INTERNATIONAL OLYMPIC COMMITTEE

Olympic Data Feed
Sochi 2014

ODF Curling Data Dictionary

11 October 2013
Technology and Information Department

INTERNATIONAL OLYMPIC COMMITTEE
Château de Vidy, 1007 Lausanne, Switzerland, Tel. +41 21 621 6111 / Fax +41 21 621 6216 / www.olympic.org

License

Table of content

1 Introduction

1.1 This document

This document includes the ODF Curling Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Curling, 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 Curling Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Curling 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 Curling 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_CUMULATIVE_RESULT	Cumulative Results	PiT/RT	X
DT_POOL_STANDING	Pool Standings	PiT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_STATS	Statistics	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	

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

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	Level 6
Competition					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,N)		

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

3.2.1.5 Message Values

Competition

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

Participant

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critial personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @AccreditationStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)

Attribute	M/O	Value	Comments
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information could be not known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Movement program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the

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

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

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

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

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	N(2)	Bib number. Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current="true".
Class	O	CC @SportClass	Not used in Olympics.
Guide	O	S(20) with no leading zeroes	Not used in Olympics.

Participant /Discipline /RegisteredEvent /EventEntry
Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position in the team
	E_HAND		CC @Hand	For @Type: Send proposed type For @Code: Send proposed code For @Value: Hand

Type	Code	Pos	Value	Description
	E_ROLE		CC @Role	For @Type: Send proposed type For @Code: Send proposed code For @Value: Role in the team
	E_IRM		CC @EntryIRM	For @Type: Send proposed type For @Code: Send proposed code For @Value: Athlete's status in the team. When the athlete has been suspended or disqualified. (see codes section)

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

Type/Code	Description	Expected
E_ENTRY/ E_POSITION	N/A	N/A
E_ENTRY/ E_HAND	N/A	N/A
E_ENTRY/ E_ROLE	N/A	N/A
E_ENTRY/ E_IRM	N/A	N/A

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
		TeamOfficials (0,1)		
			Official (1,N)	
				Code
				Function
		Discipline (0,1)		
			Code	
			InternationalFederationId	
			RegisteredEvent (0,1)	
				Event
				Gender

3.2.2.5 Message Values

Competition

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

Team

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	M	N(2)	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	M	CC @Organisation	Code of the team's organisation. It will be 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	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Team /Composition /Athlete

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's

Attribute	M/O	Value	Comments
			composition.
Order	O	Numeric	Team member order

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

Not apply to historical teams.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's ID of the listed team's official. Therefore, he/she makes part of the team's officials. You should be able to find further information about the official in the list of officials' message according to its @Code
Function	M	CC @Function	Official's function for the team.

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

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

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

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

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	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_START_LIST	Start List message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 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

Attribute	Value	Comment
		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			
			Coaches (0,1)			
				Coach (1,N)		
					Code	
					Function	
					Order	
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		
				Value		
			Composition (0,1)			
				Athlete (1,N)		
					Code	
					Order	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
					EventUnitEntry (0,N)	
						Type
						Code
						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	Official's code
Function	M	CC @Function	Send the function code for: Chief Umpire Deputy Chief Umpire Game Umpire Chief Ice Technician Deputy Chief Ice Technician Chief Timer Deputy Chief Timer
Order	M	Numeric	Order of the Officials following the Sports Rule.

Start

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

Attribute	M/O	Value	Comments
StartOrder	M	Numeric	First, home team, then visiting team
SortOrder	M	Numeric	Used to sort all start list competitors in an event unit (for example, if there is not StartOrder). It is mainly used for display purposes.

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 or TBD	Competitor's ID, TBD is sent when the competitor is not known.
Type	M	T,A	T for team A for athlete

Start /Competitor /Coaches /Coach

Competitor's coach.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official ID for the official code.

Attribute	M/O	Value	Comments
Function	M	CC @Function	Send the function code for the coach.
Order	M	Numeric	Coach order (1,2,…9)

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
EU_ENTRY	E_HOME		Not used	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home Team.
	E_AWAY		Not used	Key of the EventUnitEntry to uniquely identify if the Competitor is the Away Team.

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

Type/Code	Description	Expected
EU_ENTRY/ E_HOME	Key of the EventUnitEntry to uniquely identify if the Competitor is the Home Team.	if the Competitor is the Home Team.
EU_ENTRY/ E_AWAY	Key of the EventUnitEntry to uniquely identify if the Competitor is the Away Team.	if the Competitor is the Away Team.

Start /Competitor /Composition /Athlete

Athlete or team member's extended information.

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

Start /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
EU_CU	CU_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed code For @Value: IRM if applies
	CU_POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position in the team
	CU_FUNCTION		CC @Role	For @Type: Send proposed type For @Code: Send proposed code For @Value: Role in the team

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

Type/Code	Description	Expected

Type/Code	Description	Expected
EU_CU/ CU_IRM	IRM if applies	As soon as known
EU_CU/ CU_POSITION	Position in the team	As soon as known
EU_CU/ CU_FUNCTION	Role in the team (Skip, Vice Skip)	As soon as known

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 for the list of competitors in one event unit, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF General Messages Interface Document.

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.
DocumentSubtype	N/A	Not used in CU
Serial	Numeric	Sequence number for ODF-PiT messages.

Attribute	Value	Comment
		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
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). “LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT 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

Please, follow the general definition, taking also into account the following
After each end, the message should be sent for intermediate results:
ResultStatus in the headers will have the value “INTERMEDIATE”
In this case, the element Result will contain the result at the moment after the end, as it can also be determined in the Period element (the end can be seen in Period @Code).

Then proceed with unofficial and official results, as expected.

3.2.4.3.2 RT Triggers

For ResultStatus=LIVE_UPDATE:

- T1: Trigger at the beginning of the event unit.
- T2: Trigger when the competitor becomes current.
- T3: Trigger after the delivery (throw) of a stone, when the statistics are known.
- T4: Trigger after a change in the scores (when an end finishes).
- T5: Trigger when last stone draw result of a team is known.(Only in Round Robin)
- T6: After a line-up change

•For ResultStatus=LIVE_FULL
Send as it will be defined for each RT transmission in the parameters of the DT_RT_GM message.
Use "LFDelay=999".

•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				
	Periods (0,1)						
		Period (1,N)					
			Code				
			HomeScore				
			AwayScore				
			HomePeriodScore				
			AwayPeriodScore				
			ExtendedPeriods (0,1)				
				ExtendedPeriod (1,N)			
					Code		
					Type		
					Pos		
					Value		
	Result (1,N)						
		Rank					
		RankEqual					
		Result					
		IRM					
		WLT					

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
		SortOrder					
		ResultType					
		Competitor (1,N)					
			Code				
			Type				
			ExtendedResults (0,1)				
				ExtendedResult (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Stats (0,1)				
				Stat (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtendedResults (0,1)		
						ExtendedResult (1,N)	
							Type
							Code
							Pos
							Value
					Stats (0,1)		
						Stat (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	Not needed for Real Time
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	Not needed for Real Time

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

Type	Code	Pos	Value	Description
UI_GENERAL	CU_ATTENDANCE		Numeric	For @Type: Send proposed type For @Code: Send proposed type For @Value: Number of spectators
UI_GAME	CU_EE		Y / N	For @Type: Send proposed type For @Code: Send proposed type For @Value: Y if the game has Extra-Ends. N if not.
	CU_LASTEND		Numeric	For @Type: Send proposed type For @Code: Send proposed type For @Value: Number of the last completed end.
	CU_LAST_SCORE_HOME		Y / N	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X).

Type	Code	Pos	Value	Description
				Else, send N.
	CU_LAST_SCORE_AWAY		Y / N	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X). Else, send N.
UI_MIS	CU_SHOT_NUMBER		Numeric	For @Type: Send proposed type For @Code: Send proposed type For @Value: Number of the Most Important Shot.
	CU_SHOT_DESC		S(n)	For @Type: Send proposed type For @Code: Send proposed type For @Value: Explanation of the Most Important Shot.

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

Type/Code	Description	Expected	RT Only	RT Trigger
UI_GENERAL/ CU_ATTENDANCE	Number of spectators	As soon as known	N	Not needed in RT
UI_GAME/ CU_EE	Y if the game has Extra-Ends. N if not.	As soon as known	N	If needed
UI_GAME/ CU_LASTEND	Number of the last completed end in the current game.	After each end.	N	T4
UI_GAME/ CU_LAST_SCORE_HOME	Send Y if the Home team was the last team to score or in case of a blank end (0:0) or no score (X:X). Else, send N.	After each end.	Y	T4
UI_GAME/ CU_LAST_SCORE_AWAY	Send Y if the Away team was the last team to score or in case of a blank end (0:0) or no score (X:X). Else, send N.	After each end.	Y	T4
UI_MIS/ CU_SHOT_NUMBER	Number of the most important shot of match.	As soon as known	N	Not needed in RT
UI_MIS/ CU_SHOT_DESC	Explanation related with the most important shot of match.	As soon as known	N	Not needed in RT

Periods /Period

Period in which the event unit message arrives.

Attribute	M/O	Value	Comments	RT Only	RT Trigger

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	Numeric	Numeric, beginning from 1, to indicate the end (key of Period element)	N	When available
HomeScore	M	Numeric L, W	Home competitor score up to the end of the @Code end	N	When available
AwayScore	M	Numeric L, W	Away competitor score up to the end of the @Code end	N	When available
HomePeriodScore	M	Numeric X, /, or blank (nothing)	Home competitor score achieved in the @Code end (as isolated end)	N	When available
AwayPeriodScore	M	Numeric X, /, or blank (nothing)	Away competitor score achieved in the @Code end (as isolated end)	N	When available

Periods /Period /ExtendedPeriods /ExtendedPeriod
ExtendedPeriod information.

Type	Code	Pos	Value	Description
EP_CU	CU_TIME	N(1) 9	Text	For @Type: Send proposed type For @Code: Send proposed type For @Pos: Send 1 for the first (Home) Team, 2 for the second (Away) Team For @Value: Send the remaining time
	CU_LSCE		Text	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send which team gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team

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

Type/Code	Description	Expected	RT Only	RT Trigger
EP_CU/ CU_TIME	Time remaining after this end.	Only if it is needed.	N	if needed
EP_CU/ CU_LSCE	Who gets the last stone in the current end corresponding to the period. Send 1 for the first (Home) Team, 2 for the second (Away) Team	When available	N	T4

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	Text	Rank of the competitor in the result.	N	If needed
RankEqual	O	Y or N	It identifies if a rank has been equalled.	N	When

Attribute	M/O	Value	Comments	RT Only	RT Trigger
			For Pit, send just 'Y' for equalled ranks.		available
Result	O	N(2) OR W OR L	The result of the competitor in the event unit	N	Never. Only PiT.
IRM	O	CC @IRM	The invalid rank mark, in case it is assigned	N	If needed.
WLT	O	CC @WLT	The code whether a competitor won or lost the match / game	N	If needed.
SortOrder	M	Numeric	Used to sort all the results of an event unit For Real Time this attribute is optional. Do not inform when the ResultType is empty. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).	N	If needed.
ResultType	O	CC @ResultType	Type of the @Result attribute. In Real Time, when the ResultType attribute is sent empty that means that the Result element is not used. The message is used just to include some extended results for a particular kind of competitor. On the contrary, if ResultType is informed, and the other attributes are blank (''), it is assumed that these attributes are being reset. In Real Time, when the ResultType attribute is sent empty that means that the Result element is not used. The message is used just to include some extended results for a particular kind of competitor. On the contrary, if ResultType is informed, and the other attributes are blank (''), it is assumed that these attributes are being reset.	N	If needed

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

Result /Competitor /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description
ER_CU	CU_LSFE		Y or N	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send Y to indicate that the team throws the “Last Stone First End”.
	CU_LSD		N(3).N(1)	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send “Last Stone Draw” in cm.
	CU_LSD_D		CC @LSD	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send the proposed codes
	CU_GAME_SITUATION		String	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send the description of the game situation.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_CU/ CU_LSFE	Send Y to indicate that the team throws the “Last Stone First End”.	Always, if the information is known	N	When available
ER_CU/ CU_LSD	Last Stone Draw	Only in Round Robin games	N	T5
ER_CU/ CU_LSD_D	Last Stone Draw description	Only if it is needed and only for Round Robin	N	T5
ER_CU/ CU_GAME_SITUATION	Send the description of the game situation.	When this information is available	N	T4

Result /Competitor /Stats /Stat

Type	Code	Pos	Value	Description
ST_CU	CU_CUM_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code: Send proposed type For @Value: Cumulative percentage of the team until the end of the current game
	CU_GAME_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed type For @Value: Game percentage of the team
	CU_GAME		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Game Total of the team
	CU_DRAWS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Draws number for the team
	CU_DRAWS_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code: Send proposed type For @Value: Draws percentage of the team
	CU_TAKEOUTS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Takeouts number of the team
	CU_TAKEOUTS_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code: Send proposed type For @Value: Takeouts percentage of the team
	CU_IN		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the In-Turn number in that game for the team.
	CU_IN_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the In-Turn percentage of the team
	CU_OUT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the Out-Turn number in that game for the team.
	CU_OUT_PER		N(3) 999 or “-“	For @Type: Send proposed type For @Code:

Type	Code	Pos	Value	Description
				Send proposed code For @Value: Send the Out-Turn percentage of the team

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

Type/Code	Description	Expected	RT Only	RT Trigger
ST_CU/ CU_CUM_PER	Cumulative percentage of the team until the end of the current game	Always	N	If needed
ST_CU/ CU_GAME_PER	Game percentage of the team	Always	N	If needed
ST_CU/ CU_GAME	Total number of stones considered in that game for the team	Always	N	If needed
ST_CU/ CU_DRAWS	Number of Draws considered in that game for the team	Always	N	If needed
ST_CU/ CU_DRAWS_PER	Draws percentage of the team	Always	N	If needed
ST_CU/ CU_TAKEOUTS	Number of Takeouts considered in that game for the team	Always	N	If needed
ST_CU/ CU_TAKEOUTS_PER	Takeouts percentage of the team	Always	N	If needed
ST_CU/ CU_IN	In-Turn number in that game for the team.	Always	N	If needed
ST_CU/ CU_IN_PER	In-Turn Percentage of the team.	Always	N	If needed
ST_CU/ CU_OUT	Out-Turn number in that game for the team.	Always	N	If needed
ST_CU/ CU_OUT_PER	Out-Turn Percentage of the team.	Always	N	If needed

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	Only if necessary
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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type	Code	Pos	Value	Description
ER_CU	CU_CURRENT		S(1)	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send "Y" if the athlete is the current player. Send "N" if he is not.
	CU_LAST_PLAYER_DRAW		S(1)	For @Type:

Type	Code	Pos	Value	Description
				Send proposed type For @Code: Send proposed type For @Value: Send “Y” if the athlete is the last to have played AND the shot was a Draw. Send “N” if he is not.
	CU_LAST_PLAYER_TAKEOUT		S(1)	For @Type: Send proposed type For @Code: Send proposed type For @Value: Send “Y” if the athlete is the last to have played AND the shot was a Takeout. Send “N” if he is not.
	CU_POSITION		CC @Position	For @Type: Send proposed type For @Code: Send proposed code For @Value: Position in the team
	CU_ROLE		CC @Role	For @Type: Send proposed type For @Code: Send proposed code For @Value: Role in the team
	CU_STARTING_END		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: The end where the player started.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_CU/ CU_CURRENT	Send “Y” if the athlete is the current player. Send “N” if he is not.	Just if applies	Y	T2, T3
ER_CU/ CU_LAST_PLAYER_DRAW	Send “Y” if the athlete is the last to have played AND the shot was a Draw. Send “N” if he is not.	Just if applies	Y	T2, T3
ER_CU/ CU_LAST_PLAYER_TAKEOUT	Send “Y” if the athlete is the last to have played AND the shot was a Takeout. Send “N” if he is not.	Just if applies	Y	T2, T3
ER_CU/ CU_POSITION	Position in the team	As soon as known	Y	T6
ER_CU/ CU_ROLE	Role in the team (Skip, Vice Skip)	As soon as known	Y	T6
ER_CU/ CU_STARTING_END	End where the player started	Only after a line-up change	Y	T6

Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	Pos	Value	Description
ST_CU	CU_CUM_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed type For @Value: Cumulative percentage of the player until the end of the current game
	CU_GAME		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Game Total of the player
	CU_GAME_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed type For @Value: Game percentage of the player
	CU_DRAWS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Draws number for the player
	CU_DRAWS_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed type For @Value: Draws percentage of the player
	CU_TAKEOUTS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed type For @Value: Takeouts number of the player
	CU_TAKEOUTS_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed type For @Value: Takeouts percentage of the player
	CU_IN		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the In-Turn number in that game for the member.
	CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code

Type	Code	Pos	Value	Description
				For @Value: Send the In-Turn percentage for the member.
	CU_OUT		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the Out-Turn number in that game for the member.
	CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the Out-Turn percentage for the member.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ST_CU/ CU_CUM_PER	Cumulative percentage of the team member until the end of the current game	Always	N	if needed
ST_CU/ CU_GAME	Total number of stones considered in that game for the member	Always	N	if needed
ST_CU/ CU_GAME_PER	Game percentage of the member	Always	N	if needed
ST_CU/ CU_DRAWS	Number of Draws considered in that game for the member	Always	N	if needed
ST_CU/ CU_DRAWS_PER	Draws percentage of the team member	Always	N	if needed
ST_CU/ CU_TAKEOUTS	Number of Takeouts considered in that game for the team member	Always	N	if needed
ST_CU/ CU_TAKEOUTS_PER	Takeouts percentage of the team member	Always	N	if needed
ST_CU/ CU_IN	In-Turn number in that game for the member.	Always	N	if needed
ST_CU/ CU_IN_PER	In-Turn Percentage of the member.	Always	N	if needed
ST_CU/ CU_OUT	Out-Turn number in that game for the member	Always	N	if needed
ST_CU/ CU_OUT_PER	Out-Turn Percentage of the member.	Always	N	if needed

3.2.4.6 Message Sort

Sort by Result @SortOrder.

3.2.5 Cumulative Results

3.2.5.1 Description

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

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

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

The mandatory attributes and mandatory elements defined in this message should to be used.

Only RealTime message is used for Curling.

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	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. “OFFICIAL” / “UNOFFICIAL”
DocumentSubtype	DDGEEEP00 or DDGEEEPUU	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the

Attribute	Value	Comment
		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

3.2.5.2.2 RT 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_RT_CUMULATIVE_RESULT	Cumulative Real Time Results message
DocumentSubtype	CC @Phase	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
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” For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live

Attribute	Value	Comment
		Mandatory when there is a correction of previous messages and Live Last for the last message of this key of messages.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.5.3 Trigger and Frequency

3.2.5.3.1 PiT Triggers

This message is used only in RealTime.

3.2.5.3.2 RT Triggers

• For ResultStatus=LIVE_UPDATE:
It is send after any change in the scores.
•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 sending when a correction in the previous messages has been done.
• For ResultStatus=LIVE_LAST
Send as the last message (that indicates that no new messages are expected for the given ODF unique key, unless something unexpected, that needs correction of previous messages data, happens while the transmission is still open (Good night message has not been sent)).

3.2.5.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	ExtendedInfos (0,1)				
		ExtendedInfo (1,N)			
			Type		
			Code		
			Pos		
			Value		
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		QualificationMark			
		SortOrder			
		ResultItems			
			ResultItem (1,N)		
				Phase	
				Result	
					SortOrder
		Competitor			
			Code		
			Type		
			Composition		
				Athlete (1,N)	
					Code
					Order

3.2.5.5 Message Values

Competition

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

ExtendedInfos /ExtendedInfo

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EI_CU	CU_TENTATIVE_STANDINGS		N(2) 90	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send the position in the tentative standings (from 1 to 10) For @Value: Send the id of the team in the tentative.
		CU_RANK		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the rank of the team in

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					the tentative standings.
		CU_RANK_EQUAL		Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if the Rank is equalled. Send N if not.
		CU_GAMES_PLAYED		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games played
		CU_ GAMES_WON		N(1) 0	For @Type: Send proposed type For @Code: Send proposed

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					code For @Pos: Do not sent anything For @Value: Send the number of games won
		CU_ GAMES_LOST		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games lost
		CU_QUALIFICATION_MARK		CC @QualificationMark	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The code which gives an indication on the qualification

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		CU_WINS_TIED		Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the wins against tied number.
		CU_DSC		Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the draw shot challenge

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
EI_CU/ CU_TENTATIVE_STANDINGS	Code of the team for the tentative standings.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_RANK	Rank of the team in the tentative standing.	If available, in the games of the last session of the round robin.	Y	T4

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_RANK_EQUAL	Send Y if the rank is equalled, N if it is not.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_GAMES_PLAYED	Number of games played by the team at the group.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_ GAMES_WON	Number of games won by the team at the group.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_ GAMES_LOST	Number of games lost by the team at the group	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_QUALIFICATION_MARK	The code which gives an indication on the qualification.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_WINS_TIED	Wins against tied number.	If available, in the games of the last session of the round robin.	Y	T4
EI_CU/ CU_TENTATIVE_STANDINGS/ CU_DSC	Draw shot challenge	If available, in the games of the last session of the round robin.	Y	T4

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank of the competitor in the cumulative result	N	T4
RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	T4
ResultType	O	CC @ResultType	Type of the @Result attribute	N	T4
QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition	N	T4
SortOrder	M	Numeric	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.	N	T4

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Phase	M	See table comment	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.	N	Only if necessary

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

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

Result /Competitor
Competitor related to one cumulative result.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID	N	Only if necessary
Type	M	T,A, N	T for team A for athlete N for NOC or NPC	N	Only if necessary

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete	N	Only if necessary
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

3.2.5.6 Message Sort

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

3.2.6 Pool Standings

3.2.6.1 Description

The pool standings message contains the standings of a group in a competition. This message is triggered after each event unit and will be at phase level.

3.2.6.2 Header Values

3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	Round Robin : 9	For Round Robin, the value will be 9.
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.

3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

Please, follow the general definition, taking also into account the following:
•INTERIM: After each game of the preliminaries is finished

•OFFICIAL: After last game of the preliminaries

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				
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		IRM			
		QualificationMark			
		SortOrder			
		Competitor			
			Code		
			Type		
			ExtendedResults (0,1)		
				ExtendedResult (1,N)	
					Type
					Code
					Pos
					Value

3.2.6.5 Message Values

Competition

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

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text	Rank of the competitor in the phase.
RankEqual	O	S(1)	Send Y if the Rank is equalled.
ResultType	O	CC @ResultType	Result type, either points or IRM with points obtained by the competitor at all the games of the group.
IRM	O	CC @IRM	IRM Send just in the case @ResultType is points and IRM (see codes section).
QualificationMark	O	CC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.

Result /Competitor

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

Result /Competitor /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
ER_CU	CU_GAMES_PLAYED		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games played
	CU_GAMES_WON		N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not sent anything For @Value: Send the number of games won
	CU_GAMES_LOST		N(1) 0	For @Type: Send proposed type

Type	Code	Pos	Value	Description
				For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of games lost
	CU_TB_WON		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the TB games won
	CU_TB_LOST		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the TB games lost
	CU_WINS_TIED		Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the wins against tied number.
	CU_DSC		Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the draw shot challenge

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

Type/Code	Description	Expected
ER_CU/ CU_GAMES_PLAYED	Number of games played by the team at the group	If available
ER_CU/ CU_GAMES_WON	Number of games won by the team at the group	If available
ER_CU/ CU_GAMES_LOST	Number of games lost by the team at the group	If available
ER_CU/ CU_TB_WON	Number of tie break games won	Just if applies
ER_CU/ CU_TB_LOST	Number of tie break games lost	Just if applies
ER_CU/ CU_WINS_TIED	Wins against tied number	Just if applies
ER_CU/ CU_DSC	Draw shot challenge	Just if applies

3.2.6.6 Message Sort

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

3.2.7 Event Final Ranking

3.2.7.1 Description

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

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

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

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

3.2.7.2 Header Values

3.2.7.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced

Attribute	Value	Comment
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

This message is sent: at the end of the last event unit of the Round Robin phase, after each tie-breaker session, at the end of the bronze medal game and at the end of the gold medal game.

Trigger also after any change in the final ranking, and after any major change.

3.2.7.4 Message Structure

Following table defines the structure of the message.

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

3.2.7.5 Message Values

Competition

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

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text	Rank of the competitor in the result.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	O	CC @ResultType	Result type, either “rank” or IRM for the corresponding event.
IRM	O	CC @IRM	The invalid rank mark, in case it is assigned.
SortOrder	M	Numeric	Used to sort all results in an event (based on rank, but to break rank ties, etc.). It is mainly used for display purposes.

Result /Competitor

Competitor related to one final event result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes or NOC ID	Competitor’s ID. If NOC or NPC, it will be the NOC ID.
Type	M	T,A, N	T for team A for athlete N for NOC’s or NPC’s

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member’s or individual athlete’s extended result, depending on whether Competitor @Type=”T” or Competitor @Type=”A” according to competitors’ rules.

Type	Code	Pos	Value	Description
ER_CU	CU_IRM		CC @IRM	For @Type: Send proposed type For @Code: Send proposed type For @Value: IRM if applies

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

Type/Code	Description	Expected

Type/Code	Description	Expected
ER_CU/ CU_IRM	IRM if applies	As soon as known

3.2.7.6 Message Sort

Sort by Result @SortOrder

3.2.8 Statistics

3.2.8.1 Description

The Statistics message contains a list of statistics for a competitor (could be a single athlete or a team), that apply at one DocumentCode level, which could be for an event unit, a phase or an event.

3.2.8.2 Header Values

3.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC	The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values sheet).
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute (it can be useful for example to separate statistics by NOC).
DocumentType	DT_STATS	Statistics message
DocumentSubtype	CUM TOU DSC RANKING	• CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. The DocumentSubcode is the NOC concatenated with the Team Number, e.g. BRA1. Concatenation will happen only when an NOC has more than one team. • TOU: For Tournament statistics (like Tournaments Total statistics) • DSC: Ranking of the Draw Shot Challenge • RANKING: Ranking of individual and team statistic
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it

Attribute	Value	Comment
		will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

This message has to be sent after each game finishes.

3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition								
	Code							
	Stats							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					
				Type				
				Code				
				Pos				
				Value				
		Competitor (0,N)						
			Code					
			Type					
			Order					
			StatsItems (0,1)					
				StatsItem (1,N)				
					Type			
					Code			
					Pos			
					Value			
			Composition (0,1)					
				Athlete (1,N)				
					Code			
					Order			
					StatsItems (0,1)			
						StatsItem (1,N)		
							Type	
							Code	
							Pos	
							Value	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
							ExtendedStat (0,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

Stats

Attribute	M/O	Value	Comments
Code	M	CC @Statistics	A code to identify the statistics being listed.

Stats /StatsItems /StatsItem

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

Type	Code	Pos	Value	Description
ST_CU	CU_GAMES_PLAYED		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the overall number of games played
	CU_STOLEN		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the Stolen Ends
	CU_PTS_0		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of times no points were scored in an end
	CU_PTS_1		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of times 1 point were scored in an end
	CU_PTS_2		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of times 2 points were scored in an end
	CU_PTS_3		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code

Type	Code	Pos	Value	Description
				For @Value: Send the No. Of times 3 points were scored in an end
	CU_PTS_4		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of times 4 points were scored in an end
	CU_PTS_4+		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of times more than 4 points were scored in an end
	CU_PTS		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Value: Send the No. Of points that were scored.

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

Type/Code	Description	Expected
ST_CU/ CU_GAMES_PLAYED	Overall number of games played	DocumentSubtype="TOU"
ST_CU/ CU_STOLEN	No. Of Ends stolen	DocumentSubtype="TOU"
ST_CU/ CU_PTS_0	No. of times no points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_1	No. of times that 1 point were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_2	No. of times that 2 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_3	No. of times that 3 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_4	No. of times that 4 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_4+	No. of times that more than 4 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS	No. of points that were scored.	DocumentSubtype="TOU"

Stats /Competitor
Competitor of the statistics.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Order of the competitor in the statistics

Stats /Competitor /StatsItems /StatsItem
Team competitor's stats item, according to competitors' rules.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ST_CU	CU_LSFE		N(1) 0	N(1) 0	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the overall number of LSFE
	CU_GAMES_PLAYED			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the overall number of games played
	CU_PLUS_MINUS			+/-N(2) +/-90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total For minus Total Against
	CU_STOLEN		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the Stolen Ends
	CU_PTS_0		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times no points were scored in an end
	CU_PTS_1		N(1) 0	N(2) 90	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: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times 1 point were scored in an end
	CU_PTS_2		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times 2 points were scored in an end
	CU_PTS_3		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times 3 points were scored in an end
	CU_PTS_4		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times 4 points were scored in an end
	CU_PTS_4+		N(1) 0	N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of times more than 4 points were scored in an end
	CU_PTS		N(1) 0	N(2) 90	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: Send 1 for 'For' stat, 2 for 'Against' stat For @Value: Send the No. of points that were scored.
	CU_CUM_PER		N(1) 0	N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 0 for Average, x for Round number For @Value: Send the Cumulative percentage.
	CU_RANK			S(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the rank of the team or IRM. See DocumentSubtype to know the type of ranking.
	CU_RANK_EQUAL			Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if the Rank is equalled.
	CU_ROUND_LSD		N(1) 0	N(3).N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send Round number For @Value: Send the Last Stone Distance
		CU_LSD_ELIMINATED		Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this round's LSD has been

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					eliminated.
	CU_DSC			N(3).N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Draw Shot Challenge
	CU_TIMEOUT			N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the number of Time-outs
	CU_TIMEOUT_PER			N(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Percentage after time-outs
	CU_ALL_DRAW			?	N/A
		CU_IN		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn number
		CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	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
					Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage
	CU_ALL_TAKE			?	N/A
		CU_IN		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn number
		CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	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
					Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage
	CU_ALL_TOT			?	N/A
		CU_IN		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn number
		CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	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
					Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage

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

Type/Code/Extension Code	Description	Expected
ST_CU/ CU_LSFE	Overall number of LSFE	DocumentSubtype="TOU"
ST_CU/ CU_GAMES_PLAYED	Overall number of games played	DocumentSubtype="TOU" DocumentSubtype="RANKING"
ST_CU/ CU_PLUS_MINUS	Total For minus Total Against	DocumentSubtype="TOU"
ST_CU/ CU_STOLEN	No. Of Ends stolen	DocumentSubtype="TOU"
ST_CU/ CU_PTS_0	No. of times no points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_1	No. of times that 1 point were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_2	No. of times that 2 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_3	No. of times that 3 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_4	No. of times that 4 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS_4+	No. of times that more than 4 points were scored in an end	DocumentSubtype="TOU"
ST_CU/ CU_PTS	No. of points that were scored.	DocumentSubtype="TOU"
ST_CU/ CU_CUM_PER	Cumulative percentage	DocumentSubtype="RANKING"
ST_CU/ CU_RANK	Send the rank of the team or IRM.	DocumentSubtype="DSC"

Type/Code/Extension Code	Description	Expected
	See DocumentSubtype to know the type of ranking.	DocumentSubtype="RANKING"
ST_CU/ CU_RANK_EQUAL	Send Y if the Rank is equalled.	DocumentSubtype="DSC" DocumentSubtype="RANKING"
ST_CU/ CU_ROUND_LSD	Last Stone Distance for a Round	DocumentSubtype="DSC"
ST_CU/ CU_ROUND_LSD/ CU_LSD_ELIMINATED	Send Y is this round's LSD has been eliminated.	DocumentSubtype="DSC"
ST_CU/ CU_DSC	Draw Shot Challenge	DocumentSubtype="DSC"
ST_CU/ CU_TIMEOUT	Number of Time-outs	Always
ST_CU/ CU_TIMEOUT_PER	Percentage after time-outs.	Always
ST_CU/ CU_ALL_DRAW	N/A	N/A
ST_CU/ CU_ALL_DRAW/ CU_IN	In-Turn number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_IN_PER	In-Turn Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_OUT	Out-Turn number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_OUT_PER	Out-Turn Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_TOT	Total number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_TOT_PER	Total Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE	N/A	N/A
ST_CU/ CU_ALL_TAKE/ CU_IN	In-Turn number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_IN_PER	In-Turn Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_OUT	Out-Turn number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_OUT_PER	Out-Turn Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_TOT	Total number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_TOT_PER	Total Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT	N/A	N/A
ST_CU/ CU_ALL_TOT/ CU_IN	In-Turn number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_IN_PER	In-Turn Percentage (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_OUT	Out-Turn number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_OUT_PER	Out-Turn Percentage (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_TOT	Total number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_TOT_PER	Total Percentage (Total)	DocumentSubtype="CUM"

Stats /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments
Code	M	S(20) with no	Athlete's ID, corresponding to either a team member

Attribute	M/O	Value	Comments
		leading zeroes	or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T")

Stats /Competitor /Composition /Athlete /StatsItems /StatsItem
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ST_CU	CU_CUM_PER		N(1) 0	N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send 0 for Average, x for Round number For @Value: Send the Cumulative percentage.
	CU_POS_DIFF		N(1) 0	S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send Round number For @Value: Send the position when a player started the game at different position from the original line-up position
	CU_GAMES_PLAYED			N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the overall number of games played by the athlete.
	CU_RANK			S(3)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the rank of the player.
	CU_RANK_EQUAL			Y/N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if the Rank is equalled.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	CU_ALL_DRAW			N/A	N/A
		CU_IN		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn number
		CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage
	CU_ALL_TAKE			N/A	N/A
		CU_IN		N(2)	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: Send the In-Turn number
		CU_IN_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage
	CU_ALL_TOT			N/A	N/A
		CU_IN		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn number
		CU_IN_PER		N(3)	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
				999 or "-"	Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the In-Turn percentage
		CU_OUT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn number
		CU_OUT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Out-Turn percentage
		CU_TOT		N(2)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total number
		CU_TOT_PER		N(3) 999 or "-"	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the Total percentage

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

Type/Code/Extension Code	Description	Expected
ST_CU/ CU_CUM_PER	Cumulative percentage	DocumentSubtype="RANKING"
ST_CU/ CU_POS_DIFF	The position when a player started the game at different position from the original line-up position	DocumentSubtype="RANKING"
ST_CU/ CU_GAMES_PLAYED	Send the overall number of games played by the athlete.	DocumentSubtype="RANKING"
ST_CU/ CU_RANK	Send the rank of the athlete.	DocumentSubtype="RANKING"
ST_CU/ CU_RANK_EQUAL	Send Y if the Rank is equalled.	DocumentSubtype="RANKING"
ST_CU/ CU_ALL_DRAW	N/A	N/A

Type/Code/Extension Code	Description	Expected
ST_CU/ CU_ALL_DRAW/ CU_IN	In-Turn number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_IN_PER	In-Turn Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_OUT	Out-Turn number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_OUT_PER	Out-Turn Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_TOT	Total number (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_DRAW/ CU_TOT_PER	Total Percentage (All Draws)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE	N/A	N/A
ST_CU/ CU_ALL_TAKE/ CU_IN	In-Turn number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_IN_PER	In-Turn Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_OUT	Out-Turn number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_OUT_PER	Out-Turn Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_TOT	Total number (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TAKE/ CU_TOT_PER	Total Percentage (All Takeouts)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT	N/A	N/A
ST_CU/ CU_ALL_TOT/ CU_IN	In-Turn number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_IN_PER	In-Turn Percentage (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_OUT	Out-Turn number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_OUT_PER	Out-Turn Percentage (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_TOT	Total number (Total)	DocumentSubtype="CUM"
ST_CU/ CU_ALL_TOT/ CU_TOT_PER	Total Percentage (Total)	DocumentSubtype="CUM"

Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

3.2.8.6 Message Sort

Sort according to the @Order attributes.

3.2.9 Event's Medallists

3.2.9.1 Description

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

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	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

3.2.9.3 Trigger and Frequency

3.2.9.3.1 PiT Triggers

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

The message should be sent with ResultStatus=OFFICIAL after gold medal, when the medallists are official known.

Trigger also after any major change.

3.2.9.4 Message Structure

Following table defines the structure of the message.

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

3.2.9.5 Message Values

Competition

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

Medal

Attribute	M/O	Value	Comments
Code	M	CC @MedalType	Medal type gold, silver or bronze All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals).
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".

3.2.9.6 Message Sort

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

3.2.10 Brackets

3.2.10.1 Description

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

3.2.10.2 Header Values

3.2.10.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
ResultStatus	CC @ResultStatus	Status of the message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.10.3 Trigger and Frequency

3.2.10.3.1 PiT Triggers

This message is sent at the very beginning of the competition, as soon as a brackets graph can be established.

Then it is sent after the Round Robin phase, after each tie-breaker game and after each semifinal, for Unofficial and Official status.

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

•Send with ResultStatus = "INTERMEDIATE" until the second semifinal is Unofficial (i.e. for all event units up until the second semifinal match is completed for an event)
•Send with ResultStatus = "UNOFFICIAL" when the second semifinal has Unofficial status.
•Send with ResultStatus = "OFFICIAL" when the second semifinal has Official status.

Trigger also after any major change.

3.2.10.4 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						
	Bracket						
		Code					
		BracketItems (1,N)					
			Code				
			BracketItem (1,N)				
				Code			
				Order			
				Unit (0,1)			
					Phase		
					Unit		
				NextUnit (0,1)			
					Phase		
					Unit		
				NextUnitLoser (0,1)			
					Phase		
					Unit		
				CompetitorPlace (1,N)			
					Pos		
					Code		
					ExtCompPlaces (0,1)		
						ExtCompPlace (1,N)	
							Type
							Code
							Pos
							Value
					PreviousUnit (0,1)		
						Phase	
						Unit	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					Competitor (0,1)		
						Code	
						Type	

3.2.10.5 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. It should be always a bracket of finals.

Bracket /BracketItems

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

Bracket /BracketItems /BracketItem

Attribute	M/O	Value	Comments
Code	M	CC @BracketItems	Code that categorizes each bracket item
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1

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 /NextUnit

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

Attribute	M/O	Value	Comments
Phase	M	CC @Phase	Phase code of the next event unit for the current bracket item.
Unit	M	CC @Unit	Unit code of the next event unit for the current bracket item.

Bracket /BracketItems /BracketItem /NextUnitLoser

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

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

Attribute	M/O	Value	Comments
			bracket item, but related to the loser competitor.

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

Attribute	M/O	Value	Comments
Pos	M	N(3) 999	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).
Code	O	CC @CompetitionPlace	It will be sent when there is no competitor team (BYE) o when it is not known yet (UNK).

Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace

Type	Code	Pos	Value	Description
ECP_CU	CU_COMP_INF	CC @Desc	Text	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Send if the competitor is the winner or the loser. (see codes section) For @Value: Send the match name.

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

Type/Code	Description	Expected
ECP_CU/ CU_COMP_INF	The competitor is the winner or the loser of the specified game number. Example: @pos=1 @Value=SF1 -> “Winner SF1”	Just when the competitor is not known yet (when the CompetitorPlace @Code is UNK)

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

3.2.10.6 Message Sort

BracketItems @Code should be sorted by Semifinals (ordered by game number) and finals (first gold game, and then bronze game).

3.2.11 Discipline Configuration

3.2.11.1 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="").

3.2.11.2 Header Values

3.2.11.2.1 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

3.2.11.3 Trigger and Frequency

3.2.11.3.1 PiT Triggers

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

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

3.2.11.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Configs				
		Config (1,N)			
			Gender		
			Event		
			Phase		
			Unit		
			ExtendedConfig (1,N)		
				Type	
				Code	
				Pos	
				Value	
				ExtendedConfigItem (0,N)	
					Type
					Code
					Pos
					Value

3.2.11.5 Message Values

Competition

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

Configs /Config

Attribute	M/O	Value	Comments
Gender	O	Text	Gender code of the RSC.
Event	O	Numeric	Event code of the RSC.
Phase	O	Numeric	Phase code of the RSC.
Unit	O	Numeric	Unit code of the RSC.

Configs /Config /ExtendedConfig

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
EC_CU	CU_TB			Y/N	For @Type: Send proposed type For @Code: Send the proposed code to notify if the game is a tie-break. For @Pos: Do not send anything For @Value: Y if the game is a tie-break. If not, do not send.
	CU_NUMBER_ENDS			Numeric	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value: The number of ends for that competition.
	CU_LRRS			Y/N	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value: Send Y if this is the last Round Robin Session. If not, do not send.
	CU_SESSIONRSC			S(10)	For @Type:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Send proposed type For @Code: Send the proposed code. For @Pos: Do not send anything For @Value: Send the RSC Code of the session of the event unit.
	CU_MATRIX		N(2) 90	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Send a numeric, from 1 to n For @Value: Send the id of the competitor.
		CU_OPPONENT	S(10)	Text	For @Type: Send proposed type For @Code: Send the proposed code. For @Pos: Send a numeric, from 1 to n For @Value: Send the RSC of the game with the opponent competitor. Do not send if CU_MATRIX/@Pos = CU_OPPONENT /@Pos

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

Type/Code/Extension Code	Description	Expected
EC_CU/ CU_TB	Send Y if the game is a Tie-Break. If not, do not send.	If the game is a Tie-Break.
EC_CU/ CU_NUMBER_ENDS	Number of ends for that competition.	Send at event level.
EC_CU/ CU_LRRS	Send Y if this is the last Round Robin Session. If not, do not send.	If the game is in the last Round Robin session.
EC_CU/ CU_SESSIONRSC	Send the RSC Code of the session of the event unit.	Send for all games, including Roun Robin sessions.
EC_CU/ CU_MATRIX	Configuration of one line of the matrix for Round robin standings.	Send for phase Round Robin.
EC_CU/ CU_MATRIX/ CU_OPPONENT	RSC of a game corresponding to one cell of the Round Robin standings matrix. Do not send if CU_MATRIX/@Pos = CU_OPPONENT /@Pos	Send for phase Round Robin

Configs /Config /ExtendedConfig /ExtendedConfigItem

3.2.11.6 Message Sort

There is no general message sorting rule.

3.2.12 Event Unit Weather Conditions

3.2.12.1 Description

The “Event Unit Weather Conditions” is a message containing the weather conditions in the session.

3.2.12.2 Header Values

3.2.12.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEZnn	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Z for session nn according to Session number
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

3.2.12.3 Trigger and Frequency

3.2.12.3.1 PiT Triggers

The message is sent before the session and if weather data conditions change during an event unit.

3.2.12.4 Message Structure

Following table defines the structure of the message.

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

3.2.12.5 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 %

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

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

Weather /Conditions /Temperature

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

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

3.2.12.6 Message Sort

There is not any special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.

3.2.13 Play by Play

3.2.13.1 Description

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

The message contains a generic definition that can be used to provide results data of different nature.

3.2.13.2 Header Values

3.2.13.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_PLAY_BY_PLAY	Play by Play 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

3.2.13.2.2 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
DocumentType	DT_RT_PLAY_BY_PLAY	Real Time Play by Play message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). “LIVE_UPDATE” / “LIVE_FULL” / “LIVE_MANDATORY” / “LIVE_LAST”
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.13.3 Trigger and Frequency

3.2.13.3.1 PiT Triggers

It is sent once after the game is official.

3.2.13.3.2 RT Triggers

For ResultStatus=LIVE_UPDATE:

- T3: Trigger after the delivery (throw) of a stone, when the statistics are known.
- T7: At the beginning of each end.

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

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

•No message is sent for LIVE_FULL

3.2.13.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	UnitInfos (0,1)				
		UnitInfo (0,N)			
			Type		
			Code		
			Pos		
			Value		
			Extensions (0,1)		
				Extension (1,N)	
					Type
					Code
					Pos
					Value
			ImageData (0,1)		
				-	

3.2.13.5 Message Values

Competition

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

UnitInfos /UnitInfo

Unitinfo item.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
UI_CU	CU_SHOT		N(3) 990	N/A	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Unique sequential number for all the stones of the game, from 1 to n (from the first stone of the game to the last one). For @Value: Send nothing
		CU_END_NUMBER		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the end's number of the stone
		CU_STONE_NUMBER		N(2) 90	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not sent anything For @Value: Send the stone's number in the end(from 1 to 16).
		CU_CURRENT		Y / N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send Y if this is the current shot of the end. Send N if not.
		CU_PREVIOUS		Y / N	For @Type: Send proposed type For @Code: Send proposed code For @Pos:

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					Do not send anything For @Value: Send Y if this was the previous shot of the end. Send N if not.
		CU_PLAYER		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the athlete's ID of the athlete who did the shot.
		CU_TASK		S(30)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the type of shot.
		CU_HANDLE		S(10)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the handle: In-turn or Out-turn.
		CU_POINTS		S(1)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the success of shot: 0,1,2,3,4 or X.
		CU_COMMENT		S(50)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Send the comment on the shot.
		CU_TEAM		S(20) with no leading zeroes	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
					Send the team's ID of the athlete who did the shot.

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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
UI_CU/ CU_SHOT	The information about a shot, and the number of the stone in the game	Always during a game	N	T3, T7
UI_CU/ CU_SHOT/ CU_END_NUMBER	End's number of the stone	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_STONE_NUMBER	Stone's number in the end.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_CURRENT	Send Y if this is the current shot of the end. Send N if not.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_PREVIOUS	Send Y if this was the previous shot of the end. Send N if not.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_PLAYER	Send the athlete's ID of the athlete who did the shot.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_TASK	Send the type of shot	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_HANDLE	Send the handle: In-turn or Out-turn.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_POINTS	Send the success of shot: 0,1,2,3,4 or X.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_COMMENT	Send the comment on the shot.	If available	N	T3, T7
UI_CU/ CU_SHOT/ CU_TEAM	Send the team's ID of the athlete who did the shot.	If available	N	T3, T7

UnitInfos /UnitInfo /Extensions /Extension
Extensions of UnitInfos.
UnitInfos /UnitInfo /ImageData

Attribute	M/O	Value	Comments	RT Only	RT Trigger
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded file	N	When available

3.2.13.6 Message Sort

The message is sorted by the @Pos attribute of the extension CU_SHOT in /UnitInfos /UnitInfo.

4 Messages Sequence

1. Preliminaries

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_PLAY_BY_PLAY	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Play by Play
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_PLAY_BY_PLAY	DDGEEEPUU	N/A	LIVE_LAST	End of RT Play by Play
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_PLAY_BY_PLAY	DDGEEEPUU	N/A	OFFICIAL	Official Play by Play
DT_POOL_STANDING	DDGEEEP00	9	INT./OFFI.	Pool Standings
DT_STATS	DDGEEE000	RANKING	N/A	Ind. And Team Ranking Statistics
DT_STATS	DDGEEE000	TOU	N/A	Tournament Statistics
DT_STATS	DDGEEE000	CUM	N/A	Team A Stats.
DT_STATS	DDGEEE000	CUM	N/A	Team B Stats.

2. Knock-Out

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_PLAY_BY_PLAY	DDGEEEPUU	N/A	LIVE_UPDAT	Real Time Play by Play
DT_RESULT	DDGEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_PLAY_BY_PLAY	DDGEEEPUU	N/A	LIVE_LAST	End of RT Play by Play
DT_RESULT	DDGEEEPUU	N/A	OFFICIAL	Official Results
DT_PLAY_BY_PLAY	DDGEEEPUU	N/A	OFFICIAL	Official Play by Play
DT_BRACKETS	DDGEEE000	N/A	INT./OFFI.	Brackets
DT_STATS	DDGEEE000	RANKING	N/A	Ind. And Team Ranking Statistics
DT_STATS	DDGEEE000	TOU	N/A	Tournament Statistics
DT_STATS	DDGEEE000	CUM	N/A	Team A Stats.
DT_STATS	DDGEEE000	CUM	N/A	Team B Stats.

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 @WeatherConditions	S(6)	Defined in ODF Common Codes Document See entity Weather Condition	Link

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

5.2 Curling Codes

Code Entity	Format	Entity Description
CC @Bracket	S(3)	FNL: Finals
CC @BracketItems	S(8)	BRN : Bronze Medal match FNL : Finals GLD : Gold Medal match SFL : Semi-finals SFL_1 : Semi-final 1 SFL_2 : Semi-final 2
CC @CompetitionPlace	S(3)	BYE : There is no competitor, the other team passes directly to the next round UNK : The competitor is not known yet
CC @Desc	N(3) 990	0 : Loser 1 : Winner
CC @EntryIRM	S(3)	DSQ : Disqualified SUS : Suspended
CC @Hand	S(1)	B : Both-handed L : Left-handed R : Right-handed
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DSQ : Disqualified SUS : Suspended (The codes order provided is according to the sport rules. In case of several DNF, DNS, SUS or DSQ, sort by organisation code).
CC @LSD	S(8)	OUT : Out OUT-TOSS : Out-Toss TOSS : Toss
CC @Position	S(2)	1 : Lead 2 : Second 3 : Third 4 : Fourth A : Alternate
CC @QualificationMark	S(7)	Q : Qualified for the play-offs TB : Involved in the tie-breaker
CC @ResultType	S(13)	IRM : Invalid Result Mark IRM_WL : W or L result for a team under some specific circumstances (the result is not a score). Besides, IRM information RANK : Rank (in the Standings of group in a team competition message and Event final ranking message) SCORE : Competitor's score (just in the Event Unit Results

Code Entity	Format	Entity Description
		message) SCORE_WL : W or L result for a team under some specific circumstances (the result is not a score). No IRM information
CC @Role	S(3)	S : Skip V : Vice-Skip
CC @Statistics	S(12)	CUM : Cumulative Statistics of team and individual DSC : Ranking of the Draw Shot Challenge IND_RANKING : Ranking of Individual tournament statistics RANKING : Ranking of individual and team statistics TEAM_RANKING : Ranking of Team tournament statistics TOU : Tournament Statistics
CC @TemperatureUnit	S(1)	C : Celsius F : Fahrenheit
CC @WeatherPoints	S(6)	GEN : General
CC @WLT	S(1)	L : Lost T : Tied W : Won

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/INT008-R3-V5.8 APP

7.2 Version history

Version	Date	Comments
R3 v1.0	23 Dec 2011	Submitted for review version.
R3 v1.1	27 Jan 2012	Included some internal comments.
R3 v1.2	17 Feb 2012	Included Omega comments.
R3 v1.3	02 Mar 2012	New version after Interface Data Meeting.
R3 v2.0	05 Apr 2012	New version after internal comments.
R3 v3.0	08 May 2012	New version after Pre Integration Test 1.
R3 v 4.0	22 Jun 2012	Second version after Pre Integration Test 1.
R3 v4.0	16 Jul 2012	Version from SFA to APP.
R3 v5.0	29 Aug 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal (APP-DRAFT).
R3 v5.1	26 Sep 2012	CR 306 and other changes.
R3 v5.2	11 Oct 2012	Changes after IDM.
R3 v5.3	14 December 2012	Changes after Omega's comments.
R3 v5.4	31 January 2013	Defects and change in Play by Play
R3 v5.5	14 March 2013	Defects
R3 v5.6	09 August 2013	Version updated by CR's: CR001073 (95811), CR000974, CR000666, CR000906, CR000827 applied
R3 v5.7	20 September 2013	CR001075, CR001144
R3 v5.8	11 October 2013	Corrections over last changes.

7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	• First version.
R3 v1.1	SFR	• Reviewer comments included.
R3 v1.2	SFR	• Included Omega comments.

Version	Status	Changes on version
R3 v1.3	SFA	• New version after Interface Data Meeting.
R3 v2.0	SFA	• DT_POOL_STANDINGS: / Competitor/ExtendedResults /ExtendedResult [Code = CU_OPPONENT] /@Value changed from CC @Organisation to team ID. • DT_STATS: changed headers. • DT_POOL_STANDINGS: CU_COMP_DATE changed from Date to DateTime. • DT_RT_RESULTS_SUMMARY: new statistics in ExtendedInfos. Removed statistics from the Competitor Extended Result. • DT_POOL_STANDINGS: Removed Phase from header in DocumentCode.
R3 v3.0	SFA	• DT_CONFIG: CU_SHEET has been removed. Now using only location from schedule. • DT_CONFIG: Added CU_MATRIX and CU_OPPONENT to configure Round Robin standings matrix. • DT_POOL_STANDINGS: Status possible values now INTERIM (instead of INTERMEDIATE) and official, as in the general documentation. • DT_POOL_STANDINGS: DocumentCode changed to include phase: DDGEEEP00. • DT_POOL_STANDINGS: Removed CU_OPPONENT and its extensions. • DT_POOL_STANDINGS: Result/ Competitor/ExtendedResults /ExtendedResult changed and to the same level (extensions have been removed). • DT_STATS: CU_GP changed to CU_GAMES_PLAYED (in various elements). • DT_STATS: added new Document SubType: “DSC” for Draw Shot Challenge Ranking. • DT_STATS: added new Document Subtype: “RANKING” with individual AND team statistics. • DT_PARTIC_TEAMS: Name is now the code of the team’s organisation as organisations cannot be repeated in Curling. To retrieve the name, use Common Codes. • DT_RT_EXTRA_DATA: Removed LIVE_FULL from triggers. • DT_BRACKETS: BracketItem: @Order changed to mandatory (as in General Definition). • DT_RESULTS: Result is now N(2) or W or L (W /L values added). • DT_RESULTS: Added CU_IN, CU_IN_PER, CU_OUT, CU_OUT_PER for Result /Competitor /Stats /Stat and Result / Competitor / Composition /Athlete /Stats /Stat. • DT_RESULTS: UnitInfo - added CU_GAME_SITUATION for PiT and RT. • DT_RT_RESULTS: added "LFDelay=999" for LIVE_FULL message. • DT_RT_RESULTS: added Trigger T0 for Draw Shot Challenge 20 min before game. • DT_RT_RESULTS: added CU_POSITION, CU_FUNCTION and CU_STARTING_END. • DT_RESULTS_SUMMARY: added EI_CU / HomePeriodScore and AwayPeriodScore. • DT_RT_RESULTS_SUMMARY: EI_CU /CU_TENTATIVE_STANDINGS: Pos and CU_RANK set to N(2). • DT_RT_RESULTS_SUMMARY: changed extensions of CU_TENTATIVE_STANDINGS to match the extensions used in Pool Standings.
R3 v 4.0	SFA	• Codes: added CC@CompetitorPlace. • DT_CONFIG: Precision: CU_OPPONENT is not sent for

Version	Status	Changes on version
		CU_MATRIX/@Pos = CU_OPPONENT /@Pos. • DT_RANKING: Triggers changed. Now the message is sent three times: after RR Phase, after bronze game and after gold game. • DT_RESULTS: CU_GAME_SITUATION changed from UnitInfo to Competitor /ExtendedResults /ExtendedResult to have it for both teams. • DT_STATS: clarification added for “expected” column. • DT_STATS: Competition /Stats /StatsItems /StatsItem: renamed CU_TO and CU_TO_PER to CU_TIMEOUT and CU_TIMEOUT_PER. • DT_STATS: Competitor /StatsItems /StatItem: added CU_RANK and CU_RANK_EQUAL. • DT_STATS: Competitor /StatsItems /StatItem: added extension CU_ROUND_LSD / CU_LSD_ELIMINATED. • DT_STATS: Competitor /StatsItems /StatItem: added extension CU_ROUND_LSD / CU_LSD_ELIMINATED. • DT_STATS: Competitor /StatsItems /StatItem: renamed CU_TO and CU_TO_PER to CU_TIMEOUT and CU_TIMEOUT_PER. • DT_STATS: Competitor /Composition /Athlete /StatsItems /StatsItem: added CU_GAMES_PLAYED, CU_RANK and CU_RANK_EQUAL. • DT_BRACKETS: Trigger adapted. • DT_BRACKETS: added ExtCompPlace element. • DT_RT_RESULT_SUMMARY: unused triggers removed. Expected column adapted. • DT_RANKING: ResultStatus added, as the message is now sent multiple times. • Added CC @Statistics associated to DT_STATS Stats/@Code.
R3 v4.0	APP	• Version goes APP.
R3 v5.0	APP (DRAFT)	• DT_PARTIC_TEAMS_UPDATE: Athlete and officials are now defined. • DT_RANKING: Triggers updated. Trigger after each tie-break. • DT_RT_EXTRA_DATA: trigger precision. No LIVE_FULL is sent. • DT_RT_RESULT: new trigger. T6: after a line-up change. • DT_RT_RESULT: CU_STARTING_END sent only after line-up change. • DT_RT_RESULT: CU_GAME_SITUATION: expected “when available”. • New messages proposal: Added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink color). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used.
R3 v5.1	SFR	• DT_HIST_REC_UPDATE removed from applicable messages. • Light extension: ODF Light extensions from the DT_START_LIST and DT_CUMULATIVE_RESULT Message marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Light Extensions: DT_START_LIST PreviousResults defined as non-light extension. • New messages: Added the definition of DT_CUMULATIVE_RESULT

Version	Status	Changes on version
		and DT_RT_CUMULATIVE_RESULT messages. These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY). • DT_EXTRA_DATA renamed to DT_PLAY_BY_PLAY. • DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages structure merged: - CumulativeResults element of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT renamed to Results. - Bib attribute added to Competitor and Athlete element of the DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_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_RESULT and DT_RT_CUMULATIVE_RESULT messages (this includes ranked, none-ranked and IRM athletes/team).
R3 v5.2	SFA	• 2.2: End to End data flow. Removed old sentence about previous messages. • Codes and DT_PARTIC(_UPDATE): CC @EntryStatus has been changed to CC @EntryIRM (#75877). • DT_CUMULATIVE_RESULT is not used. Only the RT version is used. • DT_RESULTS: CU_LAST_SCORE_HOME / AWAY also for “no score (X:X)” • DT_RESULTS: UnitDateTime only for PiT. • DT_RESULTS: Result /@Result is only PiT. For RT, use Period element. • DT_(RT_)RESULTS: sort changed. • DT_BRACKETS: Sort changed. • DT_WEATHER: Header changed. Message is at session level. • DT_WEATHER: trigger changed. • DT_(RT_)PLAY_BY_PLAY: trigger and sort changed. • DT_RT_CUMULATIVE_RESULT: Description modified. • DT_RT_CUMULATIVE_RESULT: HomePeriodScore and AwayPeriodScore removed.
R3 v5.3	SFA	• Codes and DT_PARTIC: Attribute reverted to E_ENTRY_STATUS, but value will stay as @EntryIRM (for the common code). • Version APP
R3 v5.4	APP	• 88259: CC @TemperatureUnit and @WeatherPoints added to match Weather message. • 88260: DT_CONFIG /ExtendedConfig / CU_SESSIONRSC changed from Numeric to S(10) • DT_PLAY_BY_PLAY: added CU_TEAM with the team of the player who made the shot (send team’s id, the code of the team).
R3 v5.5	APP	•88419: DT_STATS - CU_LSFE must have Pos •88417: DT_STATS - In Competition /Stats /StatsItems /StatsItem Element and Competitor /StatsItems /StatsItem Element, some values changed from N(1) to N(2). •88419: DT_STATS - Competitor /StatsItems /StatsItem ST_CU/CU_LSFE has position DT_STATS - Competitor /StatsItems /StatsItem ST_CU/CU_PLUS_MINUS has +/- •88403: DT_BRACKETS - Element BracketItem /@Code change to value CC@BracketItems •88647: DT_RANKING - Result Element. Attribute ResultType changed from "N/A" to CC@ResultType
R3 v5.6	APP	• 95811: Functions definition updated 3.2.3.5. (CR001073)

Version	Status	Changes on version
		• CR000974 - DT_WEATHER: Remove "+" symbol in weather attributes, when sending values above 0 degrees. • CR000666 - Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS messages • CR000906 - Removed ODF Light elements from DT_START_LIST and DT_CUMULATIVE_RESULTS messages • CR000827 - For DT_PARTIC / DT_PARTIC_UPDATE messages and for Participant /Discipline /RegisteredEvent /EventEntry element change entry E_ENTRY_STATUS by E_IRM (consistency across sports)
R3 v5.7	APP	• CR001075 – Order added to Coach definition in Start_list message • CR001075 – Header definition updated for DT_RESULT and DT_CUMULATIVE • CR001075 – @Pos added to CU_TIME attribute • CR001075 – DT_STASTS (CU_CUM_PER, CU_IN_PER, CU_OUT_PER, CU_TOT_PER format definition updated) • CR001075 – DT_STASTS CU_TIMEOUT and CU_TIMEOUT_PER definition removed from Stats /StatsItems /StatsItem • CR001075 – DT_CONFIG CU_TB format definition updated • CR001075 – DT_CONFIG CU_MATRIX/CU_OPPONENT format definition updated • CR001075 – PLAY_BY_PLAY extensions RT Only column values updated. • CR001144 – DT_RESULT CU_LSCE RT Only column updated. • CR001144 – DT_STASTS @Pos removed for CU_STOLEN, CU_PTS_0, CU_PTS_1, CU_PTS_2, CU_PTS_3, CU_PTS_4, CU_PTS_4+, CU_PTS • CR001144 – DT_STASTS CU_CUM_PER definition removed from Stats /StatsItems /StatsItem • CR001144 – DT_RANKING ExtendedResult added to Athlete. ER_CU/CU_IRM attribute added. • CR001144 – DT_RESULT New attributes added to Unitinfo section related with Most Important Shot of the Match. • CR001144 – DT_POOL_STANDING CU_WINS_TIED format definition updated. • CR001144 – DT_STASTS CU_RANK format definition updated. • CR001144 – DT_STASTS IND_RANKING and TEAM_RANKING removed from DocumentSubtype definition. • DT_RT_RESULT T0 trigger removed, it was replaced by T5.
R3 v5.8	APP	• CU_WINS_TIED updated also in Tentative Standings. • CU_RANK updated also at athlete level.

This page has been intentionally left blank