INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Nanjing 2014

ODF General Messages Interface Document

25 June 2014

Technology and Information Department

License

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

1. You may, on a non-exclusive basis, use the Document only on the condition that you abide by the terms of this license. Subject to this condition and other terms and restrictions contained herein, the Document and the information contained therein may be used (i) to further develop the standards described in the Document for use in relation with the Olympic and Paralympic Games and/or (ii) to develop similar standards for other events than the Olympic and Paralympic Games (both (i) and (ii) are hereinafter designated as the Permitted Use, and works further developing these standards for the Olympic and Paralympic Games or developing similar standards for other events are hereinafter referred to as Derivative Works), and copies of the Document or of Derivative Works may be made and distributed for the purpose of the Permitted Use, PROVIDED THAT the COPYRIGHT and references to the IOC appearing in the Document and the TERMS OF THIS LICENSE are included on ALL such COPIES, and further PROVIDED THAT you do not charge any fee or any other monetary compensation for the distribution of the Document to others. The copyright and other intellectual property rights in the Document remain vested in the IOC and the IOC remains entitled to assert his copyright or other intellectual property rights in the Document against any person or entity who does not comply with the terms of this License.

2. A copy of any Derivative Work shall be provided to the IOC free of charge. Moreover, the IOC is granted a worldwide, perpetual, unrestricted, royalty-free non-exclusive license to use any Derivative Work for the further development of the standards made by or for the IOC in relation to the Olympic and Paralympic Games (these standards and the documents describing them are hereinafter referred to as Further Standards) and to make or have made all kinds of exploitation of the Further Standards, with the right to grant sub-licenses.

3. Except if reproduced in the Document, the use of the name and trademarks of the IOC is strictly prohibited, including, without limitation, for advertising, publicity, or in relation to products or services and their names. Any use of the name or trademarks of the IOC, whether registered or not, shall require the specific written prior permission of the IOC.

4. NO WARRANTY, EXPRESSED OR IMPLIED, IS MADE REGARDING THE ACCURACY, ADEQUACY, COMPLETENESS, RELIABILITY OR USEFULNESS OF ANY INFORMATION CONTAINED IN THE DOCUMENT. The Document and the information contained herein are provided on an "as is" basis. THE IOC DISCLAIMS ALL WARRANTIES OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY WARRANTY OF NON-INFRINGEMENT OF PROPRIETARY RIGHTS, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL THE IOC BE LIABLE TO ANYONE FOR DAMAGES OF ANY KIND ARISING FROM OR RELATING TO YOUR ACQUISITION, USE, DUPLICATION, DISTRIBUTION, OR EXPLOITATION OF THE DOCUMENT OR ANY PORTION THEREOF, INCLUDING BUT NOT LIMITED TO, COMPENSATORY DAMAGES, LOST PROFITS, LOST DATA OR ANY FORM OF SPECIAL, INCIDENTAL, DIRECT, INDIRECT, CONSEQUENTIAL OR PUNITIVE DAMAGES, WHETHER BASED ON BREACH OF CONTRACT OR WARRANTY, TORT OR OTHERWISE. THE IOC FURTHER DISCLAIMS ANY LIABILITY FOR ANY DAMAGE CAUSED WHEN THE DOCUMENT IS USED IN A DERIVATIVE WORK. The IOC further disclaims any liability regarding the existence or inexistence of any intellectual property or other rights that might be claimed by third parties with respect to the implementation or use of the technology or information described in the Document.

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

5. This License is perpetual subject to your conformance to its terms and conditions. The IOC may terminate this License immediately upon your breach of any of its terms and, upon such termination you will cease all use, duplication, distribution, and/or exploitation in any manner of the Document.

6. This License is governed by the laws of Switzerland. You agree that any disputes arising from or relating to this License will be resolved in the courts of Lausanne, Switzerland.

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

Table of Content

1 Introduction **7**

1.1 This document 7

1.2 Objective 7

1.3 Main Audience 7

1.4 Glossary 8

1.5 Related Documents 8

1.6 Scope 9

2 Overall Perspective **10**

2.1 Objective 10

2.2 End to End data flow 10

3 Codes **11**

3.1 Global Codes 11

3.2 Sport Codes 13

4 Message Definition **23**

4.1 ODF Message Structure 23

4.1.1 ODF Declaration ***..... 23***

4.1.2 ODF Header ***..... 23***

4.1.3 ODF Body ***..... 26***

4.2 ODF Data Types and Formats 29

4.2.1 Rules for rounding numbers ***..... 31***

4.2.2 Measures format ***..... 31***

4.2.3 Rules for measures conversion ***..... 31***

4.3 ODF Message Update 32

5 Point in Time Feed **33**

5.1 Central Messages 33

5.1.1 Overall Perspective ***..... 33***

5.1.2 Competition schedule ***..... 36***

5.1.2.1 Description 36

5.1.2.2 Header Values 36

5.1.2.3 Trigger and Frequency 37

5.1.2.4 Message Structure 37

5.1.2.5 Message Values 38

5.1.2.6 Message sort 41

5.1.3 Competition Schedule update ***42***
5.1.3.1 Description 42
5.1.3.2 Header Values 42
5.1.3.3 Trigger and Frequency 42
5.1.3.4 Message Structure 43
5.1.3.5 Message Values 43
5.1.3.6 Message sort 43
5.1.4 List of participants by discipline ***43***
5.1.4.1 Description 43
5.1.4.2 Header Values 44
5.1.4.2.1 PiT Header 44
5.1.4.3 Trigger and Frequency 45
5.1.4.3.1 PiT Triggers 45
5.1.4.4 Message Structure 46
5.1.4.5 Message Values 48
5.1.4.6 Message Sort 51
5.1.5 List of teams ***52***
5.1.5.1 Description 52
5.1.5.2 Header Values 52
5.1.5.2.1 PiT Header 52
5.1.5.3 Trigger and Frequency 54
5.1.5.3.1 PiT Triggers 54
5.1.5.4 Message Structure 55
5.1.5.5 Message Values 57
5.1.5.6 Message Sort 59
5.2 Sport Messages 60
5.2.1 Overall perspective ***60***
5.2.1.1 List of Messages 60
5.2.1.2 PiT message triggers 62
5.2.2 Start List ***63***
5.2.2.1 Description 63
5.2.2.2 Header Values 63
5.2.2.2.1 PiT Header 63
5.2.2.3 Trigger and Frequency 64
5.2.2.3.1 PiT Triggers 64
5.2.2.4 Message Structure 65
5.2.2.5 Message Values 69
5.2.2.6 Message Sort 74
5.2.3 Event Unit Results ***75***
5.2.3.1 Description 75
5.2.3.2 Header Values 75
5.2.3.2.1 PiT Header 75

5.2.3.3 Trigger and Frequency 76
5.2.3.3.1 PiT Triggers 76
5.2.3.4 Message Structure 78
5.2.3.5 Message Values 85
5.2.3.6 Message Sort 93
5.2.4 Phase Results 94
5.2.4.1 Description 94
5.2.4.2 Header Values 94
5.2.4.2.1 PiT Header 94
5.2.4.3 Trigger and Frequency 95
5.2.4.3.1 PiT Triggers 95
5.2.4.4 Message Structure 97
5.2.4.5 Message Values 100
5.2.4.6 Message Sort 103
5.2.5 Cumulative Results 104
5.2.5.1 Description 104
5.2.5.2 Header Values 104
5.2.5.2.1 PiT Header 104
5.2.5.3 Trigger and Frequency 106
5.2.5.3.1 PiT Triggers 106
5.2.5.4 Message Structure 108
5.2.5.5 Message Values 112
5.2.5.6 Message Sort 117
5.2.6 Pool Standings 118
5.2.6.1 Description 118
5.2.6.2 Header Values 118
5.2.6.2.1 PiT Header 118
5.2.6.3 Trigger and Frequency 119
5.2.6.3.1 PiT Triggers 119
5.2.6.4 Message Structure 121
5.2.6.5 Message Values 124
5.2.6.6 Message Sort 127
5.2.7 Brackets 128
5.2.7.1 Description 128
5.2.7.2 Header Values 128
5.2.7.2.1 PiT Header 128
5.2.7.3 Trigger and Frequency 129
5.2.7.3.1 PiT Triggers 129
5.2.7.4 Message Structure 131
5.2.7.5 Message Values 134
5.2.7.6 Message Sort 138
5.2.8 Event Final Ranking 139

5.2.8.1 Description 139
5.2.8.2 Header Values 139
5.2.8.2.1 PiT Header 139
5.2.8.3 Trigger and Frequency 140
5.2.8.3.1 PiT Triggers 140
5.2.8.4 Message Structure 141
5.2.8.5 Message Values 144
5.2.8.6 Message Sort 147
5.2.9 Event's Medallists 148
5.2.9.1 Description 148
5.2.9.2 Header Values 148
5.2.9.2.1 PiT Header 148
5.2.9.3 Trigger and Frequency 149
5.2.9.3.1 PiT Triggers 149
5.2.9.4 Message Structure 150
5.2.9.5 Message Values 153
5.2.9.6 Message Sort 156
6 PDF feed 158
6.1 Overall perspective 158
6.1.1 PDF list of messages 158
6.1.2 PDF message triggers 158
6.2 PDF Feed Messages 158
6.2.1 PDF message 158
6.2.1.1 Description 158
6.2.1.2 Header Values 158
6.2.1.3 Trigger and Frequency 160
6.2.1.4 Message Structure 160
6.2.1.5 Message Values 160
6.2.1.6 Message sort 161
7 DOCUMENT CONTROL 163
7.1 File Reference 163
7.2 Version history 163
7.3 Change Log 164

1 Introduction

1.1 This document

ODF defines a standard interface valid for all sports and all customers, from Press Agencies and Broadcasters to International Sports Federation.

ODF standardizes all data managed during a major sporting event, including schedules, results, records, medals, weather data, etc.

ODF implements this standardization by means of defining data structures that are the ODF messages.

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

1.2 Objective

ODF main objectives are:

- Define consistent data structures for a wide range of sports and systems,
- Re-use data definition and minimize future changes since ODF is designed based on the extension of the messages extension, and
- Separate presentation layer from data structures: ODF is data oriented, and it is presentation independent as its main aim is to feed all the variety of systems from the different customers.

This document establishes the general principles for reaching these ODF objectives.

1.3 Main Audience

The main audience of this document is:

- IOC as the ODF project leader,
- ODF users such as the Press Agencies, Broadcasters and International Sports Federations, National Olympic Committees and
- Suppliers of the systems generating ODF messages: T&S / OVR Suppliers and IDS Supplier.

1.4 Glossary

The following abbreviations are used in this document

Acronym	Description
IF or International Federation	The international governing body of an Olympic Sport as recognized by the IOC
IOC	International Olympic Committee
IPC	International Paralympic Committee
NOC	National Olympic Committee recognized as such by the IOC
NPC	National Paralympic Committee as recognized by the IPC
ODF	Olympic Data Feed
ODF Light	It is a type of ODF message that includes extensions to standard ODF messages in order to resolve references between messages and common codes. These extensions facilitate the message processing for ODF customers
ODF-PiT	Olympic Data Feed Point in Time, messages that are generated at certain point during competition
ODF-RT	Olympic Data Feed Real Time, messages that are generated when available
OPNS	Olympic and Paralympic News Service
RSC	Results System Codes, determine uniquely one unit of the competition, specifying the discipline, gender, event, phase and unit.
Sport	is administered by an international federation and can be composed of one or more disciplines
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
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.

1.6 Scope

All ODF documentation follows the general messages and rules established in this document, including summer and winter sports for:

- Olympic Games ODF Documentation
- Youth Olympic Games ODF Documentation
- Paralympic Games ODF Documentation
- ODF Light Documentation

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

In the following chapters, for each ODF message the general description, header values, triggers and frequency, structure, values and sort of the message will be defined.

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

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

3 Codes

3.1 Global Codes

Code Entity	Format	Entity Description
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Code
~~CC @CodePDF~~	~~S(15)~~	~~ENTRY : Entries~~ ~~HORSES : Horse Characteristics, Competition Horses~~ ~~MEDAL : Medals~~ ~~OFFCOM : Official Communications~~ ~~OTHER : Others~~ ~~RECORD : Records~~ ~~RESULT : Results/Brackets/Play by Play~~ ~~SCHEDULE : Schedule Reports~~ ~~STARTLIST : Start List~~ ~~STARTORDER : Start Order (initial)~~ ~~STATISTIC : Statistics~~
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Code
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Code
CC @Discipline	S(2)	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender
CC @Event	S(3)	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event

		• It will be related to Discipline and Gender
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Code
CC @Language	S(3)	Defined in ODF Common Codes Document See entity Language • The entity's attribute to be used is Code
CC @Location	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Code
CC @MedalType	S(9)	ME_BRONZE : Bronze ME_GOLD : Gold ME_SILVER : Silver
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Code
CC @PersonGender	S(1)	M : Male W: Female
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event
CC @PhaseType	S(1)	Defined in ODF Common Codes Document See entity Phase Type • The entity's attribute to be used is Id
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is RecordTye • It will be related to Discipline
CC @ResultStatus	S(15)	INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point.

		INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL. PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured.
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit • The entity's attribute to be used is Eventunit • It will be related to Discipline, Gender, Event and Phase
CC @UnitMedalType	N(1)	0 : No medal event unit 1 : Gold medal event unit 2 : Bronze medal event unit
CC @UnitStatus	S(2)	Defined in ODF Common Codes Document See entity Schedule Status • The entity's attribute to be used is Code
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Code

3.2 Sport Codes

Code Entity	Format	Entity Description

Code Entity	Format	Entity Description
CC @Action	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ActionRole	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Apparatus	S(24)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Assignment	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @BibColor	S(9)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @BoatStatus	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Bracket	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @BracketItem	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @BracketItems	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @BracketItemsCode	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @CardType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Category	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Code	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Colour	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @CompetitionPlace	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set

Code Entity	Format	Entity Description
		of values.
CC @ComponentCode	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Course	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Decision	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DecisionType	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Desc	N(3) 990	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Description	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DestType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DisciplinaryCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DivePositions	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EntryIRM	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EntryStatus	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EventCode	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Exclusions	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ExtendedAction	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.

Code Entity	Format	Entity Description
CC @ForerunnerBib	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Game	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @GameStatus	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @GoalType	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Grip	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Group	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Hand	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @HeatID	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @HillType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IceConditions	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @InformationType	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IntPtType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IRM	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @JudgePos	S(18)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @JumpOff	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set

Code Entity	Format	Entity Description
		of values.
CC @Jury	S(12)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @LSD	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Margin	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MassGroup	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Match	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MatGroups	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MatNo	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Method	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @NextBracketPos	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ObsPnl	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Offence	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PanelType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Participation	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PenaltyDesc	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.

Code Entity	Format	Entity Description
CC @PenaltyShot	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PenaltyType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PerformanceCategory	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Period	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodNo	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodPart	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodStatus	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PhaseIdentificator	S(10)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PhaseNo	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Piste	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PlayerStatus	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PntMrgin	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PointsType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PosCategory	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Position	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set

Code Entity	Format	Entity Description
		of values.
CC @PositionAction	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PositionNumber	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PositionOrder	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PresureUnit	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ProgressCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualificationMark	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualifiedMark	S(10)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualifiyingType	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RangeCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RealtimeTechnique	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Region	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RequestContestat	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RequestResult	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RequestType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.

Code Entity	Format	Entity Description
CC @ResAction	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultCode	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultMark	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultPhase	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultType	S(13)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultUnit	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Role	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoundCode	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoundNo	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoutineType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RunStatus	S(15)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Segment	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotGun	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotPosition	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotStatus	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set

Code Entity	Format	Entity Description
		of values.
CC @ShotType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @SpeedUnit	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @SplitPointUnit	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Stage	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @StartingCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Statistics	S(12)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Status	S(9)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Stroke	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Style	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @TeamDiscipline	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Technique	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Techniques	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @TechniqueType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @TemperatureType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.

Code Entity	Format	Entity Description
CC @TemperatureUnit	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @TypeCompetition	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Uniform	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @UnitCategory	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Warning	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @WeatherPoints	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @WinningScore	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @WLT	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @XCObstacleOutcome	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.

4 Message Definition

4.1 ODF Message Structure

ODF interface defines ODF messages. ODF messages are data structures based on standard XML.

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

4.1.1 ODF Declaration

The first line in an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

4.1.2 ODF Header

The next line after the declaration is the ODF header.

ODF header is the root element and it is always introduced by the element Odfbody.

Header attributes identifies ODF messages uniquely.
The message unique identifier is the aggregation of the following attributes:

- DocumentCode,
- DocumentSubcode (Optional)
- DocumentType and
- DocumentSubtype (Optional)

The following table describes the ODF header attributes. “M” designates mandatory attributes that must appear in all ODF messages. “O” designates optional attributes. Optional attributes can be required depending on other attributes in the header.

Attribute	M/O	Value	Comment
DocumentCode	M	S(9)	RSC for Results messages DDGEEEPUU, where DD=discipline, G=discipline’s gender, EEE=event, P=phase, UU=unit DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute.
DocumentSubcode	O	S(10)	Extension for the DocumentCode It is used when the RSC is not enough and it is required several different messages with the same RSC.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULTS)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version of the message
ResultStatus	O	CC @ResultStatus	Status of the messages for results message
Language	O	CC @Language	Language of the content of the message. If the message accepts multi-language and the attribute is not included, then by default the language is English If the message does not accept multi-language, 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	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	M	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	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	Not used in Nanjing 2014

Serial	M	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

4.1.3 ODF Body

The next line after the ODF header is the body of the ODF Message.

Declaration	<?xml version="1.0" encoding="UTF-8"?>
Header	<OdfBody DocumentType=… >
Body	<Competition Code= …> ← <Competition> element …. </Competition> <Message> Athlete nnnn disqualified… </Message> ← <Message> element
	</OdfBody>

Some important considerations for the ODF messages:

Mandatory elements are sent always.

- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they do not have any value then they are sent empty (Attribute =”“)
- Empty optional attributes are sent either empty (Attribute = ““) or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important

information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.

- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

<Competition> Element
An ODF message contains a mandatory element <Competition>.

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

<Message> Element
All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

<Competitor> Element
ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they 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's ID
	Type	M	T, A, G	T = Team A = Athlete G = Group

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type =** "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT_PARTIC message.

- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "A1" Type="A">
  <Composition>

    <Athlete Code="A1"  Order="1"/>

  </Composition>
</Competition>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** ="T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT_PARTIC_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT_PARTIC (athletes) message.
- Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.
- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team's **Bib** (if applicable) will be sent in Competitor element.
- Team members' **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= “T1” Type=”T”>
    <Composition>
      <Athlete Code=”A1”  Order=…/>
      <Athlete Code=”A2”  Order=…/>
      …
    </Composition>
</Competition>
```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC/NPC when the athletes belong to the same organization, otherwise MIXn.
- There will be several Competitor /Composition /Athlete elements, containing the group competitor members.

4.2 ODF Data Types and Formats

This chapter describes data types and formats for the attributes in the ODF messages.

Format	Format Description
CC @CodeEntity	Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes.
String	Text strings without a predetermined length
S(n)	Text strings with a length of up to n characters
Date	YYYYMMDD
MillisTime	HHMMSSmmm • HH: hour • MM: minutes • SS: seconds • mmm: milliseconds All formatted with leading zeroes (example: 090303020).
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) • YYYY: year

Format	Format Description
	• MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset
Boolean	'true' or 'false'
Numeric	Number with no predetermined length • If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3. • If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03. • If nothing is stated, it is assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	Number with decimal • N(n) integer part up to n digits • N(m) decimal part up to m digits
Specific pattern	Attributes with an specific pattern not specified in this table
Free text	Free text is never used in a message attribute, but it can be used inside the element content Example <element>Free text goes in here</element>

4.2.1 Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless other rules are specified in the sport documentation. (sport rules are applied before the transmission of the data)

- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,54**4** = 1, 5**4**)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,54**5** = 1, 5**5**)

4.2.2 Measures format

This chapter describes the measure formats and the conversion rules to use in all messages, unless other formats or rules are specified in the sport documentation.

Measure	Value	Format	Example
Height/Distance	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'09''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)ºC N(3)ºF	90ºC 990ºF	35ºC 95ºF
Distance	N(3).N(3)km N(3).N(3)mi	90.000km 90.000m	1.789km 6.123mi
Speed	N(2).N(3)m/s N(3).N(3)mph N(3).N(3)km/h	90.000m/s 90.000mph 90.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	N(2)cm N(2)in	90cm 90in	2cm 1in

4.2.3 Rules for measures conversion

This chapter describes measure the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights and fore mentioned rounding rules must be applied.

Measure	Conversion Rules

Measure	Conversion Rules
Distance	1 in = 0,0254 m 1 ft = 12 in = 0,3048 m 1 yd = 3 ft = 36 in = 0,9144 m 1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m 1 nmi (nautical mile) **=** 1,852 m
Speed	1 km/h = 3,6 m/s 1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg
Temperature	T[°F] = 1,8 × T[°C] + 32 T[°C] = (T[°F] – 32) / 1.8

4.3 ODF Message Update

An update occurs when it is received a message whose identification is coinciding with the identification of an already received message.

Message identification is the combination of the header attributes: *DocumentCode* + *DocumentSubcode* + *DocumentType* + *DocumentSubtype.*

ODF PiT:

The latest message substitutes completely the previous received message.

5 Point in Time Feed

5.1 Central Messages

5.1.1 Overall Perspective

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

Message Type	Message name
DT_SCHEDULE	Competition schedule
DT_SCHEDULE_UPDATE	Competition Schedule update
DT_PARTIC	Initial list of participants by discipline
DT_PARTIC_TEAMS	Initial list of teams

Each discipline using a message 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 requirements.

The following situations can occur:

- Situation 1:

  When one discipline must extend in its ODF document a particular element of the message definition (e.g.: the header of the message). If this extension is not done, the definition of the message for that sport will not be complete. This extension is considered mandatory for the sport that makes use of this particular message.

- Situation 2:

When the message's general definition contains elements that can be overwriten (e.g.: its trigger and frequency). If there are no specific requirements for the sport using the message the general rule of the message as described in this document should be followed.Situation 3:

- Situation 3:

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

- Situation 4:

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

For the message definition: The ODF Sport Data Dictionary will redefine the general definition of the needed message according to the related sport's specific requirements:

- Triggers and Frequency: for some messages, the redefinition will be Mandatory.
- Message Structure: for a specific sport can be redefined to include optional elements
- Message Values: for a specific sport it is possible to redefine the optional attributes or overwrite the required attributes. All the attributes defined in this document with the comment "See table comment" must be redefined in the ODF Sport Data Dictionary document of the sport using them.

The following table presents the relation between the messages and the redefinition need of its parts (Trigger and Frequency, Structure and Values) in the ODF Sport Data Dictionary document.

Redefinition **(in Message Type vs. Message Parts)**	**Trigger and Frequency**	**Message Structure (message elements)**	**Message Values (message attributes)**

DT_SCHEDULE			
DT_SCHEDULE_UPDATE			
DT_PARTIC		O	
DT_PARTIC_TEAMS		O	O

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

5.1.2 Competition schedule

5.1.2.1 Description

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

In deciding which event units to include, consider the following:

1. “schedule” flag in the ODF Common Codes
   - Include event units that have the ODF Common Codes flag for “schedule” set to “Y”.

2. Status
   - Exclude event units with a status of planned (Status=”1”) unless a planned event unit must be sent to change a scheduled event unit (Status=”2”) into a planned event unit (Status=”1”).

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

5.1.2.2 Header Values

The following table describes the ODF header attributes

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

5.1.2.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE").

5.1.2.4 Message Structure

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

Competition							
	Code						
	Discipline						
		Code					
		Gender (1..N)					
			Code				
			Event (1..N)				
				Code			
				Phase (1..N)			
					Code		
					Type		
					Unit (1..N)		
						Code	
						Status	
						StartDate	
						Estimated StartDate	
						EndDate	
						Estimated EndDate	
						Medal	
						Venue	
						Location	
						Estimated StartText (0..N)	
							Language
							Value
						ItemNam e (0,N)	
							Language
							Value
						ModificationIndicator (see Table Note)	

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

5.1.2.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Discipline	Code	M	CC @Discipline	Discipline Code
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID
Phase	Code	M	CC @Phase	Phase ID
	Type	M	CC @PhaseType	Include the phase type for those competition, official training phases, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit	Code	M	CC @Unit	Unit ID
	Status	M	CC @UnitStatus	Unit Status(Except the planned status in the case of the bulk message)
	StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. *Example: 2006-02-26T10:00:00+01:00*

Element	Attribute	M/O	Value	Comments
	EstimatedStartDate	O	Boolean	'true' if StartDate (scheduled start time) is an estimation. 'false' if StartDate (scheduled start time) is not an estimation. Start times of some units depend on the finalisation of previous event units, where the duration of the previous event unit is fixed. In this case, the start time is set to estimate. When the previous event unit finishes, then this flag is always set to false. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @StartDate is informed. In case of this attribute is 'true' the StartDate attribute normaly is used for sorting.
	EndDate	O	DateTime	End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. *Example:* *2006-02-26T10:00:00+01:00*

Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	O	Boolean	'true' if EndDate scheduled end time is estimation. 'false' if EndDate scheduled end time is not an estimation. Some event nits have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences, etc.). When the EndDate scheduled end time is finally known, this flag is always set to false. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @EndDate is informed.
	Medal	M	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	M	CC @VenueCode	Venue where the unit takes place
	Location	M	CC @Location	Location where the unit takes place
	ModificationIndicator	N/A	N/A	Only needed in the Competition Schedule update message
Unit/ EstimatedStartText This element is only used for Competition Schedules	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(20)	Text that explains in the case that StartDate is an estimation which is the Start Time (i.e. "After M.1")

Element	Attribute	M/O	Value	Comments
Unit/ ItemName This element is only used for Non Competition Schedules in case that this Unit are not in the common codes	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(40)	Item Name

5.1.2.6 Message sort

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

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

5.1.3 Competition Schedule update

5.1.3.1 Description

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

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

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

It has to be considered, anyway, that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

5.1.3.2 Header Values

The following table describes the ODF header attributes

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

5.1.3.3 Trigger and Frequency

This message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message.

5.1.3.4 Message Structure

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

5.1.3.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Unit	ModificationIndicator	M	U	U-Update event unit If ModificationIndicator='U', then update the event unit.

5.1.3.6 Message sort

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

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

.

5.1.4 List of participants by discipline

5.1.4.1 Description

A participant is considered as an individual competitor (type athlete, participating or not in the current games) or as an official in one or several disciplines or as a competitor being part of a team (team member).

Although the participant participates in more than one event or more than one discipline, this message just contains all the information for the discipline of the message, although listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to point out that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID as it is being sent in the List of athletes by discipline message. The historical athletes will be used to match historical athlete information as it is in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

This message also includes the historical team members of the historical teams' messages. It could happen these historical athletes would appear in this message just for this reason (being part of historical teams).

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participants' information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

The key of the information updated consists of the following attribute: Participant @Code. Therefore, any new or updated Participant Discipline-Event will be identified by all these attributes.

5.1.4.2 Header Values

5.1.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production	Test message or production message.

Attribute	Value	Comment
	“T”-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

5.1.4.3 Trigger and Frequency

5.1.4.3.1 PiT Triggers

The DT_PARTIC message is sent as a bulk message approximately one month before the Games.

5.1.4.4 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
Competition					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		Discipline			
			Code		
			InternationalFederationId		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			DisciplineEntry (0,N)		
				Code	
				Type	
				Pos	
				Value	
			RegisteredEvent (0,N)		
				Gender	
				Event	
				Bib	
				EventEntry (0,N)	
					Code
					Type
					Pos
					Value
		OfficialFunction (0,N)			
			FunctionId		

5.1.4.5 Message Values

Competition

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

Participant

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.

Attribute	M/O	Value	Comments
			The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @AccreditationStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.

Attribute	M/O	Value	Comments
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.

Participant /Discipline

Although any participating athlete will be assigned at least one discipline, it could be more. Any accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
InternationalFederationId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

Participant /Discipline /DisciplineEntry

Send if there are specific official's discipline.

Type	Code	Pos	Value	Description
See sport specific definition				

Participant /Discipline /RegisteredEvent

Any accredited athlete will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event.

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	See table comment	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current=”true”.

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

Participant /Discipline /RegisteredEvent /EventEntry

Send if there are specific athlete’s event entries.

Type	Code	Pos	Value	Description
See sport specific definition				

Participant /OfficialFunction

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Comments
FunctionId	M	CC @Function	Additional officials’ function code

5.1.4.6 Message Sort

The message is sorted by Participant @Code

5.1.5 List of teams

5.1.5.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

The key of the information updated consists of the following attribute: Team @Code. Therefore, any new or updated Team Discipline-Event will be identified by all these attributes.

5.1.5.2 Header Values

5.1.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC

Attribute	Value	Comment
		@Discipline
DocumentType	DT_PARTIC_TEAMS	List of participant teams 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	MillisTime	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
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information
Venue	CC @VenueCode	Venue where the message is generated.

5.1.5.3 Trigger and Frequency

5.1.5.3.1 PiT Triggers

The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games.

5.1.5.4 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
Competition					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
		Discipline (0,1)			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,1)		
				Event	
				Gender	
				Bib	
				EventEntry (0,N)	
					Code
					Type
					Pos

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					Value

5.1.5.5 Message Values

Competition

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

Team

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	N(2)	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73) see table comment	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)

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

Team /Composition /Athlete

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Comments
Code	M	S(20) with no	Athlete's ID of the listed team's member.

Attribute	M/O	Value	Comments
		leading zeroes	Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Team /TeamOfficials /Official
Send if there are specific team's officials.

Not apply to historical teams.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials.
Function	M	CC @Function	Official's function for the team.

Team /Discipline
Each team is assigned just to one discipline.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Team /Discipline /RegisteredEvent
Each team is assigned at least to one event, except for a historical team, which will not be registered to any event.

Attribute	M/O	Value	Comments
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	O	See table comment	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions.

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

Team /Discipline /RegisteredEvent /EventEntry

Send if there are specific team's event entries.

Type	Code	Pos	Value	Description
See sport specific definition				

5.1.5.6 Message Sort

The message is sorted by Team @Code.

5.2 Sport Messages

5.2.1 Overall perspective

5.2.1.1 List of Messages

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

Message Type	Message name
DT_START_LIST	Start List
DT_RESULT	Event Unit Results
DT_PHASE_RESULT	Phase Results
DT_CUMULATIVE_RESULT	Cumulative Results
DT_POOL_STANDING	Pool standings
DT_RANKING	Event Final ranking
DT_MEDALLISTS	Medallists of one event
DT_BRACKETS	Brackets

Each discipline using a message will have to adapt in its ODF document to the general presentation of the message: some of the definitions will have to be extended and some overwriten, depending on the sport's specific requirements.

The following situations can occur:

- Situation 1:

  When one discipline must extend in its ODF document a particular element of the message definition (e.g.: the header of the message). If this extension is not done, the definition of the message for that sport will not be complete. This extension is considered mandatory for the sport that makes use of this particular message.

- Situation 2:

  When the message's general definition contains elements that can be overwriten (e.g.: its trigger and frequency). If there are no specific requirements for the sport using the message the general rule of the message as described in this document should be followed.Situation 3:

- Situation 3:

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

- Situation 4:

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

For the message definition: The ODF Sport Data Dictionary will redefine the general definition of the needed message according to the related sport's specific requirements:

- Triggers and Frequency: for some messages, the redefinition will be Mandatory.
- Message Structure: for a specific sport can be redefined to include optional elements
- Message Values: for a specific sport it is possible to redefine the optional attributes or overwrite the required attributes. All the attributes defined in this document with the comment "See table comment" must be redefined in the ODF Sport Data Dictionary document of the sport using them.

The following table presents the relation between the messages and the redefinition need of its parts (Trigger and Frequency, Structure and Values) in the ODF Sport Data Dictionary document

Redefinition **(in Message Type vs. Message Parts)**	**Trigger and Frequency**	**Message Structure (message elements)**	**Message Values (message attributes)**
DT_START_LIST	O	O	O
DT_RESULT	O	O	O
DT_PHASE_RESULT	O	O	O
DT_CUMULATIVE_RESULT	O	O	O

DT_POOL_STANDING	O	O	O
DT_BRACKETS		O	O
DT_RANKING	O	O	O
DT_MEDALLISTS	O		

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

5.2.1.2 PiT message triggers

Every message will define the general rule for its triggers.

One sport using a message can update the trigger information according with the sport's requirements.

5.2.2 Start List

5.2.2.1 Description

The Start List is a message containing the list of competitors for one particular event unit (individual or team event unit).

The Start List is a mandatory message for all disciplines.

Each ODF Sport Data Dictionary will include the mandatory attributes /elements of this message and redefine the optional ones.

5.2.2.2 Header Values

5.2.2.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_START_LIST	Start List 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	MillisTime	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

Attribute	Value	Comment
		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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.2.3 Trigger and Frequency

5.2.2.3.1 PiT Triggers

As general rule, the message is sent as soon as the expected information is available:

- event unit related information (PhaseInfos, UnitInfos, and Officials)
- event unit related competitor

Trigger also after any major change.

5.2.2.4 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
Competition							
	Code						
	PhaseInfos (0,1)						
		PhaseInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Extensions (0,1)				
				Extension (1,N)			
					Type		
					Code		
					Pos		
					Value		
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
		UnitInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extensions (0,1)				
				Extension (1,N)			
					Type		
					Code		
					Pos		
					Value		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Competitor (0,N)				
				Organisation			
				Order			
				Composition (0,1)			
					Athlete (1,N)		
						FamilyName	
						GivenName	
	Officials (0,1)						
		Official (1,N)					
			Code				
			Function				
			Order				
			EmbeddedDataItems				
				PrintName			
				PrintInitialName			
				BirthDate			
				Gender			
				GenderLabel			
				Height			
				Weight			
				Organisation			
				OrganisationLabel			
			ExtOfficial (0,N)				
				Type			
				Code			
				Pos			
				Value			
	Start (0,N)						
		StartOrder					
		SortOrder					
		Competitor					
			Code				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Type				
			Bib				
			EmbeddedDataItems (0,1)				
				TeamName			
				Organisation			
				OrganisationLabel			
				ExtendedDescription (0,N)			
					Type		
					Code		
					Pos		
					Value		
			Coaches (0,1)				
				Coach (1,N)			
					Code		
					Function		
					Order		
					EmbeddedDataItems		
						PrintName	
						PrintInitialName	
						BirthDate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
			EventUnitEntry (0,N)				
				Type			
				Code			
				Pos			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Value			
			Composition (0,1)				
				Athlete (1,N)			
					Code		
					Order		
					Bib		
					EmbeddedDataItems		
						PrintName	
						PrintInitialName	
						BirthDate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
						ExtendedDescription (0,N)	
							Type
							Code
							Pos
							Value
					EventUnitEntry (0,N)		
						Type	
						Code	
						Pos	
						Value	

5.2.2.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

PhaseInfos' Extensions.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitDateTime

Scheduled start date and time.

Attribute	M/O	Value	Comments
StartDate	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Competitor

UnitInfo /Competitor /Composition is optional, because sometimes it is known the teams related to a UnitInfo, but not the team members related to this UnitInfo.

Attribute	M/O	Value	Comments
Organisation	M	CC @Organisation	Organisation ID
Order	O	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise

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

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

(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 / EmbeddedDataItems
Official associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	

Attribute	M/O	Value	Comments
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Officials /Official /ExtOfficial
Official's extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Start
This element is optional (due to the information availability, the information related to the event unit can be sent before the competitors information).

Attribute	M/O	Value	Comments
StartOrder	O	Numeric See table comment	Competitor's start order
SortOrder	M	Numeric See table comment	Used to sort all start list competitors in an event unit (for example, when the StartOrder is missing).

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

Start /Competitor
Competitor participating in the event unit

Start /Competitor /Composition is optional for a similar reason: knowing the teams participating in one event unit, it is not known yet the team members participating.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes, TBD, BYE or Code	Competitor's ID TBD is sent when the competitor is not known. BYE is sent when no competitor is available

Attribute	M/O	Value	Comments
			Code of the Group (when Type=”G”)
Type	M	T,A,G	T for team A for athlete G for groups that are not a team
Bib	O	See table comment	Team’s bib number (Competitor @Type should be T).

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

Start /Competitor/ EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type=”T”

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team’s Name
Organisation	M	CC @Organisation	Team’s organization ID
OrganisationLabel	M	S(20)	English Organization description

Start /Competitor/ EmbeddedDataItems/ ExtendedDescription

Team extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Start /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)

Start /Competitor /Coaches /Coach/ EmbeddedDataItems

Coach associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	

Attribute	M/O	Value	Comments
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
See sport specific definition				

Start /Competitor /Composition /Athlete

Athlete or team member's extended information.

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	N/A
Bib	O	See table comment	Individual athlete's bib number (if Competitor @Type="A" or team member's bib number (if Competitor @Type="T" or "G").

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

Start /Competitor /Composition /Athlete /EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC	

Attribute	M/O	Value	Comments
		@PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Start /Competitor /Composition /Athlete /EmbeddedDataItems/ ExtendedDescription

Athlete extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Start /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.2.6 Message Sort

The message is sorted by the Start@SortOrder attribute.

5.2.3 Event Unit Results

5.2.3.1 Description

The Event Unit Results is a message containing the results of the competitors in one (individual or team) event unit.

The Event Unit 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…).

5.2.3.2 Header Values

5.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). “OFFICIAL” / “UNOFFICIAL” / “INTERMEDIATE” / “INTERIM”/ “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.

Attribute	Value	Comment
Time	MillisTime	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.
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 (for example TIE BREAK in GA,…) because there are a lot of data.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.3.3 Trigger and Frequency

5.2.3.3.1 PiT Triggers

The general rule is that this message is 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).

Trigger also after any major change.

If there is any kind of sport specific rule, this can overwrite in the corresponding ODF Sport Data Dictionaries the general trigger rule: example to send interim results, partial results, etc.

There is a special case when the finish result is a tie-break with a lot of data (for example in GA). In this case the DT_RESULT message including DocumentSubtype is sent only with the data of the tie-break.

5.2.3.4 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
Competition									
	Code								
	PhaseInfos (0,1)								
		PhaseInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		UnitInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Pos				
					Value				
			Competitor (0,N)						
				Organisation					
				Order					
				Composition					
					Athlete (1,N)				
						FamilyName			
						GivenName			
	Periods (0,1)								
		Period (1,N)							
			Code						
			HomeScore						
			AwayScore						
			HomePeriodScore						
			AwayPeriodScore						
			Duration						
			ExtendedPeriods (0,1)						
				ExtendedPeriod (1,N)					
					Code				
					Type				
					Pos				
					Value				
	UnitActions (0,1)								
		UnitAction (1,N)							
			Code						
			Type						
			Pos						
			Value						
			Status						
			Time						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			ExtendedAction (0,N)						
				Code					
				Type					
				Pos					
				Value					
			Competitor (0,N)						
				Code					
				Type					
				Role					
				Order					
				EmbeddedDataItems (0,1)					
					TeamName				
					Organisation				
					OrganisationLabel				
				Composition (0,1)					
					Athlete (1,N)				
						Code			
						Order			
						Role			
						EmbeddedDataItems			
							PrintName		
							PrintInitialName		
							BirthDate		
							Gender		
							GenderLabel		
							Height		
							Weight		
							Organisation		
							OrganisationLabel		
	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							
		Result							
		IRM							
		QualificationMark							
		WLT							
		SortOrder							
		ResultType							
		RecordIndicators (0,1)							
			RecordIndicator (1,N)						
				Order					
				Code					
				RecordType					
		Competitor (1,N)							
			Code						
			Type						
			Bib						
			EmbeddedDataItems (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			EventUnitEntry (0,1)						
				Type					
				Code					
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Stats (0,1)						
				Stat (1,N)					
					Type				
					Code				
					Pos				
					Value				
					ExtendedStat (0,N)				
						Code			
						Type			
						Pos			
						Value			
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					Bib				
					EmbeddedDataItems				
						PrintName			
						PrintInitialName			
						BirthDate			
						Gender			
						GenderLabel			

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
								Type	
								Pos	
								Value	

5.2.3.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

Extensions of PhaseInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitDateTime

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

This element is just for PiT.

Attribute	M/O	Value	Comments
StartDate	O	DateTime	Actual start date-time. For multi-day units, the start date-time is on the first day.
EndDate	O	DateTime See table comment	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL)

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

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /Unitinfo /Extensions /Extension

Extensions of UnitInfos.

Type	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	N(3)	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.
It will be sent 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. 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)

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	Overall score of the away

Attribute	M/O	Value	Comments
		comment	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				

UnitActions /UnitAction

Attribute	M/O	Value	Comments
Code	M	See table comment	UnitAction's Code
Type	M	See table comment	Type (categorization) of the UnitAction
Pos	O	Numeric See table comment	An optional numerical value used to sort UnitAction with same type and code like split time in race competition.
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitAction
Status	M	N, U, D	Actions' status, used to control all the modifications. It indicates if the action is new (N), update (U) or delete (D). When used in DT_RT_RESULT with ResultStatus LIVE_FULL, LIVE_MANDATORY and LIVE_LAST or DT_RESULT Status will always be "N"
Time	M	MM:SS 00:00 or See table comment for some Sports	Action's time in minutes and seconds Example (02:05)

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

UnitActions /UnitAction /ExtendedAction

ExtendedAction information.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitActions /UnitAction /Competitor

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Role	O	See table comment	Role of the competitor in the action
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor

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

UnitActions /UnitAction /Competitor / EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

UnitActions /UnitAction /Competitor /Composition /Athlete

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

Attribute	M/O	Value	Comments
Role	O	See table comment	Role of the competitor in the action

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

UnitActions /UnitAction /Competitor /Composition /Athlete / EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit, send just 'Y' for equalled ranks.
Result	O	See table comment	The result of the competitor in the event unit

Attribute	M/O	Value	Comments
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	O	Numeric See table comment	Used to sort all the results of an event unit
ResultType	O	See table comment	Type of the @Result attribute. On the contrary, if ResultType is informed, and the other attributes are blank (‘’), it is assumed that these attributes are being reset. On the contrary, if ResultType is informed, and the other attributes are blank (‘’), it is assumed that these attributes are being reset.

(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	Order is always ‘1’for records broken/equalled in this Event Unit.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.

Result /Competitor

Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments

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

Result /Competitor / EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Result /Competitor / EmbeddedDataItems/ ExtendedDescription

Team extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /EventUnitEntry

Used only in the team events.

Attribute	M/O	Value	Comments
Type	M	EU_ENTRY	Type (categorization) of the EventUnitEntry.
Code	M	E_HOME or E_AWAY	EventUnitEntry's Code. Used to identify if the Team is the Home or the Away Team.

Result /Competitor /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Type	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.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete

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

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

Result /Competitor /Composition /Athlete /EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	

Attribute	M/O	Value	Comments
OrganisationLabel	M	S(20)	

Result /Competitor /Composition /Athlete /EmbeddedDataItems/ ExtendedDescription

Athlete extended information.

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 /Extensions /Extension

Type	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.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.3.6 Message Sort

Sort by Result @SortOrder

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

5.2.4 Phase Results

5.2.4.1 Description

The Phase Results is a message containing the results for the list of competitors in a particular phase.

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

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

5.2.4.2 Header Values

5.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. “OFFICIAL” / “UNOFFICIAL”
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,

Attribute	Value	Comment
		expressed in the local time zone where the message was produced.
Time	MillisTime	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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.4.3 Trigger and Frequency

5.2.4.3.1 PiT Triggers

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

Trigger also after any major change.

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

5.2.4.4 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
Competition									
	Code								
	PhaseInfos(0,1)								
		PhaseInfoInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	Result (1,N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1,N)						
				Order					
				Code					
				RecordType					
		Competitor							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Code						
			Type						
			EmbeddedDataItems (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (0,1)						
				Athlete (1,N)					
					Code				
					Order				
					EmbeddedDataItems				
						PrintName			
						PrintInitialName			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						BirthDate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
						ExtendedDescription (0,N)			
							Type		
							Code		
							Pos		
							Value		
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									Value

5.2.4.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

Type	Code	Pos	Value	Description
See sport specific definition				

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the phase.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the phase
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table comment	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

(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

Phase result's record indicator.

Attribute	M/O	Value	Comments
Order	M	Numeric	Deprecated: currently, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.

Result /Competitor

Competitor related to one phase result.

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

Result /Competitor/ EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Result /Competitor/ EmbeddedDataItems/ ExtendedDescription

Team extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results.

Type	Code	Pos	Value	Description

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension
Extensions of Team competitor's extended results.

Type	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".

Result /Competitor /Composition /Athlete /EmbeddedDataItems
Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Result /Competitor /Composition /Athlete /EmbeddedDataItems/ ExtendedDescription
Athlete extended information.

Type	Code	Pos	Value	Description

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.4.6 Message Sort

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

5.2.5 Cumulative Results

5.2.5.1 Description

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

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results takes into account the results of previous phases, and therefore it gives an idea about how a competition is progressing up to the end of an intermediate phase.

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

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

5.2.5.2 Header Values

5.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this

Attribute	Value	Comment
		attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. “OFFICIAL” / “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	MillisTime	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

Attribute	Value	Comment
		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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.5.3 Trigger and Frequency

5.2.5.3.1 PiT Triggers

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

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

It is sent after the last event unit for the first phase, in addition to subsequent phases. The message becomes unofficial just at the end of the event unit, and afterwards when the message becomes official (when the last event unit becomes official).

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

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

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

The clarification of this sequence can be:

Case 1:

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

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

Case 2:

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

Trigger also after any major change.

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

5.2.5.4 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								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	CumulativeResult (1,N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1,N)						
				Order					
				Code					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				RecordType					
		ResultItems							
			ResultItem (1,N)						
				Phase					
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder				
					RecordIndicators (0,1)				
						RecordIndicator (1,N)			
							Order		
							Code		
							RecordType		
		Competitor							
			Code						
			Type						
			EmbeddedDataItems (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Value				
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					EmbeddedDataItems				
						PrintName			
						PrintInitialName			
						BirthDate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
						ExtendedDescription (0,N)			
							Type		
							Code		
							Pos		

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

5.2.5.5 Message Values

Competition

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

ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

ExtendedInfos /ExtendedInfo /Extensions /Extension

Type	Code	Pos	Value	Description
See sport specific definition				

CumulativeResult

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 or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The cumulative result of the competitor
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table	Used to sort all cumulative results, based on rank, but to

Attribute	M/O	Value	Comments
		comment	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)

CumulativeResult /RecordIndicators /RecordIndicator

Cumulative result's record indicator.

Attribute	M/O	Value	Comments
Order	M	Numeric	Deprecated: Currently, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.

CumulativeResult /ResultItems /ResultItem

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

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)

CumulativeResult /ResultItems /ResultItem /Result

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

Attribute	M/O	Value	Comments
Rank	O	Text	Rank of the competitor in the result for the event unit or

Attribute	M/O	Value	Comments
		See table comment	phase identified by /ResultItems /ResultItem.
RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
ResultType	O	See table comment	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
Result	O	See table comment	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem
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
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
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)

CumulativeResult /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator

Result's record indicator.

Attribute	M/O	Value	Comments
Order	M	Numeric	Deprecated: Currently, Order is always '1' for the latest (best) record of each type broken/equalled up to the current event unit.

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.

CumulativeResult /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

CumulativeResult /Competitor / EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

CumulativeResult /Competitor / EmbeddedDataItems/ ExtendedDescription

Team extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

CumulativeResult /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

CumulativeResult /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

CumulativeResult /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".

CumulativeResult /Competitor /Composition /Athlete / EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

CumulativeResult /Competitor /Composition /Athlete / EmbeddedDataItems/ ExtendedDescription

Athlete extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

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

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.5.6 Message Sort

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

5.2.6 Pool Standings

5.2.6.1 Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered after each event unit (game, match, etc.), while the Phase Results message is triggered once the phase has finished. For this reason, in most sports, the message will be at event unit level, in order to provide information at the moment when the message was generated.

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.

5.2.6.2 Header Values

5.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType.
ResultStatus	CC @ResultStatus	Status of the message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production	Test message or production message.

Attribute	Value	Comment
	“T”-Test	
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

5.2.6.3 Trigger and Frequency

5.2.6.3.1 PiT Triggers

The general rule is that this message is sent:

- When an event unit of the corresponding phase finishes. The message has status INTERIM
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

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

Trigger also after any major change.

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

5.2.6.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	Code								
	PhaseInfos (0,1)								
		PhaseInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	Result (1,N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1,N)						
				Order					
				Code					
		Competitor							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Code						
			Type						
			EmbeddedDataItems (0,1)						
				TeamName					
				Organisation					
				OrganisationLabel					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (0,1)						
				Athlete (1,N)					
					Code				
					Order				
					EmbeddedDataItems				
						PrintName			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						PrintInitialName			
						BirthDate			
						Gender			
						GenderLabel			
						Height			
						Weight			
						Organisation			
						OrganisationLabel			
						ExtendedDescription (0,N)			
							Type		
							Code		
							Pos		
							Value		
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									Value

5.2.6.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

Extensions of PhaseInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the phase.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the phase
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table comment	Unique sort order for result in the phase, 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 /RecordIndicators /RecordIndicator
Phase 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

Result /Competitor/ EmbeddedDataItems
Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Result /Competitor/ EmbeddedDataItems/ ExtendedDescription
Team extended information.

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 /Extensions /Extension
Extensions of Team competitor's extended results.

Type	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/ EmbeddedDataItems
Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Result /Competitor /Composition /Athlete/ EmbeddedDataItems/ ExtendedDescription
Athlete extended information.

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 /Extensions /Extension

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.6.6 Message Sort

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

5.2.7 Brackets

5.2.7.1 Description

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

5.2.7.2 Header Values

5.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
ResultStatus	CC @ResultStatus	Status of the 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	MillisTime	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).

Attribute	Value	Comment
		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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.7.3 Trigger and Frequency

5.2.7.3.1 PiT Triggers

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

Send when a match/event unit is completed, for Unofficial and Official status. Therefore it is triggered twice (with both status) for each event unit (if unofficial is used). The message should be updated including information oneach 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 (GM Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (GM match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (GM match) has Official status.

Trigger also after any major change.

5.2.7.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	
Competition											
	Code										
	Bracket										
		Code									
		BracketItems (1,N)									
			Code								
			BracketItem (1,N)								
				Code							
				Order							
				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						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	
				CompetitorPlace (1,N)							
					Pos						
					Code						
					ExtCompPlaces (0,1)						
						ExtCompPlace (1,N)					
							Type				
							Code				
							Pos				
							Value				
					PreviousUnit (0,1)						
						Phase					
						Unit					
					Competitor (0,1)						
						Code					
						Type					
						EmbeddedDataItems (0,1)					
							TeamName				
							Organisation				
							OrganisationLabel				
							ExtendedDescription (0,N)				
								Type			
								Code			
								Pos			
								Value			
						ExtBracketComps (0,1)					
							ExtBracketComp (1,N)				
								Type			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11	
								Code			
								Pos			
								Value			
						Composition (0,1)					
							Athlete (1,N)				
								Code			
								Order			
								EmbeddedDataItems			
									PrintName		
									PrintInitialName		
									BirthDate		
									Gender		
									GenderLabel		
									Height		
									Weight		
									Organisation		
									OrganisationLabel		
										ExtendedDescription (0,N)	
											Type
											Code
											Pos
											Value
								ExtBracketAths (0,1)			
									ExtBracketAth (1,N)		
										Type	
										Code	
										Pos	
										Value	

5.2.7.5 Message Values

Competition

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

Bracket

Attribute	M/O	Value	Comments
Code	M	See table comment	Bracket code to identify a bracket item (finals, classification games...).

(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.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1

(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	N(3) 999	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.

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.
Unit	M	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item.

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

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor / EmbeddedDataItems
Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor / EmbeddedDataItems / ExtendedDescription
Team extended information.

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 / EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete / EmbeddedDataItems / ExtendedDescription

Athlete extended information.

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				

5.2.7.6 Message Sort

The following order applies:

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

5.2.8 Event Final Ranking

5.2.8.1 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).

5.2.8.2 Header Values

5.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status
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

Attribute	Value	Comment
		produced.
Time	MillisTime	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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

5.2.8.3 Trigger and Frequency

5.2.8.3.1 PiT Triggers

The general rule is that this message is sent just at the end of the last event unit of one particular event.

Trigger also after any major change.

If there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionaries

5.2.8.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	Code								
	EventInfos (0,1)								
		EventInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	Result (1,N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		SortOrder							
		Competitor							
			Code						
			Type						
			EmbeddedDataItems (0,1)						
				TeamName					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				Organisation					
				OrganisationLabel					
				ExtendedDescription (0,N)					
					Type				
					Code				
					Pos				
					Value				
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1,N)					
					Code				
					Order				
					EmbeddedDataItems				
						PrintName			
						PrintInitialName			
						BirthDate			
						Gender			
						GenderLabel			
						Height			
						Weight			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						Organisation			
						OrganisationLabel			
						ExtendedDescription (0,N)			
							Type		
							Code		
							Pos		
							Value		
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									Value

5.2.8.5 Message Values

Competition

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

EventInfos /EventInfo

Event info item associated to the event.

Type	Code	Pos	Value	Description
See sport specific definition				

EventInfos /EventInfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

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	It identifies if a rank has been equalled.
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the event
IRM	O	See table comment	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric See table comment	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	Competitor's ID.

Attribute	M/O	Value	Comments
		leading zeroes ,NOC ID or TBD	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, N	T for team A for athlete N for NOC's or NPC's

Result /Competitor / EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Result /Competitor / EmbeddedDataItems/ ExtendedDescription

Team extended information.

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 /Extensions /Extension

Extensions of Team competitor's extended results.

Type	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".

Result /Competitor /Composition /Athlete / EmbeddedDataItems
Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Result /Competitor /Composition /Athlete / EmbeddedDataItems/ ExtendedDescription
Athlete extended information.

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.8.6 Message Sort

Sort by Result @SortOrder

5.2.9 Event's Medallists

5.2.9.1 Description

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

5.2.9.2 Header Values

5.2.9.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
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	MillisTime	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

Attribute	Value	Comment
		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	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.9.3 Trigger and Frequency

5.2.9.3.1 PiT 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.

5.2.9.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Medal (1,N)						
		Code					
		Phase					
		Unit					
		Competitor					
			Type				
			Code				
			Order				
			EmbeddedDataItems (0,1)				
				TeamName			
				Organisation			
				OrganisationLabel			
				ExtendedDescription (0,N)			
					Type		
					Code		
					Pos		
					Value		
			Officials (0,1)				
				Official (1,N)			
					Code		
					Function		
					Order		
					EmbeddedDataItems		
						PrintName	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
						PrintInitialName	
						BirthDate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
			ExtCompMedals (0,1)				
				ExtCompMedal (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					EmbeddedDataItems		
						PrintName	
						PrintInitialName	
						BirthDate	
						Gender	
						GenderLabel	
						Height	
						Weight	
						Organisation	
						OrganisationLabel	
						ExtendedDescription (0,N)	
							Type
							Code
							Pos

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
							Value
					ExtAthMedals (0,1)		
						ExtAthMedal (1,N)	
							Type
							Code
							Pos
							Value

5.2.9.5 Message Values

Competition

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

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. 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
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Medal /Competitor / EmbeddedDataItems

Team associated information. OnlyNeeded if Competitor @Type="T"

Attribute	M/O	Value	Comments

Attribute	M/O	Value	Comments
TeamName	M/O	S(73)	Team's Name
Organisation	M	CC @Organisation	Team's organization ID
OrganisationLabel	M	S(20)	English Organization description

Medal /Competitor / EmbeddedDataItems/ ExtendedDescription

Team extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Medal /Competitor /Officials /Official

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

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

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

Medal /Competitor /Officials /Official / EmbeddedDataItems

Official associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	

Attribute	M/O	Value	Comments
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

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".

Medal /Competitor /Composition /Athlete/ EmbeddedDataItems

Athlete associated information

Attribute	M/O	Value	Comments
PrintName	M	S(35)	
PrintInitialName	M	S(18)	
BirthDate	O	YYYYMMDD	
Gender	M	CC @PersonGender	
GenderLabel	M	S(25)	Male or Female
Height	O	N(3) 999	
Weight	O	N(3) 999	
Organisation	M	CC @Organisation	
OrganisationLabel	M	S(20)	

Medal /Competitor /Composition /Athlete/ EmbeddedDataItems/ ExtendedDescription

Athlete extended information.

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				

5.2.9.6 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.

6 PDF feed

6.1 Overall perspective

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

6.1.1 PDF list of messages

The following table lists the ODF-PDF feed messages

Message Type	Message name
DT_PDF	PDF messages, these messages inclides a PDF file inside of them based in the YORIS type

6.1.2 PDF message triggers

These triggers will be defined in YORIS.

6.2 PDF Feed Messages

6.2.1 PDF message

6.2.1.1 Description

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

6.2.1.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment

DocumentCode	@ RSC	Depending on the pdf, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DD0000Ydd (sent at daily level where dd is the Day) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	*S(10)*	This is an optional attribute Refer to the ODF header definition It can be useful for example to separate pdf statistics by NOC or Daily Schedules pdf by date (with format YYYYMMDD) or Official or Sport Communications pdf by Item Number
DocumentType	DT_PDF	PDF message
DocumentSubtype	YORIS Type	It can be useful for example to say the type of the PDF, i.e. C51A, C73R,… Refer to the ODF header definition
Version	1…V 	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition This attribute is mandatory only when the *EI_PDF* Type defined in the Atribute *ExtendedInfo* is ***RESULT***.
Language	S(3)	Please, refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Please, refer to the ODF header definition
Date	Date	Please, refer to the ODF header definition

Time	MillisTime	Please, refer to the ODF header definition
LogicalDate	Date	Please, refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition

6.2.1.3 Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in YORIS.

Trigger also after any major change.

6.2.1.4 Message Structure

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

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

6.2.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ExtendedInfo	Type	M	*EI_PDF or EI_PDF_ITEM*	Type (categorization) of ExtendedInfo. Use only EI_PDF_ITEM in the case of a Official or Sport Communication

Element	Attribute	M/O	Value	Comments
	Code	M	CC_@CodePDF or Numeric	Key of the ExtendedInfo, to uniquely identify this element. Numeric only in case that use @Type= EI_PDF_ITEM (send in this attribute the DocumentSubtype of the DT_COMMUNICATION relationated)
PDFData	-	M	Free Text	The PDFData element may have a body consisting of one Base64-encoded report (a PDF file)

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

6.2.1.6 Message sort

There is no message sorting requirement for this message.

7 DOCUMENT CONTROL

7.1 File Reference

ODF/INT300-R2 v1.7 APP

7.2 Version history

Version	Date	Comments
R3 v1.0	25 October 2013	First version SFR based in R3-v3.3 APP version (11 October 2013) of Sochi 2014
R3 v1.1	8 November 2013	SFA version including reviewers comments
R3 v1.2	17 January 2014	New version including reviewers comments
R3 v1.3	27 January 2014	New version removing DT_HORSES message
R3 v1.4	10 February 2014	ExtendedDescription element added to Teams and Athletes in order to add flexibility in the extensions across sports.
R3 v1.5	28 February 2014	Birthdate changed to BirthDate in the ODF Light Extensions DT_SCHEDULE_UPDATE: Message Added DT_START_LIST: Order of ExtOfficial and EmbeddedDataItems elements updated DT_START_LIST: Order of EventUnitEntry and EmbeddedDataItems elements updated
R3 v1.6	R3 v1.6	All previous colours removed Clarified that GenderLabel attrviute values is Male or Female
R3 v1.7	R3 v1.7	DT_PDF message and PDF feed remove at all

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	First version SFR References to ORIS changed to YORIS Any reference to Real Time Removed CompetitorExtension added to Team, Athletes and Officials
R3 v1.1	SFA	General Change: References to Guides and Sport Class removed General Change: References to ModificationIndicator removed as there are no UPDATE messages General Change: <CompetitorExtension> element renamed to <EmbeddedDataItems> General Change: "GenderLabel" and "OrganisationLabel" ODF Light extension removed. General Change: Attributes of the "EmbeddedDataItems" extension explained in detail in the Messages Values section of each message Global Codes: Some entities not used in the subset of messages defined for Nanjing 2014 removed. ODF Header: References to Real Time in Serial ODF Header attribute definition removed. DT_SCHEDULE: References to DT_SCHEDULE_UPDATE removed DT_PHASE_RESULT : Bib attribute removed. It was included by mistake, but does not exist in the baseline message structure from London 2012/Glasgow 2014 ExtendedInfos element renamed as PhaseInfos. It has this name in the baseline message structure from London 2012/Glasgow 2014

Version	Status	Changes on version
		DT_CUMULATIVE_RESULT : Bib attribute removed. It was included by mistake, but does not exist in the baseline message structure from London 2012/Glasgow 2014 Result element renamed as CumulativeResults. It has this name in the baseline message structure from London 2012/Glasgow 2014
R3 v1.2	SFA	Global Codes: CC @HorseBreed, CC @HorseColour,CC @HorseSex removed. Message DT_PARTIC_HORSES updated accordingly CC @Location to refeer common codes entity “Venue” CC @SessionType removed Message DT_SCHEDULE updated accordingly CC @PersonGender values defined as they are not part of common codes Common Codes entities attributes matched with Common codes
R3 v1.3	SFA	New version removing DT_HORSES message
R3 v1.4	SFA	ExtendedDescription element added to Teams and Athletes in order to add flexibility in the extensions across sports.
R3 v1.5	APP	Birthdate changed to BirthDate in the ODF Light Extensions DT_SCHEDULE_UPDATE: Message Added DT_START_LIST: Order of ExtOfficial and EmbeddedDataItems elements updated DT_START_LIST: Order of EventUnitEntry and EmbeddedDataItems elements updated
R3 v1.6	APP	All previous colours removed Clarified that GenderLabel attrviute values is Male or Female
R3 v1.7	APP	DT_PDF message and PDF feed remove at all

This page has been intentionally left blank

This page has been intentionally left blank