INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Sochi 2014

ODF Short Track Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Short Track Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Short Track, as well as defines the codes used in these messages.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Short Track Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Short Track competition is run.

1.3 Main Audience

The main audience of this document is the IOC as the ODF promoter, ODF users such as the World News Press Agencies, Rights Holding Broadcasters and International Sports Federations.

1.4 Glossary

The following abbreviations are used in this document

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/INT001	ODF Message Transmission Document	This document describes the technical standards to be used to transfer ODF messages between the message generators and the final ODF users
ODF/COD001	ODF Common Codes Document	This document describes the ODF codes used across the rest of the ODF documents
ODF/INT004	ODF General Messages Interface Document	This document describes the ODF general messages

2 Overall Perspective

2.1 Objective

The objective of this document is to focus on the formal definition of the ODF Short Track Data Dictionary.

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.

3 Messages

3.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in this sport.

•The column "Message type" indicates the DocumentType that identifies a message

•The column "Message name" is the message name identified by the message type

•The column "Feed" identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)

•The column "Message extended in this document" indicates whether a particular message has extended definition in regards to those that are general for all sports. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Feed	Message extended
DT_SCHEDULE	Competition schedule	PiT	
DT_SCHEDULE_UPDATE	Competition schedule update	PiT	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	PiT	X
DT_MEDALS	Medal standings	PiT	
DT_MEDALLISTS_DAY	Medallists of the day	PiT	
DT_HISTORIC_RECORD	Historical records	PiT	X
DT_GLOBAL_GM	Global good morning	PiT	
DT_GLOBAL_GN	Global good night	PiT	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_PHASE_RESULT	Phase Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_RANKING	Event Final Ranking	PiT	
DT_MEDALLISTS	Event's Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_RECORD	Records	PiT	X
DT_COMMUNICATION	Official Communication	PiT	
DT_GM	Discipline/venue good morning	PiT	
DT_GN	Discipline/venue good night	PiT	
DT_CONFIG	Discipline Configuration	PiT	X
DT_WEATHER	Event Unit Weather Conditions	PiT	X
DT_SERIAL	List of Current PiT Serial	PiT	

Message Type	Message Name	Feed	Message extended
DT_PHOTOFINISH	Photofinish	PiT	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	
DT_PDF_GN	PDF Discipline/Venue good night	PDF	
DT_PDF_SERIAL	List of Current PDF Serial	PDF	
DT_RT_GM	RT Discipline/venue good morning	RT	
DT_RT_GN	RT Discipline/venue good night	RT	

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3.2 Messages

3.2.1 List of participants by discipline / List of participants by discipline Update

3.2.1.1 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.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must mbe sent.

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.

3.2.1.2 Header Values

3.2.1.2.1 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 / DT_PARTIC_UPDATE	List of participants by discipline message

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Attribute	Value	Comment
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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.

3.2.1.3 Trigger and Frequency

3.2.1.3.1 PiT Triggers

Send at the beginning of the day, or as soon as the information is known.

Resend if a major change.

3.2.1.4 Message Structure

Following table defines the structure of the message.

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			
		ModificationIndicator			
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,N)		

List of participants by discipline / List of participants by discipline Update

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

3.2.1.5 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. 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)

Attribute	M/O	Value	Comments
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 could be not 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.
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 Movement program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the

Attribute	M/O	Value	Comments
			participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

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 Short Track

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	M	N(3) 999	Helmet number. Example: 600, 451, 345 …

Participant /Discipline /RegisteredEvent /EventEntry

Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		N(3) 999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The world rank of the athlete
	E_SUBSTITUTE		S(2) Sx (x=1..8)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Indicates if the competitor is a substitute

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
E_ENTRY/ E_RANK	The world rank of the athlete	Always
E_ENTRY/ E_SUBSTITUTE	Indicates if the competitor is a	Always

Type/Code	Description	Expected
	substitute event units	

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

3.2.1.6 Message Sort

The message is sorted by Participant @Code

3.2.2 List of teams / List of teams update

3.2.2.1 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.

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the team data being modified.

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.

3.2.2.2 Header Values

3.2.2.2.1 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_TEAMS_UPDATE / 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

Attribute	Value	Comment
		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.

3.2.2.3 Trigger and Frequency

3.2.2.3.1 PiT Triggers

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

It is sent several times up to the date from what only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in a DT_PARTIC_TEAMS bulk message sent before.

3.2.2.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Team (1,N)			
		Code		
		Organisation		
		Number		
		Name		
		Gender		
		Current		
		ModificationIndicator		
		Composition (0,1)		
			Athlete (1,N)	
				Code
				Order
		Discipline (0,1)		
			Code	
			InternationalFederationId	
			RegisteredEvent (0,1)	
				Event
				Gender

3.2.2.5 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	M	N(2)	Team's number. For ST it will be 1.
Name	M	S(73)	Team's name.
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)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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 leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

Attribute	M/O	Value	Comments
			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

3.2.2.6 Message Sort

The message is sorted by Team @Code.

3.2.3 Historical records

3.2.3.1 Description

The "historical records" is a message that lists the records broken in previous Competitions.

3.2.3.2 Header Values

3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_HISTORIC_RECORD	Historical records 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.
Venue	CC @VenueCode	Venue where the message is generated.

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

"Historical records" are sent only once with a bulk message when the information is available before the competition starts. A new version of this message substitutes previous historical record information.

3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition								
	Code							
	HistoricalRecords							
		Record (1,N)						
			Code					
			RecordType (1,N)					
				Code				
				Subcode				
				Equalled				
				RecordData				
					ResultType			
					Result			
			Competitor (1,N)					
				Code				
				Type				
				RecordData (0,1)				
					Country			
					Place			
					Date			
					Confirmed			
					Event			
				Composition (0,1)				
					Athlete (1,N)			
						Code		
						Order		
						RecordData (0,1)		
							Country	
							Place	
							Date	
							Confirmed	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
								Event

3.2.3.5 Message Values

Competition

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

HistoricalRecords /Record

Attribute	M/O	Value	Comments
Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes are available in the historical records message.

HistoricalRecords /Record /RecordType

Send several elements when several records were broken for the current event unit (specified in ODF header).

It is possible to have more than one element with the same type (as in the case of National Records.

Attribute	M/O	Value	Comments
Code	M	CC @RecordType	Record type.
Subcode	O	- NOC if Code="NR" or "NB" - Rank if Code="BOP", "ALL" or "SBP" - WRC order if Code="WRC"	It will be mandatory in case of Code="NR", "NB", "BOP", "ALL, "SBP" or "WRC"
Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record

HistoricalRecords /Record /RecordType /RecordData

Attribute	M/O	Value	Comments
ResultType	M	CC @ResultType	It will be time.
Result	M	MM:SS.mmm 99:90.000	The result of the competitor for the record. MM is minutes, SS is seconds, mmm is milliseconds.

HistoricalRecords /Record /RecordType /Competitor

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (@Current="false") if Competitor @Type="A" or DT_PARTIC_TEAMS (@Current="false") if Competitor @Type="T".

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID When the Competitor is an historical athlete, then this ID will start with "A" and when it is a Team it will start with "T".
Type	M	T, A	T for team A for athlete

HistoricalRecords /Record /RecordType /Competitor /RecordData

If Competitor @Type="T", always send.

If Competitor @Type="A", do not use.

Attribute	M/O	Value	Comments
Country	M	CC @Country	Country code where the record was broken
Place	M	S(40)	Place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYYMMDD	Date when the record was broken.
Confirmed	O	Y,N	Send if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete

Individual athlete / team member information should be in DT_PARTIC (@Current="false").

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 This ID will start with "A" as it is an historical Athlete.
Order	M	Numeric	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete /RecordData

Individual athlete's record data, according to competitors' rules.

If Competitor @Type="A", always send.

If Competitor @Type="T", do not use.

Attribute	M/O	Value	Comments
Country	M	CC @Country	Country code where the record was broken
Place	M	S(40)	Place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYYMMDD	Date when the record was broken.
Confirmed	O	Y,N	Send if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

3.2.3.6 Message Sort

Sort by Record @Code attribute and then by RecordType @Code attribute.

3.2.4 Start List

3.2.4.1 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.

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
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 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

3.2.4.3 Trigger and Frequency

3.2.4.3.1 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 competitors.

Trigger also after any major change.

3.2.4.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	UnitInfos (0,1)				
		UnitDateTime (0,1)			
			StartDate		
		UnitInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
	Officials (0,1)				
		Official (1,N)			
			Code		
			Function		
			Order		
	Start (0,N)				
		StartOrder			
		SortOrder			
		Competitor			
			Code		
			Type		
			Composition (0,1)		
				Athlete (1,N)	
					Code
					Order
					Bib

3.2.4.5 Message Values

Competition

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

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
UI_ST	ST_RACE_NUMBER		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Race number at the competition level
	ST_RACE_ORDER		N(2) 99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Race order at the round level

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
UI_ST/ ST_RACE_NUMBER	Race number at the competition level	Always
UI_ST/ ST_RACE_ORDER	Race order at the round level	Always

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	CC @Function	Send the function code for: Referee First Assistant Referee Assistant Referee Starter Assistant Starter Assistant referee video Competitors Steward

Attribute	M/O	Value	Comments
Order	M	Numeric	Order of the Officials following the Sports Rule

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	M	Numeric	Start order of the competitor in the start list (either single athlete or team). In the case of team competitor, start order of the team. The team members will have the order within the team in their respective Competitor /Composition /Athlete elements (@Order attribute).
SortOrder	M	Numeric	Same as @StartOrder

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	Competitor's ID
Type	M	T,A	T for team A for athlete

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	Order attribute used to sort team members (i.e.: 1, 2..4) in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	M	S(4)	Athlete's helmet number.

3.2.4.6 Message Sort

The message is sorted by the Start@SortOrder attribute.

3.2.5 Event Unit Results

3.2.5.1 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…).

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
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.
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.

Attribute	Value	Comment
DocumentSubtype	N/A	Not used in ST.
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

3.2.5.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST
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
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
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

Attribute	Value	Comment
		message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

The general rule is that this message is sent as when the event unit finishes and the message becomes unofficial, and also afterwards when the message becomes official (when the event unit becomes official). The official/unofficial status can be seen in ODF headers (ResultStatus attribute).

Trigger also after any major change.

The "qualified by time" competitors should be known at the end of phase, and for this reason, for some of the event units, the information should be resent just to inform the @QualificationMark attribute with the "QT".

3.2.5.3.2 RT Triggers

For ResultStatus=LIVE_UPDATE:

o T2: Trigger when the competitor passes the lap counter

o T3: Trigger when the results are available

o T4: Trigger when the leading competitor completes a new lap

•For ResultStatus=LIVE_FULL
Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.

•For ResultStatus=LIVE_MANDATORY
It is sent when a correction in the previous messages has to be done.

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

3.2.5.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	UnitInfos (0,1)						
		UnitDateTime (0,1)					
			StartDate				
			EndDate				
		UnitInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		ResultType					
		RecordIndicators (0,1)					
			RecordIndicator (1,N)				
				Order			
				Code			
				RecordType			
		Competitor (1,N)					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					Bib		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.5.5 Message Values
Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

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

This element is just for PiT.

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

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

Type	Code	Pos	Value	Description
UI_RESULTS	ST_LAPS_TGO	Numeric	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the laps to go

Send 0 when the leader reach the finish line. For @Value: Send the code of the leader for each laps to go(could be a team or an athlete code) |

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
UI_RESULTS/ ST_LAPS_TGO	The leader of each laps_to_go during the race.	Always, for all event units	N	T2

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	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the corresponding event unit. This attribute is optional because the skater could get an invalid rank mark.	N	T3

Attribute	M/O	Value	Comments	RT Only	RT Trigger
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y".	N	T3
Result	O	MM:SS.mmm 99:90.000 or 'No Time'	Result for the particular event unit. Send just in the case @ResultType is Time or 'NO_TIME' (see codes chapter) MM is minutes, SS is seconds, mmm is milliseconds May be empty in the case of a referee decision to supress time.	N	T3
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is IRM (see codes chapter)	N	T3
QualificationMark	O	CC @QualificationMark	Send just in the case the skater qualified, according to the codes	N	T3
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).	N	T3
ResultType	O	CC @ResultType	Result type, either time or IRM for the corresponding event unit	N	T3

Result /RecordIndicators /RecordIndicator
Result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Order is always '1'for records broken/equalled in this Event Unit.	N	Only if necessary
Code	M	CC @RecordCode	Code which describes the record broken by the result value.	N	Only if necessary
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	N	Only if necessary

Result /Competitor
Competitor related to the result of one event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown	N	T3, T2, T4

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Type	M	T,A	T for team A for athlete	N	T3, T2, T4

Result /Competitor /ExtendedResults /ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_ST	ST_LAPS_TGO			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the laps to go for each team Send empty when the ResultType='Time' or 'IRM'
	ST_LAP		Numeric	NumericMM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the loop, from 1 to the total number of loops For @Value: Time for the Pos loop. It is cumulative. MM is minutes, SS is seconds, mmm is milliseconds.
		ST_LAP_TIME		MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time for the Pos loop. It is not cumulative. MM is minutes, SS is seconds, mmm is milliseconds.
		ST_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the @Pos lap for the team
		ST_ERANK		S(1)	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				(Y, N)	Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.

For the table above, we have the following additional/summary information:

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_ST/ ST_LAPS_TGO	Send the laps to go for each competitor Send empty when the ResultType='Time' or 'IRM'	Always for team event units	Y	T2,T4
ER_ST/ ST_LAP	Cumulative time for each lap	Always for team event units	N	T2,T4
ER_ST/ ST_LAP/ ST_LAP_TIME	The time for each lap	Always for team event units	N	T2,T4
ER_ST/ ST_LAP/ ST_RANK	Rank at the @Pos lap for the team	Always for team event units	N	T2,T4
ER_ST/ ST_LAP/ ST_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always for team event units	N	T2,T4

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.	N	T3, T2, T4
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	T3, T2, T4
Bib	M	S(4)	Athlete's bib number.	N	T3, T2, T4

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult
Team member or individual athlete's extended result.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_ST	ST_LEG		Numeric	MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					The number that identifies the leg, from 1 to the total number of legs (relay) For @Value: Cumulative time after the @Pos leg for the team member in the leg (relay) MM is minutes, SS is seconds, mmm is milliseconds.
	ST_LAP		Numeric	MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the loop, from 1 to the total number of loops For @Value: Time for the Pos loop. It is cumulative. It will be for single athlete, or team member in the case of relay MM is minutes, SS is seconds, mmm is milliseconds.
		ST_LAP_TIME		MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time for the Pos loop. It is not cumulative. It will be for single athlete, or team member in the case of relay MM is minutes, SS is seconds, mmm is milliseconds.
		ST_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the intermediate lap for the single athlete Send empty for all the laps if the ResultType='IRM'.
		ST_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
	ST_LAPS_TGO			Numeric	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send the laps to go for each competitor Send empty when the ResultType='Time' or 'IRM'

For the table above, we have the following additional/summary information:

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_ST/ ST_LEG	Cumulative time for each leg	Always for individual event units	N	T2,T4
ER_ST/ ST_LAP	Cumulative time for each lap	Always	N	T2,T4
ER_ST/ ST_LAP/ ST_LAP_TIME	The time for each lap	Always	N	T2,T4
ER_ST/ ST_LAP/ ST_RANK	Rank at the intermediate lap for the single athlete Send empty for all the laps if the ResultType='IRM'.	Always	N	T2,T4
ER_ST/ ST_LAP/ ST_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always	N	T2,T4
ER_ST/ ST_LAPS_TGO	Send the laps to go for each competitor Send empty when the ResultType='Time' or 'IRM'	Always	Y	T2,T4

3.2.5.6 Message Sort

Sort by Result @SortOrder

3.2.6 Phase Results

3.2.6.1 Description

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

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. This ODF Sport Data Dictionary will also explain with further detail the optional attributes or optional elements of the message.

3.2.6.2 Header Values

3.2.6.2.1 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
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, 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.

Attribute	Value	Comment
		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

3.2.6.2.2 RT 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
DocumentType	DT_RT_PHASE_RESULT	Real Time Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST"
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
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.

Attribute	Value	Comment
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

3.2.6.3 Trigger and Frequency

3.2.6.3.1 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.

3.2.6.3.2 RT Triggers

•For ResultStatus=LIVE_UPDATE:

o   T4: Trigger when the results are known (after the competitor completes his race)

•For ResultStatus=LIVE_FULL:

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

•For ResultStatus=LIVE_MANDATORY
It is sending when a correction in the previous messages has been done.

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

3.2.6.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		QualificationMark					
		SortOrder					
		RecordIndicators (0,1)					
			RecordIndicator (1,N)				
				Order			
				Code			
				RecordType			
		Competitor					
			Code				
			Type				
			Composition (0,1)				
				Athlete (1,N)			
					Code		
					Order		
					Bib		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.6.5 Message Values

Competition

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @Competition	Unique ID for competition	N	When available

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	RT Only	RT Trigger
Rank	O	Numeric	Rank value in the course	N	T4
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	T4
ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding event unit	N	T4
Result	O	MM:SS.mmm 99:90.000	Result for the particular event unit. Send just in the case @ResultType is Time (see codes chapter) MM is minutes, SS is seconds, mmm is milliseconds. May be empty in the case of a referee decision to supress time.	N	T4
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	T4
QualificationMark	O	CC @QualificationMark	Send in case of individual and team relay events.	N	T4
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.	N	T4

Result /RecordIndicators /RecordIndicator

Phase result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.	N	T4
Code	M	CC @RecordCode	Code which describes the record broken by the result value.	N	T4
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	N	T4

Result /Competitor

Competitor related to one phase result.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Competitor's ID	N	T4
Type	M	T,A	T for team A for athlete	N	T4

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete	N	T4
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	T4
Bib	M	S(4)	Athlete's helmet number.	N	T4

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
ER_ST	ST_HEAT		S(15)	For @Type: Send proposed type For @Code: Do not send anything For @Pos: Do not send anything For @Value: Indicates in which heat the athlete competed. Please sent 1, 2,…A or B for the finals.

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected	RT Only	RT Trigger
ER_ST/ ST_HEAT	Indicates in which heat the athlete competed. Please sent 1, 2,…A or B for the finals.	Always	N	N/A

3.2.6.6 Message Sort

Sort by Result @SortOrder

3.2.7 Event Final Ranking

3.2.7.1 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).

In ST, DT_RANKING message could be blank in case no one is out of the competition after a phase.

3.2.7.2 Header Values

3.2.7.2.1 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_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 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.

Attribute	Value	Comment
		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.

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

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

In the case of this discipline, the message is also expected at the end of each phase

Trigger also after any major change.

3.2.7.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value

3.2.7.5 Message Values

Competition

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

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	Numeric	Final rank of the competitor in the corresponding event. This attribute is optional because the competitor could get an empty rank in the case of a red card, for example.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time, Code or IRM for the corresponding event.
Result	O	MM:SS.mmm 99:90.000	The best time of the particular event unit. Send just in the case @ResultType is Time or Code (see codes chapter) MM is minutes, SS is seconds, mmm is milliseconds May be empty in the case of a referee decision to supress time.
IRM	O	CC @IRM	IRM for the particular event. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Result /Competitor

Competitor related to one final event 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 /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
ER_ST	ST_PHASE		CC @ResultPhase	For @Type: Send proposed type For @Code: Send proposed code For @Value: Last Phase reached by the competitor
	ST_ROUND_RANK		Numeric	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Value: The rank of the last phase reached by the competitor
	ST_RESULT		MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @Value: The best time of the competitor achieved in any phase. MM is minutes, SS is seconds, mmm is milliseconds. Will be blank if IRM in the first phase.
	ST_RECORD		CC @RecordType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Indicates if the result of the competitor is a record
	ST_ROUND_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Value: The IRM of the last phase reached by the competitor

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_ST/ ST_PHASE	Last Phase reached by the competitor	Just for the team events
ER_ST/ ST_ROUND_RANK	The rank of the competitor in the last reached phase.	Just for the team events
ER_ST/ ST_RESULT	The best time of the competitor achieved in any phase. MM is minutes, SS is seconds, mmm is milliseconds.	Just for the team events and if no IRM in the first phase.
ER_ST/ ST_RECORD	Indicates if the result of the competitor is a record	Just for the team events
ER_ST/ ST_ROUND_IRM	The IRM of the last phase reached by the competitor	Just for the team events

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 /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
ER_ST	ST_PHASE		CC @ResultPhase	For @Type: Send proposed type For @Code: Send proposed code For @Value: Last Phase reached by the competitor
	ST_ROUND_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: The rank of the last phase reached by the competitor
	ST_RESULT		MM:SS.mmm 99:90.000	For @Type: Send proposed type For @Code: Send proposed code For @Value: The best time of the competitor achieved in any phase. MM is minutes, SS is seconds, mmm is milliseconds. Will be blank if IRM in the first phase.
	ST_RECORD		CC @RecordType	For @Type: Send proposed type For @Code: Send proposed code For @Value: Indicates if the result of the competitor is a record
	ST_ROUND_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Value: The IRM of the last phase reached by the competitor
	ST_ALL_RANKS		S(5) 9-9-9	For @Type: Send proposed type For @Code: Send proposed code For @Value: Rank in all qualification rounds(C74A)

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
ER_ST/ ST_PHASE	Last Phase reached by the competitor	Just for the individual events
ER_ST/ ST_ROUND_RANK	The rank of the competitor in the last reached phase.	Just for the individual events
ER_ST/ ST_RESULT	The best time of the competitor achieved in any phase.	Just for the individual events and if no IRM in the first phase.

Type/Code	Description	Expected
	MM is minutes, SS is seconds, mmm is milliseconds.	
ER_ST/ ST_RECORD	Indicates if the result of the competitor is a record	Just for the individual events
ER_ST/ ST_ROUND_IRM	The IRM of the last phase reached by the competitor	Just for the individual events
ER_ST/ ST_ALL_RANKS	Rank in all qualification rounds	Just for the individual events

3.2.7.6 Message Sort

Sort by Result @SortOrder

3.2.8 Event's Medallists

3.2.8.1 Description

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

3.2.8.2 Header Values

3.2.8.2.1 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
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 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

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

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

The message should be sent with ResultStatus=OFFICIAL when the medallists are official known when the final event unit finishes.

3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Medal (1,N)				
		Code			
		Phase			
		Unit			
		Competitor			
			Type		
			Code		
			Order		
			Composition		
				Athlete (1,N)	
					Code
					Order

3.2.8.5 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 /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".

3.2.8.6 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.

3.2.9 Records

3.2.9.1 Description

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

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

3.2.9.2 Header Values

3.2.9.2.1 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_RECORD	Records 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
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

3.2.9.3 Trigger and Frequency

3.2.9.3.1 PiT Triggers

In general, this message should be sent as soon as a record is broken in the unit or as soon as a record is invalidated. However, it will be necessary to include all current valid records in case the record equals a previous record, including the event units where they may have been broken.

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

Trigger also after any major change.

3.2.9.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	Code								
	Record (1,N)								
		Code							
		RecordType (1,N)							
			Code						
			Subcode						
			Equalled						
			TypeOrder						
			RecordEntries						
				RecordEntry (1,3)					
					Type				
					Code				
					RecordData				
						ResultType			
						Result			
					Competitor (1,N)				
						Code			
						Type			
						RecordData (0,1)			
							Historical		
							RSC		
							Country		
							Place		
							Date		
							Time		
							Confirmed		
							Event		
						Composition (0,1)			
							Athlete (1,N)		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
								Code	
								Order	
								RecordData (0,1)	
									Historical
									RSC
									Country
									Place
									Date
									Time
									Confirmed

3.2.9.5 Message Values

Competition

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

Record

Attribute	M/O	Value	Comments
Code	M	CC @RecordCode	Record code. Send several record codes in case several record codes were broken for the current event unit.

Record /RecordType

Send several elements when several records were broken for the current event unit (specified in ODF header).

It is possible to have more than one element with the same type (as in the case of National Records).

Attribute	M/O	Value	Comments
Code	M	CC @RecordType	Record type.
Subcode	O	- NOC if Code="NR" or "NB" - Rank if Code="BOP", "ALL" or "SBP" - WRC order if Code="WRC"	It will be mandatory in case of Code="NR", "NB", "BOP", "WRC", "ALL" and "SBP"
Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
TypeOrder	M	CC @RecordType	CC @RecordType, column Order Record Order. It indicates the hierarchy (priority) for types of records

Record /RecordType /RecordEntries /RecordEntry

Send the following elements 'RecordEntry':

- New record(s) – send C & P record entries;
- Invalidated record(s) – send C, P & I record entries

For invalidated records, P (previous record) will only be sent when previous records are known.

Attribute	M/O	Value	Comments
Type	M	C, P, I	C – It indicates that the record entry will include the list of current records P – It indicates that the record entry will include the list of the previous record holders (now they should have been beaten) I – It indicates that the record entry will include the list of the invalidated records holders (not valid anymore)
Code	O	CC @RecordType	Record type. In case that of RecordEntry@Type=I and if the

Attribute	M/O	Value	Comments
			record type code of the record to invalidate is different to the current record type code.

Record /RecordType /RecordEntries /RecordEntry /RecordData

Attribute	M/O	Value	Comments
ResultType	M	CC @ResultType	It will be time.
Result	M	MM:SS.mmm 99:90.000	The result of the competitor for the record MM is minutes, SS is seconds, mmm is milliseconds.

Record /RecordType /RecordEntries /RecordEntry /Competitor

Competitor to whom the record is assigned.
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

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

Record /RecordType /RecordEntries /RecordEntry /Competitor /RecordData

If Competitor @Type="T", always send.
If Competitor @Type="A", do not use.

Attribute	M/O	Value	Comments
Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. Include the event unit in the current competition where the record was broken (as the event unit code is being sent in ODF header).
Country	M	CC @Country	Country code where the record was broken
Place	M	S(40)	Place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYYMMDD	Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @RSC attribute)
Time	O	MillisTime	Send always (Mandatory) in the case of Historical='N'.
Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record

Attribute	M/O	Value	Comments
			was broken (example: "World Championships", "Olympic Games", etc.).

Record /RecordType /RecordEntries /RecordEntry /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".

Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData
Individual athlete's record data, according to competitors' rules.

If Competitor @Type="A", always send.
If Competitor @Type="T", do not use.

Attribute	M/O	Value	Comments
Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. Include the event unit in the current competition where the record was broken (as the event unit code is being sent in ODF header).
Country	M	CC @Country	The country code where the record was broken
Place	M	S(40)	The place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYYMMDD	The date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @RSC attribute)
Time	O	MillisTime	Send always (Mandatory) in the case Historical='N'.
Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed

3.2.9.6 Message Sort

The following order applies:

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

3.2.10 Discipline Configuration

3.2.10.1 Description

The Discipline Configuration is a message containing discipline general configuration.

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

3.2.10.2 Header Values

3.2.10.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	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

3.2.10.3 Trigger and Frequency

3.2.10.3.1 PiT Triggers

The message is sent when this information is available.

3.2.10.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Configs			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value

3.2.10.5 Message Values

Competition

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

Configs /Config

Attribute	M/O	Value	Comments
Gender	O	Numeric	Gender code
Event	O	Numeric	Event code.
Phase	O	Numeric	Phase code.
Unit	O	Numeric	Unit code.

Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
EC_ST	ST_RANK_QUALIFY_NEXT_ROUND	Numeric	Numeric	For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: Send the rank according to @Code rule and @Pos
	ST_TEXT_QUALIFY_NEXT_ROUND		S(100)	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Description of the qualification rule for next phase.
	ST_LAPS_CONV	Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: The number of laps to go (remaining laps) For @Value: The number of the lap related to the laps to go number. (for example for 10 laps, when the athlete remains with Laps to go 7, his passed lap is 3).This value should match the possible Pos of the ST_LAP attribute.
	ST_LAP_COUNT		Numeric	For @Type:

Type	Code	Pos	Value	Description
				Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: The total number of laps for each event e.g. 500m – the Pos will be 5
	QUALIFY_FINAL_A	Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: indicates how many athletes will qualify from semifinal to Final A by rank
	QUALIFY_FINAL_B	Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Send 1 to indicate first rank included in the @Code rule Send 2 to indicate last rank included in the @Code rule For @Value: indicates how many athletes will qualify from semifinal to Final B by rank
	QUALIFY_TIME		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos : Do not send anything For @Value: indicates how many athletes will qualify by time

For the table above, we have the following additional/summary information:

Type/Code	Description	Expected
EC_ST/ ST_RANK_QUALIFY_NEXT_ROUND	Qualification for next round base on rank The information is sent at the phase level.	Always
EC_ST/ ST_TEXT_QUALIFY_NEXT_ROUND	Qualification rule description for next round The information is sent at the phase level.	Always
EC_ST/ ST_LAPS_CONV	Create a conversion between the current lap and the	Always

Type/Code	Description	Expected
	remained Laps to go. The information is sent at the event level.	
EC_ST/ ST_LAP_COUNT	The total number of laps for each event e.g 500m - the Pos will be 5. The information is sent at the event level	Always
EC_ST/ QUALIFY_FINAL_A	indicates how many athletes will qualify from semifinal to Final A by rank	Always
EC_ST/ QUALIFY_FINAL_B	indicates how many athletes will qualify from semifinal to Final B by rank	Always
EC_ST/ QUALIFY_TIME	indicates how many athletes will qualify by time	Always

3.2.10.6 Message Sort

There is no general message sorting rule.

3.2.11 Event Unit Weather Conditions

3.2.11.1 Description

The "Event Unit Weather Conditions" is a message containing the weather conditions in the Event Unit.

3.2.11.2 Header Values

3.2.11.2.1 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_WEATHER	Weather conditions in the match 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
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

3.2.11.3 Trigger and Frequency

3.2.11.3.1 PiT Triggers

Send one hour before each competition day and in every major change

3.2.11.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition				
	Code			
	Weather			
		Conditions (1,N)		
			Code	
			Humidity	
			Condition (0,3)	
				Code
				Value
			Pressure (0,N)	
				Unit
				Value
			Temperature (0,N)	
				Code
				Unit
				Value

3.2.11.5 Message Values

Competition

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

Weather /Conditions

Attribute	M/O	Value	Comments
Code	M	CC @WeatherPoints	Weather Points
Humidity	O	N(3)	Humidity in %

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	ICE	Weather conditions type
Value	M	CC @SnowConditions	Codes that describe the Ice Condition.

Weather /Conditions /Pressure

Attribute	M/O	Value	Comments
Unit	M	Pa	Metric system unit for pressure
Value	M	N(4) 9990	Air pressure

Weather /Conditions /Temperature

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	AIR, ICE	Air, Ice temperature.
Unit	M	CC @TemperatureUnit	Celsius and Fahrenheit unit for temperature
Value	M	-N(3).N(1) -990.0 or N(3).N(1) 990.0	Temperature in Celsius and Fahrenheit degrees (in case of positive temperature, do not send '+').

3.2.11.6 Message Sort

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

4 Messages Sequence

1. All events Heats

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for Heat n
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for Heat n+1
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Heat n
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Heat n
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Heat n
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for Heat n
DT_PHASE_RESULT	DDGEEEP00	N/A	LIVE_UPDAT	Phase Results after Heat n
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Heat n+1
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Heat n+1
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Heat n+1
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for Heat n+1
DT_PHASE_RESULT	DDGEEEP00	N/A	LIVE_LAST	Phase Results after Heat n+1
DT_PHASE_RESULT	DDGEEEP00	N/A	OFFICIAL	Official Phase Results after Heat n+1
DT_RANKING	DDGEEE000	N/A	PARTIAL	Event Final Ranking after the Heats

2. All events QF, SF and F

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for QF or SF or F n
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List for QF or SF or F n+1
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for QF or SF or F n
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for QF or SF or F n
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results for QF or SF or F n
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for QF or SF or F n
DT_PHASE_RESULT	DDGEEEP00	N/A	LIVE_UPDAT	Phase Results after QF or SF or F n
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results for QF or SF or F n+1
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results for QF or SF or F n+1
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of RT Results for QF or SF or F n+1
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results for QF or SF or F n+1
DT_PHASE_RESULT	DDGEEEP00	N/A	LIVE_LAST	Phase Results after QF or SF or F n+1

DT_PHASE_RESULT	DDGEEEP00	N/A	OFFICIAL	Off. Phase Res. after QF or SF or F n+1
DT_RANKING	DDGEEE000	N/A	PAR/OFF	Event Final Ranking after the Phase

5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id	Link
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Id	Link
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	Link
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'	Link
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	Link
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	Link
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id	Link
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 Id	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @PrecType	S(1)	R : Rain S : Snow	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id	Link
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	Link
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. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. 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 @SnowConditions	S(7)	Defined in ODF Common Codes Document See entity Snow Conditions • The entity's attribute to be used is Id	Link
CC @SportClass	S(8)	Defined in ODF Common Codes Document See entity Sport Class • The entity's attribute to be used is Id	
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	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Id	
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Id	Link

5.2 Short Track Codes

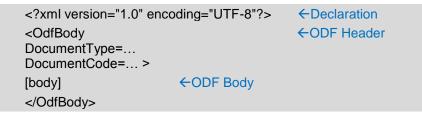| Code Entity	Format	Entity Description
CC @IceConditions	S(6)	Bad : Used to define the bad status of the ice Better : Used to define the better status of the ice Normal : Used to define the normal status of the ice
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DQ : Disqualified (used only in case of doping) PEN : Penalty RC : Red Card YC : Yellow Card (The codes order provided is according to the sport rules. In case of several DNF, DNS or PEN, sort by organisation code).
CC @QualificationMark	S(7)	ADV : Advanced ADVA : Advanced to final A (for semi-final results only) ADVB : Advanced to final B (for semi-final results only) Q : Qualified (for all phases before semi-final results only) QA : Qualified for final A QB : Qualified for final B QT : Qualified by time (Qualified as a fastest third place skater)
CC @ResultPhase	S(3)	F : Finals H : Heats QF : Quarterfinals SF : Semi-finals
CC @ResultType	S(13)	CODE : Code for the group (used in event final ranking) IRM : Invalid Result Mark TIME : Time (not used in event final ranking) NO_TIME: No Time
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	ICE: ICE

6 General definitions

6.1 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>
```

6.1.1 ODF Declaration

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

6.1.2 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..$\underline{V}$	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	Sequence number for ODF-RT messages. RTSerial starts with 1 each Real Time session at every different venue.
Serial	M	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.

6.1.3 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> element

```
                              </Message>
        </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.

6.2 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

Format	Format Description
	• 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 • 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>

6.2.1 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**)

6.2.2 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

6.2.3 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
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

Measure	Conversion Rules
Temperature	$T[°F] = 1{,}8 \times T[°C] + 32$
	$T[°C] = (T[°F] - 32) / 1.8$

6.3 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.

There are specific messages, (with an UPDATE suffix) for updating some elements and keep the rest of the message, e.g. DT_SCHEDULE_UPDATE, DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_ UPDATE or DT_PARTIC_HORSES_UPDATE.

ODF RT:

When the message header contains the attribute **ResultStatus** = LIVE_FULL or LIVE_LAST or LIVE_MANDATORY, the latest message substitutes completely the previous received message.

When the message header contains the attribute **ResultStatus** = LIVE_UPDATE, only the elements and attributes in the new message must be updated by message receiver.   Elements and attributes provided before must be kept by message receiver.

- New message only includes the changed attributes, with the exception of the mandatory attributes that are always sent even if there is no modification.

When an attribute sent in the past has no value anymore, send the same message with ResultStatus=LIVE_MANDATORY and

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

7 DOCUMENT CONTROL

7.1 File Reference

ODF/INT019 R3 v5.4 APP (ST)

7.2 Version history

Version	Date	Comments
R3 v1.0	12 Mar 2012	Submitted for review version.
R3 v2.0	08 May 2012	Submitted for approval.
R3 v2.1	25 May 2012	General changes.
R3 v3.0	29 Jun 2012	Pre-integration defects applied.
R3 v3.1	31 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal (APP-DRAFT). General changes in the document.
R3 v3.2	02 Aug 2012	Pre-integration defects applied.
R3 v3.3	13 Aug 2012	Pre-integration defects applied.
R3 v3.4	20 Aug 2012	Pre-integration defects applied.
R3 v4.0	20 Sep 2012	DRF applied. CRs applied.
R3 v4.1	11 Oct 2012	DRF applied.
R3 v4.2	29 Oct 2012	CR and defects applied.
R3 v5.0	14 Dec 2012	APP version.
R3 v5.1	15 March 2013	Small corrections due to defects
R3 v5.2	9 August 2013	CR/defects applied
R3 v5.3	13 September 2013	CR/defects applies
R3 v5.4	12 December 2013	CR applied

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v2.0	SFA	• RF requirements- March 2012-included. • InternationalFederationId attribute added (DRF SS). • Chapter 5.1 updated with the DT_PDF, DT_RT_GM, DT_RT_GN, DT_PDF_SERIAL, DT_PHOTOFINISH messages (DRF SS).

Version	Status	Changes on version
R3 v2.1	SFA	• DT_Result_Summary header value updated. • ST_LAPS_TGO attribute updated.
R3 v3.0	SFA	• Defect 77861 applied. • ST_LAPS_TGO attribute updated: Pos option removed. • Officials 'functions list added in the Start List message description. • UnitInfos /UnitInfo Element updated, no extensions available. • ST_LAP_TGO removed from the Athlete extensions. • ST Codes updated, QR removed from the CC @QualificationMark. • Defect 79087 applied. ST_LAP_RANK atribute removed. • Defect 78906 applied: ST_PHASE attribute value updated. • Defect 78907applied: CC @ResultPhase Code Entity updated. • Defects 78882 and 79062 applied: new trigger for the message DT_RANKING. The message now is expected at the end of each phase.
R3 v3.1	SFA (DRAFT)	• New messages proposal: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. • New messages proposal: Added the definition of DT_CUMULATIVE_RESULT and DT_RT_ CUMULATIVE _RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink color). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used. • DT_RANKING trigger updated: at the end of the event. • DT_RANKING updated: code added in the ResultType of the Result element. • The extensions of the DT_RANKING removed. • Structure file of the message DT_RANKING updated. • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult Element added in the DT_RESULT_SUMMARY message. • CumulativeResult /Competitor /ExtendedResults/ExtendedResult Element added in the DT_RESULT_SUMMARY message. • Structure file of the message DT_RESULT_SUMMARY updated. • CumulativeResult /Competitor /Composition /Athlete /ExtendedResults/ExtendedResult Element added in the DT_RT_RESULT_SUMMARY message. • CumulativeResult /Competitor /ExtendedResults/ExtendedResult Element added in the DT_RT_RESULT_SUMMARY message. • Structure file of the message DT_RT_RESULT_SUMMARY updated. • New codes added in the extensions of the Result Summary message. • PiT Result Summary Header Value updated: the document code is at

Version	Status	Changes on version
		the event level and the document subtype is at the phase and event unit level.
R3 v3.2	SFA (DRAFT)	• Defect 78906 applied: ST_PHASE attribute value updated. • Defect 78586 applied: DT_CONFIG message updated (ST_TEXT_QUALIFY_NEXT_ROUND is sent at the phase level). • Defect 78691 applied: DT_CONFIG message updated (ST_LAPS_CONV is sent at the event level). • ST_ROUND_IRM added in the Result Summary extensions.
R3 v3.3	SFA (DRAFT)	• Defect 81099 applied: UI_RESULTS /ST_LAPS_TGO attribute updated. Attribute used also in the PiT message.
R3 v3.4	SFA (DRAFT)	• Defect 81099 applied: ER_ST/ST_LAP and ER_ST/ST_LAP / ST_LAP_TIME attributes updated. Attributes used also in the PiT message. • More explanations added for the ST_LAPS_CONV attribute. • DT_HIST_REC_UPDATE message removed from the 'Applicable messages' list • More explanations added for the (RT) Result summary message.
R3 v4.0	SFR	• Light extension: ODF Light extensions from the DT_START_LIST and DT_PHASE_RESULT Message marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Light Extensions: DT_START_LIST PreviousResults defined as non-light extension. • New messages: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY). • DT_EXTRA_DATA renamed to Play by Play (PiT and RT). • DT_CUMULATIVE_RESULT, DT_RT_CUMULATIVE_RESULT, DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages structure merged: - PhaseInfos and PhaseInfos/PhaseInfo elements of DT_PHASE_RESULT and DT_RT_PHASE_RESULT renamed to ExtendedInfos, ExtendedInfos/ExtendedInfo. - Bib attribute added to Competitor and Athlete element of the DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. • SortOrder attribute clarified so that any resultsort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT, DT_RT_CUMULATIVE_RESULT and DT_PHASE_RESULT message (this includes ranked, none-ranked and IRM athletes/team). • DT_Ranking message updated: new codes added in the competitor extensions. • DT_Ranking trigger updated: the message is expecting also at the end of the phase.
R3 v4.1	SFA	• EndDate made optional in the UnitDateTime Element. • Sort rule updated for the Result message. • ResultType is optional. • DT_RESULT message. EndDate attribute set to Optional. • DT_START_POSITION removed from the Start /Competitor /Composition /Athlete /EventUnitEntry Element. • UnitDateTime with optional elements.
R3 v4.2	SFA	• SCODF001 implemented: DT_HIST_REC_UPDATE message removed from the 5.1 chapter.
R3 v5.0	APP	• APP version.

Version	Status	Changes on version
R3 v5.1	APP	•Defect 89631 applied: 'Confirmed' attribute set to O for both elements RecordData from the DT_Records message •Small correctio applied: Record /RecordType /Competitor /Composition /Athlete Element used for ST in the Records and Historical records messages (comment added due to defect 91797)
R3 v5.2	APP	• CR832 applied: IRM 'DSQ' replaced by 'DQ' (defect 92827) • CR666 applied: Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS messages. • CR906: Removed ODF Light elements from DT_START_LIST message. • CR974 : Remove "+" symbol in weather attributes, when sending values above 0 degrees. Change applies to DT_WEATHER message. • CR000971 applied: DT_WEATHER message added with the related ST specific codes.
R3 v5.3	APP	CR1179 applied: - New ResultType created: No_Time. - The Result/Result code form the Result messages should accept as value the 'No time' label. - The note 'DT_RANKING message could be blank in case no one is out of the competition after a phase' should be added in the DT_RANKING definition. -in the Configs /Config /ExtendedConfig element of the DT_CONFIG message should be added the following codes: QUALIFY_FINAL_A: indicates how many athletes will qualify from semifinal to Final A by rank QUALIFY_FINAL_B: indicates how many athletes will qualify from semifinal to Final B by rank QUALIFY_TIME: indicates how many athletes will qualify by time -in the Phase Results message, Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element add the code: ST_HEAT indicating in which heat the athlete competed. - in the /Competitor /ExtendedResults /ExtendedResult and Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult elements add the ST_RANK and ST_ERANK extensions for the ST_LAP code.
R3 v5.4	APP	CR002499 applied: Defect 100811: small update in the definition of the DT_weather/Temperature element. The temperature in F should be included in the description of the codes. CR02041 applied: 1) PiT trigger updated from event unit to discipline level. 'Frequency is 1 hour before each competition day starts and update in every major change. ' 2) Weather /Conditions /Condition-Values in "VALUE" attribute must take data from CC@snowconditions.

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Rules for measures conversion