Olympic Data Feed
Nanjing 2014

ODF2 General Messages Interface Document

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Technology and Information Department
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Table of Content

1 Introduction

1.1 This document

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

This document describes all common messages. Golf and Rugby 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/INT300	ODF General Messages Interface Document	This document describes ODF1 General Messages.
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across of the ODF documents
ODF/SCH	ODF Schema	The ODF schema is the tool that helps with the syntactical message validation when developing or testing ODF 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)	DocumentCode can have different values depending on the nature of the message. RSC is used for for Results messages Structured as DDGEEEPUU, where • DD=discipline; • G=discipline gender; • EEE=event; • P=phase; • UU-unit
DocumentSubcode	O	S(10)	Extension for the DocumentCode Used when the 9 characters of the RSC are not sufficient to uniquely identify the content of the XML message.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULT)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.

Attribute	M/O	Value	Comment
Version	M	1..<u>V</u>	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. (Positive integer)
ResultStatus	O	CC @ResultStatus	Defines the status of the result included in the message. Only applicable to messages from OVR.
Language	O	CC @Language	Language used for message content. If the message is distributed in multiple languages and the attribute is not included, then by default the language is English. If missing then ENG is assumed. If the message is not defined in multiple languages then the attribute must not be included
FeedFlag	M	"P"-Production "T"-Test	Test message or production message.
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.

Attribute	M/O	Value	Comment
LogicalDate	M	Date	Logical Date of events. This is the same as the physical day except where competition extend 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 message 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 day of the correction (prior to DT_GLOBAL_GN). Logical Date is expressed in the local time zone where the message was produced.
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	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day at each sport in each different logical venue.

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"?>                    Declaration
<OdfBody  DocumentType=… >                               ODF Header
   <Competition Code= …>                                 ODF Body
       …
   </Competition>
<Note> Athlete nnnn disqualified…</Note>
</OdfBody>
```

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>
</Competition>
```

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>
</Competition>
```

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_RESULT	Event Unit Start List and Results
DT_CUMULATIVE_RESULT	Cumulative Results
DT_POOL_STANDING	Pool standings
DT_BRACKETS	Brackets
DT_RANKING	Event Final ranking
DT_CONFIG	Configuration
DT_MEDALLISTS	Medallists of one event

Golf and Rugby 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 overwriten, depending on the sport's specific requierements.

4.1 Event Unit Start List and Results

4.1.1 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…).

4.1.2 Header Values

4.1.2.1 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 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). • START_LIST • OFFICIAL • UNOFFICIAL • INTERMEDIATE (used when the competition is not finished but not currently live) • LIVE (used during the competition when nothing else applies) • UNCONFIRMED (used after the competition is completed

Attribute	Value	Comment
		and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
		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
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.
StartListMod	S(1)	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. The Start List is considered to be changed if any of the following changes: • Competitors or athletes are added, changed or removed including in <UnifInfos> • Any change in <Officials> • Any change in StartOrder or StartSortOrder • Any changes in <Coaches> • Any changes in <EventUnitEntry>

Attribute	Value	Comment
Serial	Numeric	Refer to the ODF header definition

4.1.3 Trigger and Frequency

4.1.3.1 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 overwriten in the corresponding ODF Sport Data Dictionaries.

4.1.4 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
Competition									
	Code								
	ODFGeneral								
	ODFSport								
	Codes								
	ExtendedInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		ExtendedInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
			Competitor (0,N)						
				Organisation					
				Order					
				Composition					
					Athlete (1,N)				
						FamilyName			
						GivenName			
		SportDescription (0,1)							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			DisciplineName						
			EventName						
			SubEventName						
			Gender						
		VenueDescription (0,1)							
			VenueName						
			Location						
			LocationName						
	PhaseInfos (0,1)								
		PhaseInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		UnitInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
			Competitor (0,N)						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				Organisation					
				Order					
				Composition					
					Athlete (1,N)				
						FamilyName			
						GivenName			
	Officials (0,1)								
		Official (1,N)							
			Code						
			Function						
			Order						
			Description						
				GivenName					
				FamilyName					
				Gender					
				Organisation					
				IFId					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			ExtOfficial (0,N)						
				Type					
				Code					
				Pos					
				Value					
	Periods (0,1)								
		Period (1,N)							
			Code						
			HomeScore						
			AwayScore						

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

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Pos				
					Value				
					Extension (0,N)				
						Code			
						Pos			
						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			

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

4.1.5 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

Attribute	M/O	Value	Comments
			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. 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

PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

Type	Code	Pos	Value	Description

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extension
Extensions of PhaseInfos.

Code	Pos	Value	Description
See sport specific definition			

UnitInfos /UnitDateTime
Scheduled start date and time.

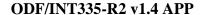| Attribute	M/O	Value	Comments
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime See table comment	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.

Actual start –and/or end- dates and times.

UnitInfos /UnitInfo
Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /Unitinfo /Extension
Extensions of UnitInfos.

Code	Pos	Value	Description
See sport specific definition			

UnitInfos /UnitInfo /Competitor

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

UnitInfos /UnitInfo /Competitor /Composition /Athlete
Used when the UnitInfo is related to a person or a team member.
The FamilyName and GivenName because, in many cases, the person related to the UnitInfo is not an athlete.

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

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 UnitInfo 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)

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
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

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	Used to sort all the results of an event unit

Attribute	M/O	Value	Comments
		See table comment	Before the competition this will be the same as the 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 infront 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 relavent 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

Attribute	M/O	Value	Comments
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".
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).

Attribute	M/O	Value	Comments
			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			

4.1.6 Message Sort

Sort by Result @SortOrder

4.2 Cumulative Results

4.2.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

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

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

4.2.2 Header Values

4.2.2.1 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 Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates the status of the results. • LIVE • INTERMEDIATE • OFFICIAL

Attribute	Value	Comment
		• UNOFFICIAL
DocumentSubtype	To be defined in each ODF Data Dictionary	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1..V	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

4.2.3 Trigger and Frequency

4.2.3.1 Triggers

The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultsStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

Where live updates are not appropriate (sport dependent) then the triggering is defined in the sport data dictionaries.

4.2.4 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
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						
	Result (1,N)								
		Rank							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		Diff							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator						
				Code					
				RecordType					
		ResultItems							
			ResultItem (1,N)						
				Phase					
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					ResultPoints				
					IRM				
					QualificationMark				
					Diff				
					WLT				
					SortOrder				
					Extension (0,N)				
						Code			
						Pos			
						Value			
					RecordIndicators (0,1)				
						RecordIndicator			

Cumulative Results

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							Code		
							RecordType		
		Competitor							
			Code						
			Type						
			Bib						
			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				
					Bib				
					Description				

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

4.2.5 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 from Common Codes
EventName	M	S(40)	Event name from Common Codes
SubEventName	O	S(40)	SubEventName short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @Gender	Gender code for the event unit

ExtendedInfos /VenueDescription

Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.

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

Result

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the cumulative 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 cumulative result of the competitor
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
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 infront of (better than) the leader.
SortOrder	M	Numeric See table comment	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

(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

Cumulative result's record indicator.

Attribute	M/O	Value	Comments
Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. Must always send the highest or most relavent record type. For example if WR and OR then send WR.

Result /ResultItems /ResultItem

Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase - identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.

Attribute	M/O	Value	Comments

Attribute	M/O	Value	Comments
Phase	M	See table comment	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
Unit	O	See table comment	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.

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

Result /ResultItems /ResultItem /Result

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	See table comment	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative the value in Result below.
Result	O	See table comment	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem. This is usually the 'raw' result but is detailed in each data dictionary.
ResultPoints	O	See table comment	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	See table comment	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultsItems /ResultItem
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 infront of (better than) the leader.
WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units

Attribute	M/O	Value	Comments
SortOrder	M	Numeric See table comment	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

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

Result /ResultItems /ResultItem /Result /Extension
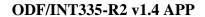
Extensions of ResultItem if required.

Code	Pos	Value	Description
See sport specific definition			

Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator

Result's record indicator.

Attribute	M/O	Value	Comments
Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value. It applies to the result of one event unit.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. Must always send the highest or most relavent record type. For example if WR and OR then send WR.

Result /Competitor

Competitor related to one cumulative result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	T,A, N	T for team A for athlete N for NOC or NPC
Bib	O	See table comment	Bib number
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)

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 /ExtendedResults /ExtendedResult

Team competitor's extended results.

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 a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	See table comment	Bib number

(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

Athlete 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

Attribute	M/O	Value	Comments
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".

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			

4.2.6 Message Sort

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

4.3 Pool Standings

4.3.1 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.

4.3.2 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	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: • INTERMEDIATE (during the phase) • UNCONFIRMED (if last match is unconfirmed) • UNOFFICIAL (if last match is unofficial) • OFFICIAL (after all matches official)

Attribute	Value	Comment
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

4.3.3 Trigger and Frequency

4.3.3.1 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.

4.3.4 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	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								
			SubEventName								
			Gender								
		VenueDescription (0,1)									
			VenueName								
			Location								
			LocationName								
	Result (1,N)										

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

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
						Horse				
						GuideFamilyName				
						GuideGivenName				
						ExtendedDescription (0,N)				
							Type			
							Code			
							Pos			
							Value			
			Opponent (0,N)							
				Code						
				Type						
				Pos						
				Organisation						
				Date						
				Time						
				Result						
				Unit (0,1)						
					Phase					
					Unit					
				ExtendedResults (0,1)						
					ExtendedResult (1,N)					
						Type				
						Code				
						Pos				
						Value				
						Extension (0,N)				
							Code			
							Pos			
							Value			
				Description (0,1)						
					TeamName					
					IFId					

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)					
						Type				
						Code				
						Pos				
						Value				
				Composition (0,1)						
					Athlete (1,N)					
						Code				
						Order				
					ExtendedResults (0,1)					
							ExtendedResult (1,N)			
								Type		
								Code		
								Pos		
								Value		
								Extension (0,N)		
									Code	
									Pos	
									Value	
						Description (0..1)				
							GivenName			
							FamilyName			
							Gender			
							Organisation			
							BirthDate			
							IFId			
							Class			
							Horse			
							GuideFamilyName			
							GuideGivenName			
							ExtendedDescription			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							(0,N)			
								Type		
								Code		
								Pos		
								Value		

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 /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 See table comment	Rank of the competitor in the pool.
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

Attribute	M/O	Value	Comments
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
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 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

Attribute	M/O	Value	Comments
			(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 YORIS (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

Attribute	M/O	Value	Comments
			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
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 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				

4.3.6 Message Sort

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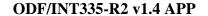
4.4 Brackets

4.4.1 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.

4.4.2 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	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: • INTERMEDIATE (during the competition) • UNCONFIRMED (when last match unconfirmed) • UNOFFICIAL (when last match unofficial) • OFFICIAL (when all matches official)
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	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 |

4.4.3 Trigger and Frequency

4.4.3.1 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.

4.4.4 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	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)									

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
		Code								
		BracketItems (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)				

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

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

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
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/YORIS 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 YORIS (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.
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
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).\n\nThis 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				

4.4.6 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.

4.5 Event Final Ranking

4.5.1 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.
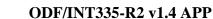
Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

4.5.2 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	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. • OFFICIAL • PARTIAL
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	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

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 discionary.

Trigger also after any major change.

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
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						
	Result (1,N)								
		Rank							
		RankEqual							
		ResultType							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
		Result							
		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			

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

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			

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
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				

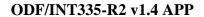### Result /Competitor /ExtendedResults /ExtendedResult

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			

4.5.6 Message Sort

Sort by Result @SortOrder

4.6   Configuration

4.6.1 Description

The Configuration is a message containing discipline general configuration.

Ideally the configuration for the discipline should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

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

Attribute	Value	Comment
DocumentCode	DDGEEE000	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_CONFIG	Configuration 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

4.6.3 Trigger and Frequency

4.6.3.1 Triggers

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

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

Trigger also after any major change, but considering that, if possible, the configuration for one particular event, phase or event unit must be provided before the start list.

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
Competition					
	Code				
	ODFGeneral				
	ODFSport				
	Codes				
	ExtendedInfos (0,1)				
		ExtendedInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
			Extension (0,N)		
				Code	
				Pos	
				Value	
	Configs				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	

				Value	
				ExtendedConfigItem (0,N)	
					Code
					Pos
					Value

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			

Competition /Configs /Config

Attribute	M/O	Value	Comments
Gender	O	See table comment	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	O	See table comment	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	See table comment	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	See table comment	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

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

Competition /Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
See sport specific definition				

Competition /Configs /Config /ExtendedConfig / ExtendedConfigItem

Code	Pos	Value	Description
See sport specific definition			

4.6.6 Message Sort

There is no general message sorting rule.

4.7 Event's Medallists

4.7.1 Description

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

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 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. • OFFICIAL • PARTIAL
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.

Attribute	Value	Comment
		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

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.

4.7.4 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
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				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Type				
			Bib				
			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		

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

Attribute	M/O	Value	Comments
			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. 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

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

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				

4.7.1 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>
……
      <Athlete Code="1099288" Order="18" Bib="22" >
        <Description GivenName="Barry" FamilyName="Bloggs" Gender="M" Organisation="MEX"
BirthDate="1996-03-07" />
      </Athlete>
    </Composition>
  </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>
```
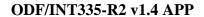
4.7.2 Message Sort

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.
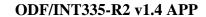
5 DOCUMENT CONTROL

5.1 File Reference

ODF/INT335-R2 v1.4 APP

5.2 Version history

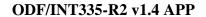| Version	Date	Comments
R2 v1.0	5 December 2013	First version
R2 v1.1	17 January 2014	Reviewers comments included
R2 v1.2	28 February 2014	Reviewers comments included
R2 v1.3	28 March 2014	DT_CONFIG message added for Golf
R2 v1.4	25 April 2014	Colours removed

5.3 Change Log

Version	Status	Changes on version
R2 v1.0	SFR	First version SFR
R2 v1.1	SFA	DT_RANKING: Element EventInfos removed DT_RESULTS: Remove PhaseInfo & UnitInfo (use ExtendedInfo instead if needed) move date/time and competitor etc. to ExtendedInfos
R2 v1.2	APP	APP version
R2 v1.3	APP	DT_CONFIG message added for Golf
R2 v1.4	APP	Colours removed

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