilyName</i>				
						<i>Gender</i>				
						<i>Organisation</i>				
						<i>BirthDate</i>				
						<i>IFId</i>				
						<i>Class</i>				
						<i>Horse</i>				
						<i>GuideFamilyName</i>				
						<i>GuideGivenName</i>				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
						ExtendedDescription (0,N)				
							<b>Type</b>			
							<b>Code</b>			
							<b>Pos</b>			
							<i>Value</i>			
			Opponent (0,N)							
				Code						
				Type						
				Pos						
				Organisation						
				Date						
				Time						
				Result						
				Unit (0,1)						
					<i>Phase</i>					
					<i>Unit</i>					
				ExtendedResults (0,1)						
					ExtendedResult (1,N)					
						<b>Type</b>				
						<b>Code</b>				
						<b>Pos</b>				
						<i>Value</i>				
						Extension (0,N)				
							<b>Code</b>			
							<b>Pos</b>			
							<i>Value</i>			
				<i>Description (0,1)</i>						
					<i>TeamName</i>					
					<i>IFld</i>					
					ExtendedDescription (0,N)					
						<b>Type</b>				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
						<b>Code</b>				
						<b>Pos</b>				
						<b>Value</b>				
				Composition (0,1)						
					Athlete (1,N)					
						<b>Code</b>				
						<b>Order</b>				
						ExtendedResults (0,1)				
							ExtendedResult (1,N)			
								<b>Type</b>		
								<b>Code</b>		
								<b>Pos</b>		
								<b>Value</b>		
								Extension (0,N)		
									<b>Code</b>	
									<b>Pos</b>	
									<b>Value</b>	
						Description (0..1)				
							GivenName			
							FamilyName			
							Gender			
							Organisation			
							BirthDate			
							IFld			
							Class			
							Horse			
							GuideFamilyName			
							GuideGivenName			
							ExtendedDescription (0,N)			
								<b>Type</b>		
								<b>Code</b>		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
								<i>Pos</i>		
								<i>Value</i>		

#### 4.6.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	SubEventName short name (not code) from Common Codes
Gender	M	CC @Gender	Gender code for the event unit

##### ExtendedInfos /VenueDescription

Venue Names in Text. **Only included where the phase is contested at a single venue**

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code Only include if single location.
LocationName	O	S(30)	Location short name (not code) from Common Codes. Only include if single location.

##### Result

For any message, there should be at least one competitor being awarded a result for the pool.

Attribute	M/O	Value	Comments
Rank	O	Text	Rank of the competitor in the pool.



Attribute	M/O	Value	Comments
		See table comment	
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the pool, usually the points scored
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	Unique sort order for result in the pool, based on rank to break rank ties.
Won	O	Numeric See table comment	Number of matches or games won
Lost	O	Numeric See table comment	Number of matches or games lost
Tied	O	Numeric See table comment	Number of matches or games tied
Played	O	Numeric See table comment	Number of matches or games played by the competitor
For	O	Numeric See table comment	Points/Goals achieved by the team
Against	O	Numeric See table comment	Points/Goals against the team
Diff	O	See table comment	Difference between For and Against or Ratio, see sports documents for more information.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

#### Result /RecordIndicators /RecordIndicator

Result's record indicator.

Attribute	M/O	Value	Comments
Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1 (for the current record).
Code	M	See table comment	Code which gives the nature of the record broken by the phase result value

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

#### Result /Competitor

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID

Attribute	M/O	Value	Comments
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors' organisation

**Result /Competitor / Description**

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult**

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /ExtendedResults /ExtendedResult /Extension**

Extensions of Team competitor's extended results.

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual 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".

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension**

Extensions of team member's or individual athlete's extended results.

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor /Composition /Athlete /Description**

Athletes extended information. Description is only sent in individual events.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must

Attribute	M/O	Value	Comments
			include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Results /Competitor / Opponent**

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor ID or UNK if unknown
Type	M	T,A	T for team A for athlete
Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	Time	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

**Result /Competitor /Opponent /Unit**

Unit related to the item where the competitor and opponent compete against each other.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code for the pool item

Attribute	M/O	Value	Comments
Unit	M	CC @Unit	Unit code for the pool item

**Result /Competitor / Opponent / ExtendedResults /ExtendedResult**

Extensions of oppositions extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor / Opponent /ExtendedResults /ExtendedResult /Extension**

Code	Pos	Value	Description
See sport specific definition			

**Result /Competitor / Opponent /Description**

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the opposition team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Opponent /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Opponent /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual 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 /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult**

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult /Extension**

Extensions of team member's or individual athlete's extended results.

Code	Pos	Value	Description
See sport specific definition			

**Result /Opponent /Composition /Athlete /Description**

Athletes extended information. Description is only sent in individual events.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of

Attribute	M/O	Value	Comments
			events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Opponent /Composition /Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**4.6.6. Message Sort**

The attribute used to sort the results is Result @SortOrder.

## 4.7. Brackets

### 4.7.1. 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.

### 4.7.2. Header Values

#### 4.7.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
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 message
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: <ul style="list-style-type: none"> <li>• INTERMEDIATE (during the competition)</li> <li>• UNCONFIRMED (when last match unconfirmed)</li> <li>• UNOFFICIAL (when last match unofficial)</li> <li>• OFFICIAL (when all matches official)</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

### 4.7.3. Trigger and Frequency

#### 4.7.3.1. Triggers

This message should be sent at the very beginning of a competition, as soon as brackets are available.

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

- Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

#### 4.7.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition										
	Code									
	ODFGeneral									
	ODFSport									
	Codes									
	ExtendedInfos (0,1)									
		ExtendedInfo (0,N)								
			Type							
			Code							
			Pos							
			Value							
			Extension (0,N)							
				Code						
				Pos						
				Value						
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								
			VenueName							
			Location							
			LocationName							
	Bracket (1,N)									
		Code								
		BracketItems								



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
		(1,N)								
			Code							
			BracketItem (1,N)							
				Code						
				Order						
				Date						
				Time						
				Result						
				Unit (0,1)						
					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			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							<i>Code</i>			
							<i>Pos</i>			
							<i>Value</i>			
					PreviousUnit (0,1)					
						<i>Phase</i>				
						<i>Unit</i>				
						<i>Value</i>				
						<i>WLT</i>				
					Competitor (0,1)					
						<i>Code</i>				
						<i>Type</i>				
						<i>Seed</i>				
						<i>Organisation</i>				
						<i>Description (0,1)</i>				
							<i>TeamName</i>			
							<i>IFId</i>			
							ExtendedDescription (0,N)			
								<i>Type</i>		
								<i>Code</i>		
								<i>Pos</i>		
								<i>Value</i>		
						ExtBracketComps (0,1)				
							ExtBracketComp (1,N)			
								<i>Type</i>		
								<i>Code</i>		
								<i>Pos</i>		
								<i>Value</i>		
						Composition (0,1)				
							Athlete (1,N)			
								<i>Code</i>		
								<i>Order</i>		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
								Description		
									GivenName	
									FamilyName	
									Gender	
									Organisation	
									BirthDate	
									IFld	
									Class	
									Horse	
									GuideFamilyName	
									GuideGivenName	
									ExtendedDescription (0,N)	
										Type
										Code
										Pos
										Value
								ExtBracketAths (0,1)		
									ExtBracketAth (1,N)	
										Type
										Code
										Pos
										Value

#### 4.7.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
Gender	M	CC @Gender	Gender code for the event unit

##### ExtendedInfos /VenueDescription

Venue Names in Text.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue name (not code) from Common Codes
Location	O	CC @Location	Location code Only include if single location.
LocationName	O	S(30)	Location short name (not code) from Common Codes. Only include if single location.

##### Bracket

Attribute	M/O	Value	Comments
Code	M	See table comment	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket, based on sport/ORIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played).

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Bracket /BracketItems**

Attribute	M/O	Value	Comments
Code	M	See table comment	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Bracket /BracketItems /BracketItem**

Attribute	M/O	Value	Comments
Code	O	See table comment	Bracket code to identify a bracket item. Unique identifier for the BracketItem.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available.
Time	O	Time	Time of match (example HH:MM) Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Bracket /BracketItems /BracketItem /Unit**

Unit related to the BracketItem.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

**Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem**

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Bracket /BracketItems /BracketItem /NextUnit**

Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Comments
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.

**Bracket /BracketItems /BracketItem /NextUnitLoser**

Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item, but related to the loser competitor.

Attribute	M/O	Value	Comments
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item, but related to the loser competitor.

**Bracket /BracketItems /BracketItem /CompetitorPlace**

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Comments
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
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.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace**

Type	Code	Pos	Value	Description
See sport specific definition				

**Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit**

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	@Pool	If the competitor in the current unit is unknown due to coming from pools then fill this field with the code of the pool.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor**

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information
Organisation	O	CC @Organisation	Competitors' organisation if known

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description**

Competitors extended information.

Attribute	M/O	Value	Comments
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Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp**

CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description**

Extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth**

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

#### 4.7.6. Message Sort

The following order applies:

- Every ODF Sport Data Dictionary making use of this message should specify the order for Bracket @Code if more than one "@Code" is possible.
- Every ODF Sport Data Dictionary should specify the order for 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, the BracketItem /Unit @Unit are sorted according to their scheduled start time.



## 4.8. Statistics

### 4.8.1. Description

The Statistics message contains a list of statistics for a competitor (could be an individual athlete or a team), that applies at a 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.

### 4.8.2. Header Values

#### 4.8.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP00 (sent at event unit level)
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. 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 Organisation).
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.

Attribute	Value	Comment
		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

### 4.8.3. Trigger and Frequency

#### 4.8.3.1. Triggers

Each ODF Sport Data Dictionary should specify when to make use of this message, if necessary though the general rule is trigger as soon as each unit is finished (UNCONFIRMED) and on each change in the statistics.

#### 4.8.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition								
	Code							
	ODFGeneral							
	ODFSport							
	Codes							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			VenueName					
			Location					
			LocationName					
	Stats							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					
				Type				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
				<b>Code</b>				
				<b>Pos</b>				
				<i>Value</i>				
				ExtendedStat (0,N)				
					<b>Code</b>			
					<b>Pos</b>			
					<i>Value</i>			
		Competitor (0,N)						
			<i>Code</i>					
			<i>Type</i>					
			<i>Organisation</i>					
			<i>Description (0,1)</i>					
				<i>TeamName</i>				
				<i>IFId</i>				
				ExtendedDescription (0,N)				
					<b>Type</b>			
					<b>Code</b>			
					<b>Pos</b>			
					<i>Value</i>			
			<i>Order</i>					
			StatsItems (0,1)					
				StatsItem (1,N)				
					<b>Type</b>			
					<i>Code</i>			
					<b>Pos</b>			
					<i>Value</i>			
					ExtendedStat (0,N)			
						<b>Code</b>		
						<b>Pos</b>		
						<i>Value</i>		
			Composition (0,1)					
				Athlete (1,N)				
					<i>Code</i>			
					<i>Order</i>			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
					Description			
						GivenName		
						FamilyName		
						Gender		
						Organisation		
						BirthDate		
						IFId		
						Class		
						Horse		
						GuideFamilyName		
						GuideGivenName		
						ExtendedDescription (0,N)		
							Type	
							Code	
							Pos	
							Value	
					StatsItems (0,1)			
						StatsItem (1,N)		
							Type	
							Code	
							Pos	
							Value	
							ExtendedStat (0,N)	
								Code
								Pos
								Value

#### 4.8.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	O	S(40)	Event name (not code) from Common Codes
Gender	O	CC @Gender	Gender code for the event unit

##### ExtendedInfos /VenueDescription

Venue Names in Text. Only include if single venue used.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code Only include if single location.
LocationName	O	S(30)	Location short name (not code) from Common Codes. Only include if single location.

##### Stats

Attribute	M/O	Value	Comments
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.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Stats /StatsItems /StatsItem**

Statistics for the event unit / phase or event – depending on the headers' DocumentCode.

Type	Code	Pos	Value	Description
See sport specific definition				

**Stats /StatsItems /StatsItem /ExtendedStat**

Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode.

Code	Pos	Value	Description
See sport specific definition			

**Stats /Competitor**

Competitor of the statistics.

Attribute	M/O	Value	Comments
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 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
Organisation	O	CC @Organisation	Competitors' organisation if known

**Stats /Competitor /Description**

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Stats /Competitor /StatsItems /StatsItem**

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Stats /Competitor /StatsItems /StatsItem /ExtendedStat**

Team competitor's extended stat, according to competitors' rules.

Code	Pos	Value	Description
See sport specific definition			

**Stats /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

**Stats /Competitor /Composition /Athlete /Description**

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Stats /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.

Type	Code	Pos	Value	Description
See sport specific definition				

**Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat**

Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Code	Pos	Value	Description
See sport specific definition			

**4.8.6. Message Sort**

Sort according to the @Order attributes.



## 4.9. Event Final Ranking

### 4.9.1. Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either for individual athletes or for aggregated athletes.

The final ranking message is a generic message for all sports, including the full event final result for all competitors who 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 include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

### 4.9.2. Header Values

#### 4.9.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEE000	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 message
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. <ul style="list-style-type: none"> <li>• OFFICIAL</li> <li>• PARTIAL</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	Value	Comment
LogicalDate	Date	<p>Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

### 4.9.3. Trigger and Frequency

#### 4.9.3.1. Triggers

This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Specific triggering conditions are defined in the sport data dictionary.

Trigger also after any major change.

#### 4.9.4. Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
<b>Competition</b>									
	<i>Code</i>								
	<i>ODFGeneral</i>								
	<i>ODFSport</i>								
	<i>Codes</i>								
	ExtendedInfos (0,1)								
		ExtendedInfo (0,N)							
			<b>Type</b>						
			<b>Code</b>						
			<b>Pos</b>						
			<i>Value</i>						
			Extension (0,N)						
				<b>Code</b>					
				<b>Pos</b>					
				<i>Value</i>					
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			Gender						
		VenueDescription (0,1)							
			VenueName						
	Result (1,N)								
		<i>Rank</i>							
		<i>RankEqual</i>							
		<i>ResultType</i>							
		<i>Result</i>							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
		IRM							
		SortOrder							
		Competitor							
			Code						
			Type						
			Organisation						
			Description (0,1)						
				TeamName					
				IFid					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extension (0,N)				
						Code			
						Pos			
						Value			
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					Description				
						GivenName			
						FamilyName			
						Gender			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						Organisation			
						BirthDate			
						IFId			
						Class			
						Horse			
						GuideFamilyName			
						GuideGivenName			
						ExtendedDescription (0,N)			
							<b>Type</b>		
							<b>Code</b>		
							<b>Pos</b>		
							Value		
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							<b>Type</b>		
							<b>Code</b>		
							<b>Pos</b>		
							Value		
							Extension (0,N)		
								<b>Code</b>	
								<b>Pos</b>	
								Value	

#### 4.9.5. Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	O	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC @Gender	Gender code for the event unit. Must be included if it is a single gender.

##### ExtendedInfos /VenueDescription

Venue Names in Text.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes

##### Result

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the result.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
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

Attribute	M/O	Value	Comments
SortOrder	M	Numeric See table comment	Unique sort order for all results based on rank to break rank ties.

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

### Result /Competitor

Competitor related to one final event result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes NOC ID or TBD	Competitor's ID. If NOC or NPC, the value will be NOC ID. If the competitor is not known or does not exist, the value will be TBD.
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

### Result /Competitor /Description

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

### Competitor /Description /ExtendedDescription

Type	Code	Pos	Value	Description
See sport specific definition				

### Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

### Result /Competitor /ExtendedResults /ExtendedResult /Extension

Extensions of Team competitor's extended results.

Code	Pos	Value	Description
See sport specific definition			

### Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual 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".

**Results /Competitor / Composition /Athlete /Description**

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**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.

Type	Code	Pos	Value	Description
See sport specific definition				

**Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension**

Extensions of team member's or individual athlete's extended results.

Code	Pos	Value	Description
See sport specific definition			

**4.9.6. Message Sort**

Sort by Result @SortOrder

**4.10. Event's Medallists****4.10.1.Description**

The "Event's Medallists" is a message containing the list of medallists awarded in one particular event.



## 4.10.2.Header Values

### 4.10.2.1. Header

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. <ul style="list-style-type: none"> <li>• OFFICIAL</li> <li>• PARTIAL</li> </ul>
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.  Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Refer to the ODF header definition

## 4.10.3.Trigger and Frequency

### 4.10.3.1. Triggers

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

The message is sent with ResultStatus=OFFICIAL when the medallists are official known.

For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any major change.

#### 4.10.4.Message Structure

The following table defines the general structure of the message. Elements with minimum cardinality 0 (or optional elements) may not apply for a specific sport.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	ODFGeneral						
	ODFSport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
				Code			
				Pos			
				Value			
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			VenueName				
	Medal (1,N)						
		Code					
		Phase					
		Unit					
		Competitor					
			Code				
			Type				
			Bib				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Order				
			Organisation				
			Description (0,1)				
				TeamName			
				IFId			
				ExtendedDescription (0,N)			
					Type		
					Code		
					Pos		
					Value		
			Officials (0,1)				
				Official (1,N)			
					Code		
					Function		
					Order		
					Description		
						GivenName	
						FamilyName	
						Gender	
						Nationality	
						ExtendedDescription (0,N)	
							Type
							Code
							Pos
							Value
			ExtCompMedals (0,1)				
				ExtCompMedal (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Code		
					Order		
					Bib		
					Description		
						GivenName	
						FamilyName	
						Gender	
						Organisation	
						BirthDate	
						IFld	
						Class	
						Horse	
						GuideFamilyName	
						GuideGivenName	
						ExtendedDescription (0,N)	
							<b>Type</b>
							<b>Code</b>
							<b>Pos</b>
							<i>Value</i>
					ExtAthMedals (0,1)		
						ExtAthMedal (1,N)	
							<b>Type</b>
							<b>Code</b>
							<b>Pos</b>
							<i>Value</i>

#### 4.10.5.Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @Gender	Gender code for the event unit.

##### ExtendedInfos /VenueDescription

Venue Names in Text.

Attribute	M/O	Value	Comments
VenueName	M	S(25)	Venue short name (not code) from Common Codes

##### Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type.  All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded.  It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded.

Attribute	M/O	Value	Comments
			It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

**Medal /Competitor**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Bib	O	See table comment	Bib number, send if available (team bib)
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC @Organisation	Competitors' organisation if known

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Medal /Competitor /Description**

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Medal /Competitor /Officials /Official**

Officials in the case there are officials receiving event's medals.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official ID for the official code
Function	O	See table comment	Send official function
Order	O	See table comment	Send official order (if more than one official is needed).

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Medal /Competitor /Officials /Official /Description**

Coach extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender Code
Nationality	M	CC @Country	Coach's nationality

**Official /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Medal /Competitor /ExtCompMedals /ExtCompMedal**

Team competitor's extended medals information, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Medal /Competitor /Composition /Athlete**

(Include all members that won the medal according to sport rules if Competitor @Type="T")

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T".  1 if Competitor @Type="A".
Bib	O	See table comment	Bib number, send if available (shirt number in a team)

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Medal /Competitor /Composition /Athlete /Description**

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Medal /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.

Type	Code	Pos	Value	Description
See sport specific definition				

#### 4.10.1.Sample

##### Individual Event

```

.....
<ExtendedInfos>
  <SportDescription DisciplineName="Athletics" EventName="Mens Shot Put" Gender="M"
  />
  <VenueDescription VenueName="Olympic Stadium"/>
</ExtendedInfos>
<Medal Code="ME_GOLD" Phase="1" Unit="01">
  <Competitor Code="1127211" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1127211" Order="1" Bib="123" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="SUI"
        BirthDate="1998-01-01" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
<Medal Code="ME_SILVER" Phase="1" Unit="01">
  <Competitor Code="1090308" Type="A" Organisation="JAM" Order="1">
    <Composition>
      <Athlete Code="1090308" Order="1" Bib="125" >
        <Description GivenName="James" FamilyName="Green" Gender="M"
        Organisation="JAM" BirthDate="1996-01-02" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
.....

```

##### Team Event

```

.....
<ExtendedInfos>
  <SportDescription DisciplineName="Football" EventName="Mens Football" Gender="M"/>
  <VenueDescription VenueName="Hampton Park" />
</ExtendedInfos>
<Medal Code="ME_GOLD" Phase="1" Unit="01">
  <Competitor Code="FBM400MEX01" Type="T" Organisation="MEX" Order="1">
    <Description TeamName="Mexico"/>
    <Composition>
      <Athlete Code="1099277" Order="1" Bib="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="MEX"
        BirthDate="1996-01-07" />
      </Athlete>
      <Athlete Code="1099294" Order="2" Bib="2" >
        <Description GivenName="James" FamilyName="Black" Gender="M"
        Organisation="MEX" BirthDate="1996-12-07" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
.....
  <Athlete Code="1099288" Order="18" Bib="22" >
    <Description GivenName="Barry" FamilyName="Bloggs" Gender="M"
    Organisation="MEX" BirthDate="1996-03-07" />
  </Athlete>
</Competitor>
</Medal>
<Medal Code="ME_SILVER" Phase="1" Unit="01">
  <Competitor Code="FBM400BRA01" Type="T" Organisation="BRA" Order="1">
    <Description TeamName="Brazil"/>
    <Composition>
      <Athlete Code="1105725" Order="1" Bib="1" >
        <Description GivenName="Tom" FamilyName="Jones" Gender="M" Organisation="BRA"
        BirthDate="1998-01-07" />
      </Athlete>
      <Athlete Code="1105720" Order="2" Bib="3" >

```



```
<Description GivenName="Michael" FamilyName="James" Gender="M"  
Organisation="BRA" BirthDate="1995-01-07" />  
</Athlete>  
.....
```

#### 4.10.2.Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

## 4.11. Medallists by Discipline

### 4.11.1. Description

The “medallists by discipline” is a message containing the list of medallists for one discipline, up to the moment the message is generated.

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.

### 4.11.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

### 4.11.3. Trigger and Frequency

Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that are part of the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are made.

Trigger also after any major change.

#### 4.11.4.Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition										
	Code									
	ODFGeneral									
	ODFSport									
	Codes									
	ExtendedInfos (0,1)									
		ExtendedInfo (0,N)								
			Type							
			Code							
			Pos							
			Value							
			Extension (0,N)							
				Code						
				Pos						
				Value						
		SportDescription (0,1)								
			DisciplineName							
	Discipline									
		Code								
		TotalEvents								
		FinishedEvents								
		Gender (1..N)								
			Code							
			Event (1..N)							
				Code						
				EventName						
				Date						
				Medal (1..N)						
					Code					
					Competitor					
						Code				
						Type				
						Bib				
						Order				
						Organisation				

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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
						Description (0,1)				
							TeamName			
							IFld			
							ExtendedDes cription (0,N)			
								Type		
								Code		
								Pos		
								Value		
						Composition				
							Athlete (1..N)			
								Code		
								Order		
								Bib		
								Description		
									GivenName	
									FamilyName	
									Gender	
									Organisation	
									BirthDate	
									IFld	
									Class	
									Horse	
									GuideFamilyNa me	
									GuideGivenNa me	
									ExtendedDescr ption (0,N)	
										Type
										Code
										Pos
										Value

#### 4.11.5.Message Values

##### Competition

Attribute	M/O	Value	Comments
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.
ODFGeneral	O	S(20)	Version of the ODF General Document.
ODFSport	O	S(20)	Version of the ODF Sport Document. Included if appropriate.
Codes	O	S(20)	Version of the ODF Code Document. Included if applicable.

##### ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition.				

##### ExtendedInfos /ExtendedInfo /Extension

Code	Pos	Value	Description
See sport specific definition.			

##### ExtendedInfos /SportDescription

Sport Descriptions in Text.

Attribute	M/O	Value	Comments
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

##### Competition /Discipline

Discipline Information.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total

##### Discipline /Gender

Discipline Gender Information.

Attribute	M/O	Value	Comments
Code	M	CC @DisciplineGender	Discipline Gender Code

**Discipline /Gender /Event**

Event Information.

Attribute	M/O	Value	Comments
Code	M	CC @Event	Event ID
EventName	M	S(40)	Event name (not code) from Common Codes
Date	M	YYYY-MM-DD	Date of the Gold medal match.

**Discipline /Gender /Event /Medal**

Event Information.

Attribute	M/O	Value	Comments
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)

**Discipline /Gender /Event /Medal /Competitor**

Competitor related to the medals.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Bib	O	See table comment	Bib number, send if available (team bib)
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Discipline /Gender /Event /Medal /Competitor /Description**

Competitors extended information.

Attribute	M/O	Value	Comments
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFld	O	S(16)	Team IF number, send if available

**Competitor /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

**Discipline /Gender /Event /Medal /Competitor /Composition /Athlete**

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T")).
Order	M	Numeric	Team member order for medal (according to each different sport rule)  Send 1 if individual medal
Bib	O	See table comment	Bib number, send if available (shirt number in a team)

(Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines)

**Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description**

Athletes extended information.

Attribute	M/O	Value	Comments
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @Gender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).  This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

**Athlete /Description /ExtendedDescription**

Type	Code	Pos	Value	Description
See sport specific definition				

## 4.11.6.Sample

### Individual Event

```

.....
<Competition Code="OG2012"...>
  <ExtendedInfos>
    <SportDescription DisciplineName="Cycling Road" />
  </ExtendedInfos>
  <Discipline Code="CR" TotalEvents="4" FinishedEvents="2">
    <Gender Code="M">
      <Event Code="012" EventName="Men's Road Race" Date="2012-07-28">
        <Medal Code="ME GOLD">
          <Competitor Code="1137057" Type="A" Organisation="SUI" Order="1">
            <Composition>
              <Athlete Code="1137057" Order="1" Bib="121">
                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1996-12-12" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
        <Medal Code="ME SILVER">
          .....
            </Medal>
          </Event>
        </Gender>
      <Gender Code="W">
        <Event Code="012" EventName="Women's Road Race" Date="2012-07-29">
          <Medal Code="ME GOLD">
            <Competitor Code="1066204" Type="A" Organisation="ESP" Order="1">
              <Composition>
                <Athlete Code="1066204" Order="1" Bib="121">
                  <Description GivenName="Jane" FamilyName="Doe" Gender="W"
Organisation="ESP" BirthDate="1995-10-15" />
                </Athlete>
              </Composition>
            </Competitor>
          </Medal>
          <Medal Code="ME SILVER">
            .....
          </Medal>
        </Event>
      </Gender>
    </Competition>
  </Competition>

```



## Team Event

```

.....
<Competition Code="OG2012"...>
  <ExtendedInfos>
    <SportDescription DisciplineName="Football" />
  </ExtendedInfos>
  <Discipline Code="FB" TotalEvents="2" FinishedEvents="2">
    <Gender Code="M">
      <Event Code="400" EventName="Men's Football" Date="2012-08-11">
        <Medal Code="ME_BRONZE">
          <Competitor Code="FBM400KOR01" Type="T" Organisation="KOR" Order="1">
            <Description TeamName="Korea"/>
            <Composition>
              <Athlete Code="1084130" Order="1" Bib="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="KOR" BirthDate="1995-12-15" />
              </Athlete>
              <Athlete Code="1084241" Order="2" Bib="3">
                <Description GivenName="Bob" FamilyName="Jones" Gender="M"
Organisation="KOR" BirthDate="1996-12-15" />
              </Athlete>
              <Athlete Code="1087008" Order="3" Bib="4">
                <Description GivenName="Barry" FamilyName="Black" Gender="M"
Organisation="KOR" BirthDate="1992-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
      </Event>
    </Gender>
    <Gender Code="W">
      <Event Code="400" EventName="Event Name" Date="2012-08-09">
        <Medal Code="ME_GOLD">
          <Competitor Code="FBW400USA01" Type="T" Organisation="USA" Order="1">
            <Description TeamName="United States"/>
            <Composition>
              <Athlete Code="1133768" Order="1" Bib="1">
                <Description GivenName="Jane" FamilyName="Dow" Gender="W"
Organisation="USA" BirthDate="1995-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
      </Event>
    </Gender>
  </Discipline>
</Competition>
.....

```

## 4.11.7.Message Sort

Events in the message will be sorted by discipline code, gender code and event code.

Within an event, medals will be sorted by medal type. Moreover, in case of tie or for the team's athletes, the order will be according to a medal order (given by each sport rule).



## DOCUMENT CONTROL

### Version history

Version	Date	Comments
R1 v1.0	5 December 2013	First version
R1 v1.1	20 December 2013	New version including reviewers (Omega and Glasgow 2014) comments
<b>R1 v1.2</b>	<b>21 May 2014</b>	<b>New version including CR-318: New Attribute in ODF2 header for RU</b>

**File reference:** ODF/INT116-R1 v1.2 SFA

### Change Log

Version	Status	Changes on version
R1 v1.0	SFR	<ul style="list-style-type: none"> <li>First version.</li> </ul>
R1 v1.1	SFR	<ul style="list-style-type: none"> <li>DT_SCHEDULE and DT_SCHEDULE_UPDATE: messages added</li> <li>DT_PLAY_BY_PLAY: Change message sort</li> <li>DT_RANKING: Element EventInfos removed</li> <li>DT_RESULTS: Remove PhaseInfo &amp; UnitInfo (use ExtendedInfo instead if needed) move date/time and competitor etc. to ExtendedInfos</li> </ul>
<b>R1 v1.2</b>	<b>SFA</b>	<ul style="list-style-type: none"> <li><b>Section 3.1.2 ODF Header: New optional attribute Source added</b></li> </ul>

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