INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Sochi 2014

ODF Cross Country Data Dictionary

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Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Cross Country Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Cross Country, 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 Cross Country Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Cross Country 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 Cross Country 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_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_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event's Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_COMMUNICATION	Official Communication	PiT	
DT_BRACKETS	Brackets	PiT	X
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	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	

Message Type	Message Name	Feed	Message extended
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	

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

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

The DT_PARTIC 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_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in a DT_PARTIC bulk message sent before.

3.2.1.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
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)	

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participants by discipline Update
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Level 1	Level 2	Level 3	Level 4	Level 5
				Gender
				Event
				Bib
				Class
				Guide
		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 must be the discipline code used to fill the OdfBody @DocumentCode attribute
InternationalFederationId	M	S(16)	Competitor's federation number for Cross Country

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	For team members: N(3)-N(1) 990-9 Or For single athletes: N(3) 999	Skier bib number, to be sent mandatory in all the individual event units (men's 15 km, women's 10 km, individual sprint, mass start and Skiathlon)
Class	O	CC @SportClass	Not used in olympics
Guide	O	S(20) with no leading zeroes	Not used in olympics

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
				Bib

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)
Organisation	M	CC @Organisation	Team organisation's ID
Number	M	N(2)	TTeam's number. In the case there is not more than one team for one organisation participating in one event, it will be 1. For CC it will be 1.
Name	M	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
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	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 OdfBody @DocumentCode attribute
InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Team /Discipline /RegisteredEvent

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

Attribute	M/O	Value	Comments
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	M	N(3) 990	Team bib number to be sent mandatory in all the team event units (team sprint, relay)

3.2.2.6 Message Sort

The message is sorted by Team @Code.

3.2.3 Start List

3.2.3.1 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.

3.2.3.2 Header Values

3.2.3.2.1 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

3.2.3.3 Trigger and Frequency

3.2.3.3.1 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.

3.2.3.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	Code					
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			StartDate			
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
	Start (0,N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Bib			
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		
				Value		
			Composition (0,1)			
				Athlete (1,N)		
					Code	
					Order	
					Bib	
					EventUnitEntry (0,N)	
						Type
						Code

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
						Pos
						Value

3.2.3.5 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.

Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Key of the official, to uniquely identify this element
Function	M	CC @Function	Send the function code for: FIS Technical Delegate FIS Assistant Race Director Chief of Competition FIS Assistant Technical Delegate Member
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	O	Numeric	Start order of the competitor in the start list
SortOrder	M	Numeric	Sort order of the competitor in the start list depending on Sport Rule.

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
Bib	O	N(3) 990	Team bib number to be sent mandatory in all the team event units (team sprint, relay)

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
EU_CC	CC_FIS_POINTS		N(4).N(2) 9990.00	For @Type: Send proposed type For @Code: Send proposed code for team FIS sprint points For @Value:

Type	Code	Pos	Value	Description
				Team FIS sprint points
	CC_START_ROW		N(3) 990	For @Type: Send proposed type For @Code: Send proposed code for start row For @Value: Start row

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

Type/Code	Description	Expected
EU_CC/ CC_FIS_POINTS	Team FIS sprint points	Send if team FIS sprint points in the case of team sprint
EU_CC/ CC_START_ROW	Start row	It must be sent in the case of the team event units (team sprint and relay)

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	In the case of relay, it will be 1, 2, 3, 4 which equals (in order) r(ed), g(reen), y(ellow), b(lue) where 1 & 2 use classic style and 3 & 4 use free. In the case of team sprint, it will be 1, 2 which equals (in order) r(ed), b(lue). For individual events it will be 1.
Bib	M	For team members: N(3)-N(1) 990-9 Or For single athletes: N(3) 999	Skier bib number, to be sent mandatory in all the individual event units (men's 15 km, women's 10 km, individual sprint, mass start and Skiathlon)

Start /Competitor /Composition /Athlete /EventUnitEntry
Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
EU_ENTRY	CC_START_TIME		HH:MM:SS 00:00:00	For @Type: Send proposed type For @Code: Send proposed code for skier start time For @Value: Skier start time
	CC_FIS_POINTS		"seeded" Or N(4).N(2) 9990.00	For @Type: Send proposed type For @Code: Send proposed code for FIS points

Type	Code	Pos	Value	Description
				For @Value: FIS points
	CC_START_ROW		Numeric	For @Type: Send proposed type For @Code: Send proposed code for start row For @Value: Start row
	CC_LEG_NUMBER		Numeric	For @Type: Send proposed type For @Code: Send proposed code for team member Leg For @Value: Leg number of the Team member. For Team Sprint provide number of the first leg (1 or 2)
	CC_COLOUR		S(1)	For @Type: Send proposed type For @Code: Send proposed code for team member Leg For @Value: Bib colour ("b", "g", "r" or "y")
	CC_SKI_TECHNIQUE		S(1)	For @Type: Send proposed type For @Code: Send proposed code for team member Leg For @Value: Skiing Technique ("C" or "F")

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

Type/Code	Description	Expected
EU_ENTRY/ CC_START_TIME	Skier start time	Send always in the case of interval start (men's 15 km, women's 10 km) and individual sprint qualification
EU_ENTRY/ CC_FIS_POINTS	FIS points	Send if FIS points (or "seeded") in the case of interval start (men's 15 km, women's 10 km), sprint (individual), mass start and Skiathlon
EU_ENTRY/ CC_START_ROW	Start row	Send in the case of Skiathlon, Mass Start (except for Team Sprint and Relay).
EU_ENTRY/ CC_LEG_NUMBER	Leg number	Leg number of the team member. Send in case of Team Sprint (1 or 2) and Relay (1,2,3 or 4)
EU_ENTRY/ CC_COLOUR	Bib Colour	For Relay and Team Sprint events
EU_ENTRY/ CC_SKI_TECHNIQUE	Skiing Technique	Only for Relay

3.2.3.6 Message Sort

The message is sorted by the Start@SortOrder attribute.

3.2.4 Event Unit Results

3.2.4.1 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…).

3.2.4.2 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_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	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases in result messages (for example TIE BREAK in GA,…) because there are a lot of data.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.4.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_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	Venue where the message is generated.

Attribute	Value	Comment
	@VenueCode	
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 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

Every 5 minutes during competition, the message will be sent with intermediate results.
o ResultStatus in the headers will have the value "INTERIM" for Interval Start and Sprint Qualification and "INTERMEDIATE" for the rest.

Once the first competitors arrive to the finish line, the message will be sent with partial results (No Partial result for the Interval races).
O ResultStatus in the headers will have the value "PARTIAL"

o The message will be resent with partial results every 10 minutes until the last competitor completes the race (mass start, Skiathlon and relay).

Then proceed with unofficial and official results, as expected.

3.2.4.3.2 RT Triggers

For ResultStatus=LIVE_UPDATE:
o T1: Trigger when an athlete crosses an intermediate point (Mass start, Skiathlon and Interval stats)

o T2: Trigger when an athlete arrives to finish (Mass start, Skiathlon and Interval starts, Sprint)

o T3: Trigger when an athlete crosses an intermediate point (Relay and Team Sprint events)

o T4: Trigger when an athlete crosses an exchange point (Relay and Team Sprint events)

o T5: Trigger when an athlete arrives to finish (Relay and Team Sprint events)

o T6: Trigger when an athlete finishes the Classical phase (Skiathlon)

o T7: Trigger when an athlete leaves the Pit Stop (Skiathlon)

o T8: Trigger when an athlete finishes the Free phase. (Skiathlon)

o T9: Trigger at the beginning of the competition with initial values.

O T10: keep the Y for 30sek and send N then

o T11: trigger when a new competitor is preparing to have his start.

•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)).

3.2.4.4 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					
		Competitor (1,N)					
			Code				
			Type				
			Bib				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				

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

3.2.4.5 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 on the first day. Not needed for Real Time.	N	T1, T2, T3, T4, T5, T6, T7, T8
EndDate	O	DateTime	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time.	N	When available

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

Type	Code	Pos	Value	Description
UI_CC	CC_CURRENT_INTERMEDIATE		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Last intermediate point reached by the first competitor (1,2,3,..). Finish line is considered as an intermediate point.
	CC_CURRENT_LEG		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: Current Leg reached for the first competitor.
	CC_LAST_QUALIFIED		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Value: Code of the last qualified competitor Only for Individual Sprint and Team Sprint (all phases except final)

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

Type/Code	Description	Expected	RT Only	RT Trigger
UI_CC/ CC_CURRENT_INTERMEDIATE	Event unit's last intermediate point reached by the first competitor	Always, for all event units except individual sprint	N	T1, T 3
UI_CC/ CC_CURRENT_LEG	Current leg reached by the first competitor	Always, just for Team Sprint and Relay units	N	T3,T9
UI_CC/ CC_LAST_QUALIFIED	Last qualified competitor	Only for Individual Sprint and Team Sprint (all phases except final)	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 value in the course. The Rank attribute will be filled with empty rank "" in case the competitor is pending of a Photo Finish decision	N	T1, T2, T3, T4, T5, T6, T7, T8
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	Only if necessary
Result	O	HH:MM:SS.t 99:99:90.0 for all event units Or MM:SS:t/MM:SS.hh (for Individual Sprint and Team Sprint)	Result for the particular event unit. Send just in the case @ResultType is Time HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second For individual and Team Sprint Events, result times will be transmitted in tenths of seconds (format MM:SS:t) while competition status is "running". Result times format will change to hundredths of seconds (MM:SS:hh) as soon as competition status becomes unofficial.	N	T1, T2, T3, T4, T5, T6, T7, T8
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	T1, T2, T3, T4, T5, T6, T7, T8
QualificationMark	O	CC @QualificationMark	Send in case of Sprint (Qualification, QF, SF) and Team Sprint (SF)	N	T2, T5
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	N	When available

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			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).		
ResultType	O	CC @ResultType	Result type, either Time or IRM for the corresponding event unit	N	T1, T2, T3, T4, T5, T6, T7, T8

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	N	Only if necessary
Type	M	T,A	T for team A for athlete	N	Only if necessary
Bib	O	Numeric	Team's bib number, to be sent mandatory just in case of team event units	N	When available

Result /Competitor /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description
ER_CC	CC_CURRENT_LL		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y when this Team is a current Lucky Loser
	CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0" Or "0.00" (for sprint events)	For @Type: Send proposed type For @Code: Send proposed code For @Value: Event unit results time difference for the whole team (for Result @Rank=1, send "0.0", however). For Sprint events: Event unit results time difference for the whole team (for Result@Rank=1, send "0.00", however) HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second MM:SS:hh 99:90.00 (for sprint events)
	CC_FF		S(1) (P,Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type	Code	Pos	Value	Description
				To know if the competitor's final result was decided by photo. Send Y for Evaluated Status Send P for Pending Status Send N if Pending and no photo decision is needed.
	CC_RULE		String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Disqualification rule
	CC_POT_DSQ		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Potential DSQ. Send N when decision is made.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_CURRENT_LL	Flag to indicate if team is a current Lucky Loser	Just for Team Sprint units	N	T2
ER_CC/ CC_DIFF	Event unit's result time difference (whole team)	Always, just for relay and Team Sprint event units	N	T5
ER_CC/ CC_FF	Photo Finish Flag	Only send for affected competitors	N	T2
ER_CC/ CC_RULE	Disqualification Rule	Only send for affected competitors	N	T2
ER_CC/ CC_POT_DSQ	Potential team disqualification, time adjustment or protest	For Relay and Team Sprint event units, send if potential DSQ and when decision is made.	N	T2

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	When available
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	Only if necessary
Bib	M	For team members:	Athlete's bib number	N	When available

Attribute	M/O	Value	Comments	RT Only	RT Trigger
		N(3)-N(1) 990-9 Or For single athletes: N(3) 999			

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_CC	CC_CURRENT_LL			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y when this athlete is a current Lucky Loser
	CC_DIFF			+HH:MM:SS.hh +99:99:90.00 Or "0.0" Or "0.00" (for sprint events)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Event unit's time difference for the single athlete (for Result @Rank=1, send "0.0", however) For Sprint events: Event unit results time difference for the single athlete (for Result @Rank=1, send "0.00", however) +HH:MM:SS.hh for Sprint events. +HH:MM:SS.t for other events.
	CC_FF			S(1) (P,Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated Status Send P for Pending Status.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send N if Pending and no photo decision is needed.
	CC_LAST_FINISHED		N(2) 90	S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of intermediate point For @Value: Send "Y" when the last result corresponds to this competitor. "N" otherwise.
	CC_RULE			String	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Disqualification rule
	CC_LAST_LEG_FINISHED		N(1) 9	S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of leg For @Value: Send "Y" when the last result corresponds to this competitor. "N" otherwise. Send the value N also for the athletes from the previous Exchange.
	CC_INTERMEDIATE		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate result point, from 1 to the total number of intermediate result points For @Value: Cumulative time at the @Pos intermediate result point for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_RANK			Numeric	For @Type: Send proposed type For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos: Do not send anything For @Value: Rank at the intermediate result point for the single athlete
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		CC_IDX_POS		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the athletes order of arrival to the intermediate point.
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the intermediate result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed code For @Pos: Do not send anything For @Value: IRM at the intermediate
	CC_LEG		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the leg or round, from 1 to the total number of legs (relay) or rounds (team sprint) For @Value: Cumulative time after the @Pos leg or round for the team member in the leg (relay) or round (team sprint) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the leg or round for the team member in the leg (relay) or round (team sprint).
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0" Or "0.00" (for sprint events)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference after the leg or round for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. For Sprint events: Send "0.00" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second. +HH:MM:SS.hh for Sprint events.
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	CC_SECTOR		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops For @Value: Time for the Pos sector or loop. It is not cumulative. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Rank at the sector or loop. It will be for single athlete, or team member in the case of relay
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort single athlete, or team member in the case of relay
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the sector or loop (send 0.0 if CC_SECTOR_RANK=1), according to CC_SECTOR_TIME. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the sector or loop
	CC_LEG_SECTOR		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Code: Send proposed code For @Pos: The number that identifies the sector or loop, from 1 to the total number of sectors or loops For @Value: Sector time in the @Pos leg or round for the team member in the leg (relay) or round (team sprint). It is not cumulative. HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the leg or round for the team member in the leg (relay) or round (team sprint), according to CC_LEG_SECTOR time.
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or	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
				"0.0" Or "0.00" (for Sprint events)	Do not send anything For @Value: Time difference after the leg or round for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. For Sprint events: Send "0.00" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second. +HH:MM:SS.hh for Sprint events.
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the leg or round
	CC_POT_DSQ			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Send Y when it is a Potential DSQ. Send N when decision is made.
	CC_CURRENT			S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: To know if the competitor's is the current competitor at start line (for interval start events)
	CC_ PRETIMING		Numeric	HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					pre-timing point, from 1 to the total number of intermediate result points For @Value: Cumulative time at the @Pos pre-timing point for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the pre-timing point for the single athlete, according to CC_INTERMEDIATE_RESULT_TIME
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		CC_IDX_POS		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the athletes order of arrival to the pretiming point.
		CC_DIFF		+HH:MM:SS.t	For @Type: Send proposed type

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				+99:99:90.0 Or "0.0"	For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the pre-timing point for the single athlete (send "0.0" if the pre-timing rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the pre-timing point, from 1 to the total number of pre-timing points For @Value: IRM at the @Pos intermediate
	CC_CLASSIC			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Result time of the Classical style section for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank for the Classical section for the single athlete
		CC_ERANK		S(1) (Y)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					It identifies if the rank at this point has been equalled, send "Y" in this case.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the Classical result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the Classical point
		CC_LAST_FINISHED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of intermediate point For @Value: Send "Y" when the last result in the Classic arrea, corresponds to this competitor. "N" otherwise.
	CC_PIT			MM:SS.t 99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Time at the Pit Stop section for the single athlete MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: <mark>Rank for the Pit Stop section for the single athlete</mark>
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the Pit Stop result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Pos: Do not send anything For @Value: IRM at the Pit Stop point
		CC_LAST_FINIS HED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of intermediate point For @Value: Send "Y" when the last result in the PIT area corresponds to this competitor. "N" otherwise.
	CC_FREE			HH:MM:SS.t 99:99:90.0	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Result time of the Free style for the single athlete HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank for the Free section for the single athlete
		CC_ERANK		S(1) (Y)	For @Type: 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.
		CC_IDX		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					sort the single athletes
		CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at the Free result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second
		CC_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: IRM at the Free point
		CC_LAST_FINISHED		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Number of intermediate point For @Value: Send "Y" when the last result in the FREE area corresponds to this competitor. "N" otherwise.

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_CURRENT_LL	Flag to indicate if athlete is a current Lucky Loser	Just for Individual Sprint units	N	T2
ER_CC/ CC_DIFF	Event unit's result time difference (single athlete)	Always, except for relay and team sprint event units	N	T2
ER_CC/ CC_FF	Photo Finish Flag	Only send for affected competitors	N	When available
ER_CC/ CC_LAST_FINISHED	Competitor recent time flag	Always	Y	T3,T10
ER_CC/ CC_RULE	Disqualification Rule	Only send for affected athletes	N	T2,T5

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_LAST_LEG_FINISHED	Competitor recent time flag in a leg.	Always, just for Relay and Team Sprint Events	Y	T3,T10
ER_CC/ CC_INTERMEDIATE	Cumulative time at the intermediate result point	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_RANK	Rank at the intermediate result point for the single athlete	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_IDX	Index based on the Rank to sort the single athletes	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_IDX_POS	Index based on the athletes order of arrival to the intermediate point	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_DIFF	Time difference at the intermediate result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Always, for all event units except individual sprint	N	T1
ER_CC/ CC_INTERMEDIATE/ CC_IRM	IRM at the intermediate	Always, for all event units except individual sprint	N	T9
ER_CC/ CC_LEG	Cumulative time after the @Pos leg or round for the team member in the leg (relay) or round (team sprint)	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG/ CC_RANK	Rank at the leg or round for the team member in the leg (relay) or round (team sprint).	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG/ CC_IDX	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG/ CC_DIFF	Time difference after the leg or round for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. For Sprint events: Send "0.00" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second.	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_LEG/ CC_IRM	IRM at the leg or round	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_SECTOR	Time for a particular sector or loop (not cumulative). For single athlete or team member.	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_SECTOR/ CC_RANK	Rank at the sector or loop. It will be for single athlete, or team member in the case of relay	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_SECTOR/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_SECTOR/ CC_IDX	Index based on the Rank to sort single athlete, or team member in the case of relay	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_SECTOR/ CC_DIFF	Time difference at the sector or loop (send 0.0 if CC_SECTOR_RANK=1), according to CC_SECTOR_TIME. It will be for single athlete, or team member in the case of relay HH is hours MM is minutes, SS is seconds, t is tenth of second	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_SECTOR/ CC_IRM	IRM at the sector or loop	Always, for all event units except for individual sprint	N	T1, T3, T4
ER_CC/ CC_LEG_SECTOR	Time for a particular leg (not cumulative) after the @Pos leg or round for the team member in the leg (relay) or round (team sprint)	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG_SECTOR/ CC_RANK	Rank at the leg or round for the team member in the leg (relay) or round (team sprint), according to CC_LEG_SECTOR time.	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG_SECTOR/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG_SECTOR/ CC_IDX	Index based on the Rank to sort the team member in the leg (relay) or round (team sprint).	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_LEG_SECTOR/ CC_DIFF	Time difference after the leg or round for the team member in the leg (relay). Send "0.0" if the rank for that leg/round is 1. For Sprint events: Send "0.00" if the rank for that leg/round is 1. HH is hours MM is minutes, SS is seconds, t is tenth of second, hh is hundredth of second.	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_LEG_SECTOR/ CC_IRM	IRM at the leg or round	Always just in the case of relay event units (legs) or team sprint (rounds)	N	T3
ER_CC/ CC_POT_DSQ	Possible DSQ	Always, for all event units	N	When available
ER_CC/ CC_CURRENT	Current competitor Flag	Only Interval Start events	Y	T11
ER_CC/ CC_ PRETIMING	Cumulative time at the pre-timing point	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_RANK	Rank at the pre-timing point for the single athlete, according to CC_INTERMEDIATE_RESULT_TIME	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_IDX	Index based on the Rank to sort the single athletes	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_IDX_POS	Index based on the athletes order of arrival to the pretiming point	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_DIFF	Time difference at the pre-timing point for the single athlete (send "0.0" if the pre-timing rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Only for Interval Start events	N	T1
ER_CC/ CC_ PRETIMING/ CC_IRM	IRM at the @Pos intermediate	Only for Interval Start events	N	T1
ER_CC/ CC_CLASSIC	Time for Classic sections	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_RANK	Rank for the Classical section for the single athlete	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_IDX	Index based on the Rank to sort the single athletes	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_DIFF	Time difference at the Classical result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_IRM	IRM at the Classical point	Only for Skiathlon event	N	T6
ER_CC/ CC_CLASSIC/ CC_LAST_FINISHED	Competitor recent time flag in the Classic area.	only for the Skiathlon event	N	T6,T10
ER_CC/ CC_PIT	Time for Pit section	Only for Skiathlon event	N	T7
ER_CC/ CC_PIT/ CC_RANK	Rank for the Pit Stop section for the single athlete	Only for Skiathlon event	N	T7
ER_CC/ CC_PIT/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Only for Skiathlon event	N	T7

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_CC/ CC_PIT/ CC_IDX	Index based on the Rank to sort the single athletes	Only for Skiathlon event	N	T7
ER_CC/ CC_PIT/ CC_DIFF	Time difference at the Pit Stop result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Only for Skiathlon event	N	T7
ER_CC/ CC_PIT/ CC_IRM	IRM at the Pit Stop point	Only for Skiathlon event	N	T7
ER_CC/ CC_PIT/ CC_LAST_FINISHED	Competitor recent time flag in the PIT area.	only for Skiathlon event	N	T7,T10
ER_CC/ CC_FREE	Time for Fee Style section	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_RANK	Rank for the Free section for the single athlete	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_IDX	Index based on the Rank to sort the single athletes	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_DIFF	Time difference at the Free result point for the single athlete (send "0.0" if the intermediate result rank for that point is 1) HH is hours MM is minutes, SS is seconds, t is tenth of second	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_IRM	IRM at the Free point	Only for Skiathlon event	N	T8
ER_CC/ CC_FREE/ CC_LAST_FINISHED	Competitor recent time flag in the FREE area.	only for Skiathlon event.	N	T8, T10

3.2.4.6 Message Sort

Sort by Result @SortOrder

3.2.5 Event Final Ranking

3.2.5.1 Description

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

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

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

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

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	DDGEEE000	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
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. Logical Date is expressed in the local time zone where the message was produced
Venue	CC	Venue where the message is generated.

Attribute	Value	Comment
	@VenueCode	
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

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

Trigger also after any major change.

With the following point noted:

•For individual sprint events, the message has to be sent after each phase.

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						
	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

3.2.5.5 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 invalid rank mark.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event.
Result	O	HH:MM:SS.t 99:99:90.0 for all event Or MM:SS.hh 99:90.00 (for Individual Sprint and Team Sprint)	Final result for the particular event Send HH:MM:SS.t just in the case @ResultType is Time HH is hours MM is minutes, SS is seconds, t is tenth of second and hh is hundreds of second
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_CC	CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	Event's time difference for the whole team (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_GROUP		CC @ResultsPhase	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Value: Last Phase reached by the competitor

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

Type/Code	Description	Expected
ER_CC/ CC_DIFF	Event's result time difference (whole team)	Just for relay events
ER_CC/ CC_GROUP	Last Phase reached by the competitor	Just for Team Sprint

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
EC_CC	CC_DIFF		+HH:MM:SS.t +99:99:90.0 Or "0.0"	For @Type: Send proposed type For @Code: Send proposed code For @Value: Event's time difference for the single athlete (for Result @Rank=1, send "0.0", however) HH is hours MM is minutes, SS is seconds, t is tenth of second
	CC_GROUP		CC @ResultPhase	For @Type: Send proposed type For @Code: Send proposed code For @Value: Last Phase reached by the competitor
	CC_NEXT_GROUP		CC @ResultPhase	For @Type: Send proposed type For @Code: Send proposed code For @Value: Next phase for the competitors if they have not completed their participation.

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

Type/Code	Description	Expected

Type/Code	Description	Expected
EC_CC/ CC_DIFF	Event's result time difference (single athlete)	Always, except for relay, team sprint and sprint events
EC_CC/ CC_GROUP	Last Phase reached by the competitor	Just for Individual Sprint event.
EC_CC/ CC_NEXT_GROUP	Next phase for the competitors if they have not completed their participation.	Just for Individual Sprint event.

3.2.5.6 Message Sort

Sort by Result @SortOrder

3.2.6 Event's Medallists

3.2.6.1 Description

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

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	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

3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

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

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

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

Trigger also after any major change.

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
Competition					
	Code				
	Medal (1,N)				
		Code			
		Phase			
		Unit			
		Competitor			
			Type		
			Code		
			Order		
			Composition		
				Athlete (1,N)	
					Code
					Order

3.2.6.5 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".

3.2.6.6 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.

3.2.7 Brackets

3.2.7.1 Description

The brackets message is needed for the Individual and Team sprint events

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	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_BRACKETS	Brackets message
ResultStatus	CC @ResultStatus	Status of the message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). 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

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

For Individual Sprint:
•After Qualification Phase with Resultstatus INTERMEDIATE

For Team Sprint:
•Before competition

After each heat with @ResultStatus INTERMEDIATE

After each event with @ResultStatus OFFICIAL

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	Level 9
Competition								
	Code							
	Bracket							
		Code						
		BracketItems (1,N)						
			Code					
			BracketItem (1,N)					
				Code				
				Order				
				Unit (0,1)				
					Phase			
					Unit			
				CompetitorPlace (1,N)				
					Pos			
					PreviousUnit (0,1)			
						Phase		
						Unit		
					Competitor (0,1)			
						Code		
						Type		
						Composition (0,1)		
							Athlete (1,N)	
								Code
								Order

3.2.7.5 Message Values

Competition

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

Bracket

Attribute	M/O	Value	Comments
Code	M	CC @Bracket	Bracket code to identify a bracket item.

Bracket /BracketItems

Attribute	M/O	Value	Comments
Code	M	CC @BracketItems	Each BracketItems should include all BracketItem grouped by their CC @BracketItems.

Bracket /BracketItems /BracketItem

Attribute	M/O	Value	Comments
Code	M	Numeric	Numeric to identify each heat number
Order	M	Numeric	Sort order depending on Sport Rules

Bracket /BracketItems /BracketItem /Unit

Unit related to the BracketItem.

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

Bracket /BracketItems /BracketItem /CompetitorPlace

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

Attribute	M/O	Value	Comments
Pos	M	N(3) 999	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).

Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit

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

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

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor

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

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

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /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".

3.2.7.6 Message Sort

BracketItems @Code should be sorted by:

Individual Sprint competition:
•Quarterfinals and semifinals (heat number), and finals

Team sprint competition:
•Semifinals (semifinal letter, alphabetically), and then final

3.2.8 Discipline Configuration

3.2.8.1 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="").

3.2.8.2 Header Values

3.2.8.2.1 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

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

Day INFO operations start.
•When this information was available.

3.2.8.4 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

3.2.8.5 Message Values

Competition

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

Configs /Config

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Gender code
Event	M	CC @Event	Event code
Phase	O	CC @Phase	Phase code
Unit	O	CC @Unit	Unit code

Configs /Config /ExtendedConfig

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EC_CC	CC_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
	CC_TIME_QUALIFY_NEXT_ROUND			Numeric	For @Type: Send proposed type For @Code: Send the proposed

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					code to notify there is a qualification rule for next round based on time. For @Pos: Do not send anything For @Value: Number of competitor to advance (based in time qualification) For example: In the individual sprint Value =2 (for the 2 lucky losers)
	CC_TEXT_QUALIFY_NEXT_RO UND			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. Send at phase level.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	CC_INTERMEDIATE		N(2) 90	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos An intermediate point For @Value: Number of intermediate points. Finish line has to be managed as an additional intermediate point.
		CC_DISTANCE	N(2).N(1) 99.9		For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in the case of interval start (men's

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					15 km, women's 10 km), mass start or Skiathlon.
	CC_PRETIMING		Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: A pre-timing point For @Value: Number of pretiming points
		CC_DISTANCE		N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Distance in kilometres with one decimal digit of the pretiming result point (e.g.: 2.6) in the case of interval start
	CC_LEG		Numeric	Numeric	For @Type: Send

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					proposed type For @Code: Send the proposed code For @Pos: A leg number For @Value: Total number of legs.
		CC_DISTANCE	Numeric	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos: An intermediate point number For @Value: Distance in kilometres with one decimal digit of the intermediate result point in the case of Team Sprint and Relay events
	CC_LEG_INTERMEDIATE		Numeric	Numeric	For @Type: Send proposed type For @Code: Send the proposed

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					code For @Pos An Leg number For @Value: Number of intermediate points for this leg.
		CC_DISTANCE	Numeric	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos An intermediate point number For @Value: Not cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay
		CC_CUMULATIVE_DISTANCE	Numeric	N(2).N(1) 99.9	For @Type: Send proposed type For @Code: Send proposed code For @Pos An intermediate point number

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay
	CC_COURSE		Numeric	S(20)	For @Type: Send proposed type For @Code:Send the proposed code For @Pos: 1 for first course and 2 for second course (Skiathlon and Relay events use both courses) For @Value: Course Name
		CC_HEIGHT_DIFF		N(4) 9990	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Course Height Difference
		CC_MAX_CLIMB		N(4) 9990	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Course Maximum Climb
		CC_TOT_CLIMB		N(4) 9990	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Course Total Climb
		CC_ LENGTH_LAP		N(5) 99990	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					For @Value: Course Lap Length
		CC_NUMBER_LAPS		N(3) 990	For @Type: Send proposed type For @Code: Send the proposed code For @Pos: Do not send anything For @Value: Number of Laps

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

Type/Code/Extension Code	Description	Expected
EC_CC/ CC_RANK_QUALIFY_NEXT_ROUND	Qualification for next round base on rank	Subject to sport rules, send in the case of individual sprint, from qualification to quarterfinals, from quarterfinals to semifinals, and from semifinals to finals. In the case of team sprint, from semifinals to finals only.
EC_CC/ CC_TIME_QUALIFY_NEXT_ROUND	Qualification for next round based on time	Subject to sport rules, send in the case of individual sprint, from quarterfinals to semifinals, and from semifinals to finals. In the case of team sprint, from semifinals to finals.
EC_CC/ CC_TEXT_QUALIFY_NEXT_ROUND	Qualification rule description for next round	Subject to sport rules, send in the case of individual sprint, from qualification to semifinals, and from semifinals to finals. In the case of team sprint, from semifinals to finals. Send at phase level.
EC_CC/ CC_INTERMEDIATE	Intermediate result point. Finish line should be managed as an additional intermediate point.	Always, for all event units except for team sprint and individual sprint
EC_CC/ CC_INTERMEDIATE/	Distance in kilometres with one	Always, for all event units

Type/Code/Extension Code	Description	Expected
CC_DISTANCE	decimal digit of the intermediate result point (e.g.: 2.6) in the case of interval start (men's 15 km, women's 10 km), mass start or Skiathlon.	except for team sprint and individual sprint
EC_CC/ CC_PRETIMING	Pretiming result point	Only in case of interval start events
EC_CC/ CC_PRETIMING/ CC_DISTANCE	Distance in kilometres with one decimal digit of the pretiming result point (e.g.: 2.6) in the case of interval start	Only in case of interval start events
EC_CC/ CC_LEG	Exchange result point	Only in case of Team Sprint and Relay events
EC_CC/ CC_LEG/ CC_DISTANCE	Distance in kilometres with one decimal digit of the intermediate result point in the case of Team Sprint	Only in case of Team Sprint and Relay events.
EC_CC/ CC_LEG_INTERMEDIATE	Intermediate result point for Relay	Only in case of Relay at Event Unit level
EC_CC/ CC_LEG_INTERMEDIATE/ CC_DISTANCE	Not cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay	Only in case of Relay at Event Unit level
EC_CC/ CC_LEG_INTERMEDIATE/ CC_CUMULATIVE_DISTANCE	Cumulative distance in kilometres with one decimal digit of the intermediate result point (e.g.: 2.6) in case of Relay	Only in case of Relay at Event Unit level
EC_CC/ CC_COURSE	Course Name	For all events. For Skiathlon and Relay events two courses are needed
EC_CC/ CC_COURSE/ CC_HEIGHT_DIFF	Course Height Difference	For all events. For Skiathlon and Relay events two courses are needed
EC_CC/ CC_COURSE/ CC_MAX_CLIMB	Course Maximum Climb	For all events. For Skiathlon and Relay events two courses are needed
EC_CC/ CC_COURSE/ CC_TOT_CLIMB	Course Total Climb	For all events. For Skiathlon and Relay events two courses are needed
EC_CC/ CC_COURSE/ CC_LENGTH_LAP	Course Lap Length	For all events. For Skiathlon and Relay events two courses are needed
EC_CC/ CC_COURSE/ CC_NUMBER_LAPS	Number of Laps	For all events. For Skiathlon and Relay events two courses are needed

3.2.8.6 Message Sort

There is no general message sorting rule.

3.2.9 Event Unit Weather Conditions

3.2.9.1 Description

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

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

3.2.9.3 Trigger and Frequency

3.2.9.3.1 PiT Triggers

Once per unit and after every 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
Competition				
	Code			
	Weather			
		Conditions (1,N)		
			Code	
			Humidity	
			Wind_Direction	
			Prec_Type	
			Condition (0,3)	
				Code
				Value
			Temperature (0,N)	
				Code
				Unit
				Value
			Wind (0,N)	
				Code
				Unit
				Value

3.2.9.5 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	M	N(3)	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Comments
Code	M	SKY, SNOW	Weather conditions type
Value	M	CC @SnowConditions Or CC @WeatherConditions	Defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions

Weather /Conditions /Temperature

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

Attribute	M/O	Value	Comments
Code	M	AIR, SNOW	Air, Snow
Unit	M	CC @TemperatureUnit	Temperature in Celsius and Fahrenheit degrees.
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 '+')

Weather /Conditions /Wind

Attribute	M/O	Value	Comments
Code	M	SPEED	Wind Speed
Unit	M	CC @SpeedUnit	Metric system unit for Wind
Value	M	N(3).N(1) 990.0	Wind Speed

3.2.9.6 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, except Individual and Team Sprint

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RANKING	DDGEEE000	N/A	UNOFFICIAL	Event Final Ranking
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_RANKING	DDGEEE000	N/A	OFFICIAL	Event Final Ranking

2. Individual Sprint Qualification

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RANKING	DDGEEE000	N/A	UNOFFICIAL	Event Final Ranking
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_BRACKETS	DDGEEE000	N/A	INTERME.	Brackets after Qualification
DT_RANKING	DDGEEE000	N/A	PARTIAL	Event Final Ranking after Qualification

3. Individual and Team Sprint

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_BRACKETS	DDGEEE000	N/A	INTERME.	Brackets 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 Real Time 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_BRACKETS	DDGEEE000	N/A	INTERME.	Brackets 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 @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 • The entity's attribute to be used is Id	Link
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction	Link

Code Entity	Format	Entity Description	Link
		• The entity's attribute to be used is Id	

5.2 Cross Country Codes

Code Entity	Format	Entity Description
CC @Bracket	S(3)	FNL : Final
CC @BracketItems	S(8)	FNL : Final QFL : Quarterfinal SFL : Semi-final
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DSQ : Disqualified LAP : Lapped RAL : Ranked as Last (The codes order provided is according to the sport rules. In case of several IRM of the same code, sort by bib numbers in ascending order).
CC @NextBracketPos	S(1)	L : Advance the competitor to the next Bracket item according to the NextUnitLoser element O : The competitor is out and does not advance to any next bracket item W : Advance the competitor to the next bracket item according to the NextUnit element
CC @QualificationMark	S(7)	LL : Qualified because of Lucky Losers Q : Qualified
CC @ResultPhase	S(3)	F : Final (use it, if the competition rule applies to one final) FA : Final A (use it, if the competition rule applies to two finals) FB : Final B (use it, if the competition rule applies to two finals) Q : Qualification QF : Quarterfinal SF : Semi-final (use it, if the competition rule applies to one semi-final) SF1 : Semi-final 1 (use it, if the competition rule applies to two semi-finals) SF2 : Semi-final 2 (use it, if the competition rule applies to two semi-finals)
CC @ResultType	S(13)	IRM : Invalid Result Mark TIME : Time
CC @SpeedUnit	S(3)	KMH : Km/h MS : m/s
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	LOW: Low STD: Stadium HIGH:High

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..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 × 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/INT009 R3 v7.3 APP (CC)

7.2 Version history

Version	Date	Comments
R3 v1.0	16 Nov 2011	Submitted for review version.
R3 v1.1	23 Dec 2011	Reviewer comments included.
R3 v1.2	27 Jan 2012	Reviewer comments included.
R3 v2.0	10 Feb 2012	Reviewer comments included. SFA version.
R3 v2.1	17 Feb 2012	Reviewer comments included.
R3 v2.2	12 Mar 2012	Reviewer comments included.
R3 v3.0	05 Apr 2012	Reviewer comments included.
R3 v4.0	08 Jun 2012	Reviewer comments included.
R3 v5.0	16 Jul 2012	Reviewer comments included. APP version.
R3 v6.0	31 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal. SFR version.
R3 v6.1	20 Sep 2012	CR306 applied. SFR version.
R3 v6.2	05 Oct 2012	Reviewer comments included. SFR version.
R3 v6.3	11 Oct 2012	Reviewer comments included. SFA version.
R3 v6.4	14 Dec 2012	Reviewer comments included. APP version.
R3 v6.5	09 Jan 2013	Reviewer comments included. APP version.
R3 v6.6	15 March 2013	Reviewer comments included. APP version.
R3 v6.7	19 April 2013	Document generated using the CMS tool
R3 v6.8	28 May 2013	CR841 Applied. APP version.
R3 v6.9	06 June 2013	CR864 Applied. APP version
R3 v7.0	21 June 2013	CR applied
R3 v7.1	09 August 2013	CR applied
R3 v7.2	27 September 2013	CR applied
R3 v7.3	12 December 2013	CR/Defects applied

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v1.1	SFR	• Reviewer comments included. • Document structure changed.
R3 v1.2	SFR	• Additional reviewer comments included.
R3 v2.0	SFA	• Additional reviewer comments included.
R3 v2.1	SFA	• Additional reviewer comments included.
R3 v2.2	SFA	• Additional reviewer comments included.
R3 v3.0	SFA	• Added in DT_CONFIG message Exchange and Distance information. Finish line is managed as an additional intermediate point. • CC_LEG_INTERMEDIATE. CC_DISTANCE has been redefined as a not cumulative. For cumulative distances has been created CC_CUMULATIVE_DISTANCE. • Added 'LL' code in CC@QualificationMark. It means qualified because of Lucky Losers. • DT_PARTIC_TEAMS_UPDATE. Team Element. Team's number is always 1. It has been changed to mandatory. • DT_START_LIST. EU_ENTRY/CC_COLOUR is needed for Team Sprint, too. "CC_SKY_TECHNIQUE" is now "CC_SKI_TECHNIQUE". • Course Data information needs to be sent at event level. • Classic, Pit Stop and Free are no more managed as intermediate points. • "Team Relay" is now "Relay". • DT _CONFIG. Added CC_LEG code to Team Sprint events.
R3 v4.0	SFA	• Deleted the "NQ" Cross Country sport code. It is not needed. • Added the next clarification for SortOrder attribute: "This field should be informed for all the competitors." • CC_POT_DSQ is send with value "N" when decision about the potential disqualification is made.
R3 v5.0	APP	• Added CC_LAST_LEG_FINISHED code for Relay and Team Sprint events. It indicates the most recent time in a leg. CC_LAST_FINISHED is just for intermediate points, not for legs. • CURRENT_INTERMEDIATE. Finish line is considered as an intermediate point. It is not needed to send "0" when the athlete reaches that point.
R3 v6.0	SFR	• 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. • 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.
R3 v6.1	SFR	• Applicable messages section. The DT_HIST_REC_UPDATE message doesn't exist anymore. • DT_RESULTS message. UnitInfo Element. Changed the Type in order to be consistent with NC ODF document. • DT_WEATHER message. Competition /Weather /Conditions /Tempeture Element. Type attribute redefined. • Light extension: ODF Light extensions from the DT_START_LIST and

Version	Status	Changes on version
		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. • DT_EXTRA_DATA / DT_RT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY / DT_RT_PLAY_BY_PLAY • 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 result sort 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_RESULTS and DT_PHASE_RESULT message (this includes ranked, none-ranked and IRM athletes/team).
R3 v6.2	SFR	• DT_RESULTS message. Redefined CC_LAST_FINISHED code as N(2) in order be possible to have more than 9 points as could happened in Relay. • DT_START_LIST message. Start Row is not expected for Team Sprint and Relay events at athlete level. • DT_PHASE_RESULT message. Phase results are for the heat phases of sprint. There the timing is only up to tenth of a second. So the value separation is not needed anymore (Message removed). • DT_PHASE_RESULT message. It is not provided for Sprint Qualification (Message removed). • DT_RT_PHASE_RESULT message. It is only provided for Sprint and Team Sprint events (Message removed). • DT_RT_PHASE_RESULT message. Deleted the triggers not used in this message (Message removed). • DT_RESULTS message. CC_FF code. Added a new state in order to reset the flag if Pending and no photo finish decision is needed. • DT_RESULT message. Added CC_RULE definition at athlete level. • DT_RESULT message. Deleted CC_LAST_FINISHED code at Team level. • Bib attribute set to optional to Competitor and Athlete element of the DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages. • DT_RESULT message (PiT and RT). EndDate attribute changed to Optional. • DT_RESULT message (PiT and RT). Sorting by UnitActions is not needed. • DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages deleted. Current Lucky Loser information moved as a ExtendedResult in DT_RESULT message. • DT_RT_RESULT message. UnitDateTime. Removed from RT because is never changing.
R3 v6.3	SFA	• DT_RT_RESULT message. This element is just for PiT. • DT_RANKING. Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult. The CC_CURRENT_GROUP code name has been renamed to CC_NEXT_GROUP to be consistent with the definition.
R3 v6.4	APP	• DT_RESULT message. CC_NOQUAL_HEAT and CC_NOQUAL_RANK codes removed. • DT_RESULT message. CC_PRETIMING and CC_INTERMEDIATE codes. CC_IDX_POS index defined to sort the athletes in order of arrival to the Pre-timing/Intermediate points. • Cross Country codes. Updated CC @WeatherPoint by CC @WeatherPoints. And CC @Functions by CC @Function. • DT_CONFIG message. CC_LEG. Updated the value definition. • CC_LAST_FINISHED code. It should be sent always.

Version	Status	Changes on version
		• CC_POT_DSQ code. It should be sent for Relay and Team Sprint events at team level.
R3 v6.5	APP	• Cross Country codes. Added Code F (Fahrenheit) at CC @TemperatureUnit.
R3 v6.6	APP	• Message Start List: Competitor/Composition/Athlete/EventUnitEntry Element CC_START_POSITION removed
R3 v6.7	APP	Document generated using the CMS tool
R3 v6.8	APP	CR841. For Sprint events: Semifinals for Team Sprint change to "A" and "B". Colour of second leg for Team Sprint changed to blue. For Sprint events precision changed to 1/100 second.
R3 v6.9	APP	CR864. Text "Only for Interval Start" removed on Start Element (Attribute :StartOrder).
R3 v7.0	APP	CR001107 (defect 95489) applied: new trigger T9 created: The information also is expected at the beggining of the competition. The tigger was added for the CC_current_leg and CC_current_intermediate codes. 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.
R3 v7.1	APP	CR000982: ODF DT_WEATHER message changes: -Add element Weather /Conditions /Wind to include wind speed -CC @WeatherPoints to be "Low", "Stadium" and "High" - Weather /Conditions /Temperature/@Type removed CR001084: New trigger T10 added in the DT_RESULT message - 'keep the Y for 30sek and send N then'. Trigger added in the definition of the Result/Competitor/ExtendedResults/ExtendedResult/CC_LAST_LEG_FINISHED code and Composition/Athlete/ExtendedResults/ExtendedResult[@Type=ER_CC & @Code=CC_LAST_FINISHED code.

R3 v7.2	APP	CR001262:
		     - Defect 96535 implemented: DT_CONFIG/CC_LEG codes are expected also for the Relay events.
		     - Defect 93436 implemented: DT_CONFIG/CC_INTERMEDIATE codes are expected also for the Relay events.
		     - Defect 90072 implemented: more information added to describe clearer the behaviour of the field CC_LAST_LEG_FINISHED (value 'Y' switch on the highlight and value N (for those with previous Y value) to switch off the screen highlight).
		     -Defect 95700 implemented: code CC_LAST_FINISHED added for the extensions CC_CLASSIC, CC_PIT and CC_FREE. The new code will be Y for the last result in the classic, pit or free area.
		CR1084:
		-the CC_TEXT_QUALIFY_NEXT_ROUND code (DT_CONFIG message) updated. The code will be required also for the Qualification phase of the Individual Sprint event.

R3 v7.3	APP	CR001564 applied: 1) DT_WEATHER: Weather /Conditions /Condition@Value defined as CC @WeatherConditions for SKY Conditions and as CC @SnowConditions for SNOW conditions 2) DT_WEATHER: Weather /Conditions /Wind@Value defined as N(3).N(1) without plus/minus symbols 3) DT_WEATHER: Weather /Conditions@Wind_Direction value defined as CC @WindDirection without possibility of being N(3)

Version	Status	Changes on version
		CR001207 applied: in DT_RESULTS and DT_RT_RESULTS message indicates that the Rank attribute will be filled with empty rank "" in case competitor is pending of a Photo Finish decision. CR001686 applied: Defect 98182: new trigger T11 should be created: trigger when a new competitor is preparing to have his start. This trigger will be used in the definition of the CC_CURRENT code (instead of the T1). Defect 98185: description updated for the CC_CLASSIC/CC_RANK, CC_PIT/CC_RANK, CC_FREE/CC_RANK codes. Defect 98609: small update in the definition of the DT_RESULT: ER_CC/ CC_RULE code. Trigger T5 is added. Defect 98608: small correction in the definition of the DT_RESULT: ER_CC/ CC_DIFF (individual). The code should be triggered only by the T2. Defect 98607: small correction in the definition of the DT_RESULT: ER_CC/ CC_CURRENT_LL. The code should be triggered by the T2. Defect 98606: small correction in the definition of the DT_RESULT: ER_CC/ CC_DIFF (team). The code should be triggered by the T5. Defect 98605: small correction in the definition of the UI_CC/ CC_CURRENT_INTERMEDIATE updated. The code should be triggered by the T1 and T 3. Defect 98601: the definition of the PiT trigger updated. No Partial result for the Interval races. 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. CR001983 applied: the definition of the SortOrder code from the Start List message updated to 'Sort order of the competitor in the start list depending on Sport Rule'. The definition of the Order code from the Brackets message updated to 'Sort order depending on Sport Rules'. CR002180 applied: new result format included in the DT(RT)_RESULT\Result\Result for the Sprint Events. Defect 98610: Message sequence: DT_RANKING UNOFFICIAL added

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