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ODF Speed Skating Data Dictionary

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1 Introduction

1.1 This document

This document includes the ODF Speed Skating Data Dictionary. This document refines the messages described in the ODF General Messages Interface Document specifically for Speed Skating, 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 Speed Skating Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Speed Skating 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
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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 Speed Skating Data Dictionary.

2.2 End to End data flow

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



3 Messages

3.1 Applicable Messages

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

- The column “Message type” indicates the DocumentType that identifies a message
- The column “Message name” is the message name identified by the message type
- The column “Feed” identifies the message feed (PiT for Point in Time messages, RT for Real Time messages and PDF for PDF messages)
- The column “Message extended in this document” indicates whether a particular message has extended definition in regards to those that are general for all sports. If one message has extended definition, it should be considered both, the extensions as well as the general rules for one message that is used in the case of the sport. However, if one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Feed	Message extended
DT_SCHEDULE	Competition schedule	PiT	
DT_SCHEDULE_UPDATE	Competition schedule update	PiT	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline Update	PiT	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / List of teams update	PiT	X
DT_MEDALS	Medal standings	PiT	
DT_MEDALLISTS_DAY	Medallists of the day	PiT	
DT_HISTORIC_RECORD	Historical records	PiT	X
DT_GLOBAL_GM	Global good morning	PiT	
DT_GLOBAL_GN	Global good night	PiT	
DT_START_LIST	Start List	PiT	X
DT_RESULT	Event Unit Results	PiT/RT	X
DT_PHASE_RESULT	Phase Results	PiT/RT	X
DT_CUMULATIVE_RESULT	Cumulative Results	PiT/RT	X
DT_RANKING	Event Final Ranking	PiT	X
DT_MEDALLISTS	Event's Medallists	PiT	X
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	PiT	
DT_RECORD	Records	PiT	X
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



Message Type	Message Name	Feed	Message extended
DT_SERIAL	List of Current PiT Serial	PiT	
DT_RT_KA	RT Discipline/Venue keep alive	RT	
DT_PDF	PDF Message	PDF	
DT_PDF_GM	PDF Discipline/Venue good morning	PDF	
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 be 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
				<i>Gender</i>	
				<i>Event</i>	
				<i>Bib</i>	
				EventEntry (0,N)	
					Code
					Type
					Pos
					<i>Value</i>
		OfficialFunction (0,N)			
			<i>FunctionId</i>		



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 critical 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 attribute 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.
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



Attribute	M/O	Value	Comments
			If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the 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 Speed Skating.

Participant /Discipline /RegisteredEvent

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

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	M	N(3) 999	Skier bib number, to be sent mandatory in all the individual event units

Participant /Discipline /RegisteredEvent /EventEntry

Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_PB		MM:SS.hh 99:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Skater's personal best. MM is minutes, SS is seconds, hh is hundredth of second
	E_SB		MM:SS.hh 99:90.00	For @Type: Send proposed type For @Code: Send proposed code For @Value: Skater's season best. MM is minutes, SS is seconds, hh is hundredth of second



Type	Code	Pos	Value	Description
	E_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: ISU rank. It is by athlete in individual events.
	E_SUBSTITUTE		Y, N	For @Type: Send proposed type For @Code: Send proposed code For @Value: Y- For substitute N- For not substitute

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

Type/Code	Description	Expected
E_ENTRY/ E_PB	Skater's personal best	Always, as soon as this information is known and this athlete has a personal best
E_ENTRY/ E_SB	Skater's season best	Always, as soon as this information is known and this athlete has a season best
E_ENTRY/ E_RANK	ISU rank	Always, as soon as this information is known and this athlete has a ISU rank
E_ENTRY/ E_SUBSTITUTE	Substitute / not substitute	Always, as soon as this information is known.

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 be 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	Level 6
Competition					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
		Discipline (0,1)			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,1)		
				Event	
				Gender	
				EventEntry (0,N)	
					Code
					Type
					Pos
					Value



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. In this sport, it will be always 1.
Name	M	S(73)	Team's name.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Team /Composition /Athlete

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

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

Team /Discipline

Each team is assigned just to one discipline.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline	It must be the discipline code used to fill the



Attribute	M/O	Value	Comments
			OdfBody @DocumentCode attribute
InternationalFederationId	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Team /Discipline /RegisteredEvent

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

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

Team /Discipline /RegisteredEvent /EventEntry

Send if there are specific team's event entries.

Type	Code	Pos	Value	Description
E_ENTRY	E_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Value: ISU rank. It is by team in team events.
	E_SUBSTITUTE		1, 2	For @Type: Send proposed type For @Code: Send proposed code For @Value: First substitute Second substitute

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

Type/Code	Description	Expected
E_ENTRY/ E_RANK	ISU rank	Always, as soon as this information is known and this team has a ISU rank
E_ENTRY/ E_SUBSTITUTE	First or second substitute	Send for those teams acting as first substitute or second substitute

3.2.2.6 Message Sort

The message is sorted by Team @Code.



3.2.3 Historical records

3.2.3.1 Description

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

3.2.3.2 Header Values

3.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_HISTORIC_RECORD	Historical records message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.
Venue	CC @VenueCode	Venue where the message is generated.

3.2.3.3 Trigger and Frequency

3.2.3.3.1 PiT Triggers

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





3.2.3.4 Message Structure

Following table defines the structure of the message.

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
							<i>Order</i>	
							RecordData (0,1)	
								<i>Country</i>
								<i>Place</i>
								<i>Date</i>
								<i>Confirmed</i>
								<i>Event</i>



3.2.3.5 Message Values

Competition

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

HistoricalRecords /Record

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

HistoricalRecords /Record /RecordType

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

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

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

HistoricalRecords /Record /RecordType /RecordData

Attribute	M/O	Value	Comments
ResultType	M	CC @ResultType	"TIME" Indicate that the result type for the record is a time.
Result	M	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	The result of the competitor for the record. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second SS.hh is used in the 2x500 event. MM:SS.hh format is used in Team Pursuit and all the Individual events except 500m.

HistoricalRecords /Record /RecordType /ExtRecords /ExtRecord



/ExtRecords /ExtRecord are optional elements according to competitors' rules.

Type	Code	Pos	Value	Description
ER_SS	SS_LAP	Numeric	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate lap, from 1 to the total number of laps. In the case of the 500 and 2x500, the position 1 (the first 100 m) and 2 (the last 400 m) it will be used for the 500 m event and the 1, 2, 3 and 4 for the 2x500 event (1 and 2 for the first race and 3, 4 for the second race). For @Value: Cumulative time at the @Pos lap of the old record. For the 500 m event, the cumulative time of the first lap from the second race will be the time of the lap (Pos 3 should contain the time of the lap, for example 10.00). MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second SS.hh is used in the 2x500 event. MM:SS.hh format is used in Team Pursuit and all the Individual events except 500m.
	SS_TIME_LAP	Numeric	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate lap, from 1 to the total number of laps. In the case of the 500 and 2x500, the position 1 (the first 100 m) and 2 (the last 400 m) it will be used for the 500 m event and the 1, 2, 3 and 4 for the 2x500 event (1 and 2 for the first race and 3, 4 for the second race). For @Value: Time for each lap of the old record.It is not a cumulate time. MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second SS.hh is used in the 2x500 event. MM:SS.hh format is used in Team Pursuit and all the Individual events except 500m.

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



Type/Code	Description	Expected
ER_SS/ SS_LAP	Cumulative time at the @Pos lap of the old record.	Always
ER_SS/ SS_TIME_LAP	Time for each lap (@Pos) of the old record. It is not a cumulative time.	Always.

HistoricalRecords /Record /RecordType /Competitor

Competitor to whom the record is assigned.

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

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

HistoricalRecords /Record /RecordType /Competitor /RecordData

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

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

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

HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete This ID will start with "A" as it is an historical Athlete.
Order	M	Numeric	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

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

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

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

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

Attribute	M/O	Value	Comments
Country	M	CC @Country	Country code where the record was broken



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

3.2.3.6 Message Sort

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



3.2.4 Start List

3.2.4.1 Description

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

The Start List is a mandatory message for all disciplines.

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

3.2.4.2 Header Values

3.2.4.2.1 PiT Header

The following table describes the ODF header attributes

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



3.2.4.3 Trigger and Frequency

3.2.4.3.1 PiT Triggers

The general rule is that this message is sent as soon as some of the information arriving in this message and associated to the event unit (PhaseInfos, UnitInfos, and Officials) is known and also when all the competitors for one particular event unit are known.

For team event units this message should send as soon as the teams are available (maybe first teams, and after another message with team members).

The message is also expected in the case of re-skating for the individual events:

- During the competition a new Start List is expected. This message contains the list of all the skating pairs including the 'Reskate' pair(s).

- A DT_RT_RESULT message is expected with the Result status Live Mandatory.

- A DT_RT_CUMULATIVE_RESULT message is expected with the message status Live Mandatory only for the 500m race 2 event.

- After the result of the reskate is known, a new Start List is expected. This message contains all pairs except the reskate pair(s).

- A DT_RT_RESULT message is expected with the Result status Live Mandatory. (The result of the re-skated athlete will be updated, if applies, in the initial row of the athlete)

- A DT_RT_CUMULATIVE_RESULT message is expected with the message status Live Mandatory only for the 500m race 2 event.

The message is also expected in the case of re-skating for the team events:

- During the competition a new Start List is expected for the reskating heat.

Trigger also after any major change.



3.2.4.4 Message Structure

Following table defines the structure of the message.

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
						<i>Value</i>



3.2.4.5 Message Values

Competition

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

UnitInfos /UnitDateTime

Scheduled start date and time.

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

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_SS	SS_BREAK_PAIR	Numeric	Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number of the 'Ice preparation' event For @Value: The number of the last pair before the ice preparation's break.
	SS_HEAT_NUMBER		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The heat number. For the heats (including the heats of the semi-finals, quarter-finals) will be the number of the heat: 1, 2,...,5 In the finals, send Final A, Final B, Final C and Final D as appropriate.

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

Type/Code	Description	Expected
UI_SS/ SS_BREAK_PAIR	The number of the last pair before the ice preparation's break.	Just for the individual events
UI_SS/ SS_HEAT_NUMBER	The heat number including the semi-finals and quarter-finals.. In the finals, send Final A, Final B, Final C and Final D as appropriate.	Just for the team events

Start

For any start list, competitors will be sent as soon as known.



First information regarding to UnitInfo, UnitActions, etc might be sent before competitors (either single athletes or teams) are known. For this reason, Start is optional (temporally not including any competitor information)

Attribute	M/O	Value	Comments
StartOrder	M	Numeric	For individual events: Pair number in the start list. There will be two competitors with the same number. For team events: Use 1 for 'Finishing straight' and 2 for 'Crossing straight'.
SortOrder	M	Numeric	It should sort out competitors from its @StartOrder attribute, however For individuals: placing first the inner lane skater, and afterwards the outer lane skater For teams: Placing first the finishing straight starting team, and afterwards the crossing straight starting team

Start /Competitor

Competitor participating in the event unit

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

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
EU_ENTRY	SS_COLOUR		R,W	For @Type: Send proposed type For @Type: Send proposed type For @Value: R – For the team wearing red armbands W – For the team wearing white armbands
	SS_RS		RS	For @Type: Send proposed type For @Type: Send proposed type For @Value: Send 'RS' if the team is reskating
	SS_IRM		CC @IRM	For @Type: Send proposed type For @Type: Send proposed type For @Value: Send 'WD' in the case of withdrawal (See codes section).

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

Type/Code	Description	Expected
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Type/Code	Description	Expected
EU_ENTRY/ SS_COLOUR	The colour of the armband wearied by the team members.	For team pursuit event units
EU_ENTRY/ SS_RS	Send 'RS' if the team is reskating	For team pursuit event units
EU_ENTRY/ SS_IRM	Send 'WD' in the case of withdrawal	For team pursuit event units

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	The order of the competitors in the team.
Bib	M	N(3) 999	Skier bib number, to be sent mandatory in all the individual event units

Start /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
EU_ENTRY	SS_E_LANE		I, O	For @Type: Send proposed type For @Type: Send proposed type For @Value: I – For Inner lane skater O – For outer lane skater
	SS_RS		RS	For @Type: Send proposed type For @Type: Send proposed type For @Value: Send 'RS' if the athlete is in the 'Reskate' pair
	SS_IRM		CC @IRM	For @Type: Send proposed type For @Type: Send proposed type For @Value: Send 'WD' in the case of withdrawal (See codes section).

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

Type/Code	Description	Expected
EU_ENTRY/ SS_E_LANE	Inner lane or outer lane	For individual event units
EU_ENTRY/ SS_RS	Send 'RS' if the athlete is in the 'Reskate' pair	For individual event units
EU_ENTRY/ SS_IRM	Send 'WD' in the case of withdrawal (See codes section).	For individual event units



3.2.4.6 Message Sort

The message is sorted by the Start@SortOrder attribute.



3.2.5 Event Unit Results

3.2.5.1 Description

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

The Event Unit Results is a mandatory message for all sports. The definition includes as much generic information as possible due to the fact that each discipline and event has its own format for the results information (example: score of a match, time in a race, distance in a throw...).

3.2.5.2 Header Values

3.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values sheet).
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). "OFFICIAL" / "UNOFFICIAL" / "INTERMEDIATE" / "INTERIM" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.



Attribute	Value	Comment
DocumentSubtype	N/A	Not used for SS.
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	DDGEEPUU	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.



Attribute	Value	Comment
		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

The general rule is that this message is sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

Trigger also after any major change.

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

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

3.2.5.3.2 RT Triggers

For ResultStatus=LIVE_UPDATE:

- o T1: Trigger when an athlete/team finishes a split
- o T2: Trigger before a new pair starts to compete
- o T3: Trigger when the current skating pair finishes
- o T4: Trigger when an athlete/team finishes the race or gets a status

•For ResultStatus=LIVE_FULL

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

- o T5Trigger when the result of the race became unofficial

•For ResultStatus=LIVE_MANDATORY

It is sent when a correction in the previous messages has to be done. Also is expected in the case of the re-skate.

•For ResultStatus=LIVE_LAST

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



3.2.5.4 Message Structure

Following table defines the structure of the message.

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



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



3.2.5.5 Message Values

Competition

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

UnitInfos /UnitDateTime

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

This element is just for PiT.

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

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
UI_RESULTS	SS_CURRENT_LAP	Numeric	Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Used to identify the lane of the competitor: For the individual events: Send 1 for the 'Inner lane' and 2 for the 'Outer lane' For the team events: Send 1 for the start position 'F' and 2 for the start position 'C' For @Value: Last split reached by the competitor (0,1,2,3,...99). Use 99 when finish line is reached. For the DNF athlete, the last split is considered the split where he felt.
	SS_CURRENT_PAIR	Numeric	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The competitor's lane. Send 1 for 'I' and 2 for 'O'. For @Value: The code of the current competitor. Please send 'RS'+ athlete code for the reskating athlete. To be sent empty when the last athlete from the race receives its result (T5)



Type	Code	Pos	Value	Description
	SS_NEXT_PAIR	Numeric	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The competitor's lane. Send 1 for 'I' and 2 for 'O'. For @Value: The code of the next competitor. Please send 'RS'+ athlete code for the reskating athlete.
	SS_LAST_PAIR	Numeric	S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The competitor's lane. Send 1 for 'I' and 2 for 'O'. For @Value: The code of the last competitor. Please send 'RS'+ athlete code for the reskating athlete.

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

Type/Code	Description	Expected	RT Only	RT Trigger
UI_RESULTS/ SS_CURRENT_LAP	Event unit's last split reached by the competitors from the current pair.	Always	Y	T1
UI_RESULTS/ SS_CURRENT_PAIR	The code of the athletes from the current skating pair.	Just for the individual events.	Y	T2,T5
UI_RESULTS/ SS_NEXT_PAIR	The code of the athletes from the next skating pair.	Just for the individual events.	Y	T2
UI_RESULTS/ SS_LAST_PAIR	The code of the athletes from the last skating pair.	Just for the individual events.	Y	T2

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	Rank value in the course	N	T4
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	When available
Result	O	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	Result for the particular event unit. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for 2x500m event (sprint	N	T4



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			event is (S)SS.hh(h) Result format for other events is MM:SS:hh(h)		
IRM	O	CC @IRM	IRM for the particular event unit Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	T4
QualificationMark	O	CC @QualificationMark	It just applies to team pursuit events: Send just in the case the team qualified, according to the codes.	N	T4
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. 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	When available
ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding event unit	N	T4

Result /RecordIndicators /RecordIndicator

Result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Order is always '1' for records broken/equalled in this Event Unit.	N	T4
Code	M	CC @RecordCode	Code which describes the record broken by the result value.	N	T4
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	N	T4

Result /Competitor

Competitor related to 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. Only for the individual events, please send 'RS'+ athlete code for the reskating athlete.	N	When available
Type	M	T,A	T for team A for athlete	N	When available

Result /Competitor /ExtendedResults /ExtendedResult

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
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Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_SS	SS_LAP		Numeric	MM:SS.hh(h) 99:90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the lap, from 1 to the total number of laps For @Value: Cumulative time at the @Pos lap for the team MM is minutes, SS is seconds, hh is hundredth of second
		SS_DIFF		+S.hh +9.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Team time behind at lap. S is seconds, hh is hundredth of second For the competitor with the first rank send 0.00. Empty if no lap time available for the lap leader.
		SS_TIME_LAP		SS.hh(h) 90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time for each split .It is not a cumulate time. SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second
		SS_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the @Pos lap for the team



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		SS_ERANK		S(1) (Y, N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		SS_IDK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the teams
	SS_RESKATE			Y,N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Indicates if the team is repeating the race (reskating).
	SS_FF			Y,P	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: To know if the competitor's final result was decided by photo. Send Y for Evaluated Status Send P for Pending Status.
	SS_RESULT_STATUS			'OFFICIAL' OR 'UNOFFICIAL'	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: The status of the result (official, unofficial)

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



Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_SS/ SS_LAP	Cumulative time at the lap	Only for team pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_DIFF	Team time behind at lap.	Only for team pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_TIME_LAP	Time for each lap. It is not a cumulate time.	Only for team pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_RANK	Rank at the @Pos lap for the team	Only for team pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Only for team pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_IDK	Index based on the Rank to sort the teams	Only for team pursuit.	N	T1,T4
ER_SS/ SS_RESKATE	Indicates if the team is repeating the race (reskating).	Only for team pursuit.	N	T3,T4
ER_SS/ SS_FF	Photo Finish Flag	Only for team pursuit.	N	T3,T4
ER_SS/ SS_RESULT_STATUS	The status of the sent result (official, unofficial)	Only for team pursuit.	Y	T4

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete. Send 'RS'+ 'athlete code' for those athletes with re-skate result.	N	When available
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	Only if necessary
Bib	M	N(3) 999	Athlete's bib number	N	When available

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
ER_SS	SS_DIFF			+S.hh +9.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time behind leader. S is seconds, hh is hundredth of second For the competitor with



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
	SS_LAP				the first rank send 0.00.
			Numeric	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate lap, from 1 to the total number of laps. For @Value: Cumulative time at the @Pos lap for the single athlete. MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for 2x500m event (sprint event is (S)SS.hh(h) Result format for other events is MM:SS:hh(h)
		SS_TIME_LAP		SS.hh(h) 99.99(9)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time for each lap .It is not a cumulate time. SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second
		SS_RANK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Rank at the intermediate lap for the single athlete Send empty for all the laps if the ResultType='IRM'.



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
		SS_ERANK		S(1) (Y,N)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: It identifies if the rank at this point has been equalled, send "Y" in this case.
		SS_IDK		Numeric	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Index based on the Rank to sort the single athletes
		SS_DIFF		+SS.hh +99.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference to the first on this split for the single athlete (send "0.00" if the intermediate result rank for that point is 1) S is seconds, hh is hundredth of seconds.
		SS_TB_LEADER		+SS.hh +99.99 Or -SS.hh -99.99 Or 0.00	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time difference at this split to the leader at the finish line for the single athlete. Empty if no lap time available for the lap leader. S is seconds, hh is



Type and extension Type	Code	Extension Code	Pos or extension Pos	Value or extension Value	Description
					hundredth of seconds.
	SS_RESKATE			Y,N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Indicates if the original result of the athlete is updated by the reskate race result. Send 'Y' in this case.
	SS_RESULT_STATUS			'OFFICIAL' OR 'UNOFFICIAL'	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: The status of the result (official, unofficial)
	SS_TIME_MS			SS.hhh 90.000 or SS.hh 90.00	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: The result of the athlete in SS.hh(90.00), or SS.hhh(90.000) if tie is produced
	SS_RS_CODE			S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything Athlete's ID, corresponding to a single athlete in the re-skate race
	SS_LAST_RESULT			S(1)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: "Y" when athlete gets the final result "N" when one athlete of next pair gets final result



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

Type/Code/Extension Code	Description	Expected	RT Only	RT Trigger
ER_SS/ SS_DIFF	Time behind leader.	Always, except for pursuit.	N	T4
ER_SS/ SS_LAP	Cumulative time at the lap for the single athlete.	Always, except for pursuit.	N	T4
ER_SS/ SS_LAP/ SS_TIME_LAP	Time for a particular lap (not cumulative).	Always, except for pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_RANK	Rank at the intermediate lap for the single athlete Send empty for all the laps if the ResultType='IRM'.	Always, except for pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_ERANK	It identifies if the rank at this point has been equalled, send "Y" in this case.	Always, except for pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_IDK	Index based on the Rank to sort the single athletes	Always, except for pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_DIFF	Time difference to the first on this split (skater who is rank 1 at this split)	Always, except for pursuit.	N	T1,T4
ER_SS/ SS_LAP/ SS_TB_LEADER	Time difference at the split to the leader at the finish line.	Always, except for pursuit.	Y	T1,T4
ER_SS/ SS_RESKATE	Indicates if the original result of the athlete was updated by the reskate race result.	Only send for affected competitors	N	T4
ER_SS/ SS_RESULT_STATUS	The status of the sent result (official, unofficial)	Always, except for pursuit.	Y	T4
ER_SS/ SS_TIME_MS	The result of the athlete in SS.hh(90.00), or SS.hhh(90.000) if tie is produced.	Only for the 2x500 event	N	T4
ER_SS/ SS_RS_CODE	Athlete's ID, corresponding to a single athlete in the re-skate race	Always, except for pursuit.	Y	T1,T2,T3,T4
ER_SS/ SS_LAST_RESULT	Flag to indicate that athlete has gets his final result. "Y" when athlete gets the final result "N" when one athlete of next pair gets final result	Always, for individual events.	Y	T4

3.2.5.6 Message Sort

Sort by Result @SortOrder



3.2.6 Phase Results

3.2.6.1 Description

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

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

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

3.2.6.2 Header Values

3.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. “OFFICIAL” / “UNOFFICIAL”
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.



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

3.2.6.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_RT_PHASE_RESULT	Real Time Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.



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

3.2.6.3 Trigger and Frequency

3.2.6.3.1 PiT Triggers

The message is expected only for the Team Pursuit events.

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

Trigger also after any major change.

3.2.6.3.2 RT Triggers

The message is expected only for the Team Pursuit events.

- For ResultStatus=LIVE_UPDATE:

- o T4: Trigger when a team finishes the race or gets a status

- For ResultStatus=LIVE_FULL:

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

- For ResultStatus=LIVE_MANDATORY

It is sending when a correction in the previous messages has been done.

- For ResultStatus=LIVE_LAST

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



3.2.6.4 Message Structure

Following table defines the structure of the message.

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



3.2.6.5 Message Values

Competition

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

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Numeric	In Team Pursuit event it will be the Rank at the end of the phase	N	T4
RankEqual	O	Y or N	Indicates if the rank at the end of the phase is equalled For PiT just include this attribute in case equalled ranks with value "Y"	N	T4
ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding phase.	N	T4
Result	O	MM:SS.hh(h) 99:90.00(0)	In Team Pursuit event it will be the result at the end of the phase. Send just in the case @ResultType is Time MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for the event is MM:SS:hh(h)	N	T4
IRM	O	CC @IRM	In Team Pursuit event it will be the IRM at the end of the phase. Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	T4
QualificationMark	O	CC @QualificationMark	Qualification Mark.	N	T4
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.	N	T4

Result /RecordIndicators /RecordIndicator

Phase result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Deprecated: currently, Order is always '1' for the latest (best) record of each type	N	T4



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			broken/equalled up to the current phase.		
Code	M	CC @RecordCode	Code which describes the record broken by the result value.	N	T4
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	N	T4

Result /Competitor

Competitor related to one phase result.

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

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results.

Type	Code	Pos	Value	Description
ER_SS	SS_RESKATE		Y,N	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Indicates if the team is repeating the race (reskating).
	SS_HEAT		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: The heat number. For the heats (including the heats of the semi-finals, quarter-finals) will be the number of the heat: 1, 2,...,5 In the finals, send Final A, Final B, Final C and Final D as appropriate.

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_SS/ SS_RESKATE	Indicates if the team is repeating the race (reskating).	Only for team pursuit.	N	T4
ER_SS/ SS_HEAT	In which heat the athlete competed.	Only for team pursuit.	N	T4

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
-----------	-----	-------	----------	---------	------------



Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete	N	T4
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	T4
Bib	M	N(3) 999	Athlete's bib number	N	T4

3.2.6.6 Message Sort

Sort by Result @SortOrder



3.2.7 Cumulative Results

3.2.7.1 Description

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

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

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

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

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_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is intermediate, official or unofficial. "INTERMEDIATE" (after Run 1) / "OFFICIAL" (after Run 2)/ "UNOFFICIAL" (after Run 2)
DocumentSubtype	DDGEEPUU indicating the message contains results up to the end of the referenced event unit.	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit
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



Attribute	Value	Comment
		generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

3.2.7.2.2 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 @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit
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

3.2.7.3 Trigger and Frequency

3.2.7.3.1 PiT Triggers

Send only for the 500 m event.

The message is expected after each event unit.

Trigger also after any major change.



3.2.7.3.2 RT Triggers

The message is expected only for the 2x500 m event.

- For ResultStatus=LIVE_UPDATE:

- o T4: Trigger when an athlete finishes the race or gets a status

- 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.

Only for the 500m race 2 event, during the re-skate operation, after the extra start list and after the Live Mandatory Result message.

If by any reason DT_RESULT (official) of RUN1 is updated during Run2, to avoid any possible impact with the results of the current Run2, LIVE_MANDATORY messages for DT_RT_RESULT (Run2) and DT_RT_CUMULATIVE_RESULT (Run2) should to be generated.

- 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)).



3.2.7.4 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							
	<i>Code</i>						
	Result (1,N)						
		<i>Rank</i>					
		<i>RankEqual</i>					
		<i>ResultType</i>					
		<i>Result</i>					
		<i>IRM</i>					
		<i>SortOrder</i>					
		RecordIndicators (0,1)					
			RecordIndicator (1,N)				
				<i>Order</i>			
				<i>Code</i>			
				<i>RecordType</i>			
		ResultItems					
			ResultItem (1,N)				
				Phase			
				Unit			
				Result			
					<i>Rank</i>		
					<i>RankEqual</i>		
					<i>ResultType</i>		
					<i>Result</i>		
					<i>IRM</i>		
					<i>SortOrder</i>		
		Competitor					
			Code				
			<i>Type</i>				
			Composition				
				Athlete (1,N)			



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



3.2.7.5 Message Values

Competition

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

Result

For any 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	In the 2x500 m event it will be the cumulative rank of the two heats.	N	T4
RankEqual	O	Y or N	In the 2x500 m event identifies if the cumulative rank of the two heats has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	Only if necessary
ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding event unit	N	T4
Result	O	(S)SS.hh(h) (9)99.99(9)	In the 2x500 m event it will be the cumulative result of the two heats. Send just in the case @ResultType is Time MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for 2x500m event (sprint event is (S)SS.hh(h))	N	T4
IRM	O	CC @IRM	In the 2x500 m event it will be the final IRM for the two heats. Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	T4
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.	N	When available

Result /RecordIndicators /RecordIndicator

Cumulative result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Deprecated: Currently, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.	N	T4



Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /Result value.	N	T4
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	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	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.	N	T4
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.	N	T4

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
Rank	O	Numeric	In the 2x500 m event it will be the rank for each heat.	N	T4
RankEqual	O	Y or N	In the 2x500 m event identifies if the rank of the each heat has been equalled. For Pit just include this attribute in case of equalled ranks with value "Y"	N	Only if necessary
ResultType	M	CC @ResultType	Result type, either Time or IRM for the corresponding event unit	N	T4
Result	O	SS.hh(h) 99.99(9)	In the 2x500 m event it will be the result for each heat. Send just in the case @ResultType is Time. MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for 2x500m event (sprint event is (S)SS.hh(h))	N	T4
IRM	O	CC @IRM	In the 2x500 m event it will be the IRM for each heat. Send just in the case @ResultType is the code including Invalid Rank Mark (see codes section)	N	T4
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular	N	When available



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.		

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 Athlete's ID, corresponding to either a team member or a single athlete Send 'RS'+ 'athlete code' for those athletes with re-skate cumulative result.	N	T4
Type	M	T,A	T for team A for athlete	N	T4

Result /Competitor /Composition /Athlete

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete Send 'RS'+ 'athlete code' for those athletes with re-skate cumulative result.	N	T4
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	N	T4
Bib	M	N(3) 999	Athlete's bib number	N	T4

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
ER_SS	SS_DIFF		+S.hh +9.99	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Do not send anything For @Value: Time behind leader. In the 2x500 m event it will be the time behind leader of the two heats. S is seconds, hh is hundredth of second For the competitor with the first rank send 0.00.
	SS_RESULT_STATUS		OFFICIAL or UNOFFICIAL	For @Type: Send proposed type



Type	Code	Pos	Value	Description
				For @Code: Send proposed code For @ Pos: Do not send anything For @Value: The status of the result (official, unofficial)
	SS_RS_CODE		S(20) with no leading zeroes	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Do not send anything For @Value: Athlete's ID, corresponding to a single athlete in the re-skate race
	SS_TIE_RESULT	Numeric	SS.hhh 90.000 or SS.hh 90.00	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: Send 1 for Result of Run1, or 2 for result for Run2 For @Value: The result of the athlete in SS.hh(90.00), or SS.hhh(90.000) if tie is produced

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

Type/Code	Description	Expected	RT Only	RT Trigger
ER_SS/ SS_DIFF	Time behind leader.	Only for 2x500	N	T4
ER_SS/ SS_RESULT_STATUS	The status of the sent result (official, unofficial)	Only for 2x500	Y	T4
ER_SS/ SS_RS_CODE	Athlete's ID, corresponding to a single athlete in the re-skate race	Only for 2x500	Y	T4
ER_SS/ SS_TIE_RESULT	Result of a Run with the time format according to Tie-break rules. If a tie in a Run1 is broken with results of Run2, value expected in hundredth of a second.	Only for 2x500 race 2	N	T4

3.2.7.6 Message Sort

Sort by Result @SortOrder attribute.



3.2.8 Event Final Ranking

3.2.8.1 Description

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

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

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

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

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	DDGEEEE000	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).
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.

3.2.8.3 Trigger and Frequency

3.2.8.3.1 PiT Triggers

For the Team Pursuit events, the message is expected at the end of the event unit when there are teams with final ranking.

For the rest of the events, the message is expected at the end of the event.

Trigger also after any major change.



3.2.8.4 Message Structure

Following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Result (1,N)				
		Rank			
		RankEqual			
		ResultType			
		Result			
		IRM			
		SortOrder			
		Competitor			
			Code		
			Type		
			Composition		
				Athlete (1,N)	
					Code
					Order



3.2.8.5 Message Values

Competition

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

Result

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

Attribute	M/O	Value	Comments
Rank	O	Numeric	Final rank of the competitor in the corresponding event. The competitor could get a blank rank if the results are pending due to a photo finish.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	M	CC @ResultType	Result type, either time or IRM for the corresponding event.
Result	O	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	Final result for the particular event Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second SS.hh is used in the 2x500 event. MM:SS.hh format is used in Team Pursuit and all the Individual events excepting 500m.
IRM	O	CC @IRM	RM for the particular event Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Result /Competitor

Competitor related to one final event result.

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

Result /Competitor /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.



Attribute	M/O	Value	Comments
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

3.2.8.6 Message Sort

Sort by Result @SortOrder



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

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

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

Trigger also after any major change.



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. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Medal /Competitor

Attribute	M/O	Value	Comments
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.

Medal /Competitor /Composition /Athlete

(Include all members that won the medal according to sport rules if Competitor @Type="T")

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".

3.2.9.6 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 Records

3.2.10.1 Description

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

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

3.2.10.2 Header Values

3.2.10.2.1 PiT Header

The following table describes the ODF header attributes

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



3.2.10.3 Trigger and Frequency

3.2.10.3.1 PiT Triggers

As soon as a record is broken and at any 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	Level 9	Level 10
Competition									
	Code								
	Record (1,N)								
		Code							
		RecordType (1,N)							
			Code						
			Subcode						
			Equalled						
			TypeOrder						
			RecordEntries						
				RecordEntry (1,3)					
					Type				
					Code				
					RecordData				
						ResultType			
						Result			
					Competitor (1,N)				
						Code			
						Type			
						ExtRecords (0,1)			
							ExtRecord (1,N)		
								Type	
								Pos	
								Code	
								Value	
						RecordData (0,1)			
							Historical		
							RSC		
							Country		
							Place		



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							<i>Date</i>		
							<i>Time</i>		
							<i>Confirmed</i>		
							<i>Event</i>		
						Composition (0,1)			
							Athlete (1,N)		
								<i>Code</i>	
								<i>Order</i>	
								RecordData (0,1)	
									<i>Historical</i>
									<i>RSC</i>
									<i>Country</i>
									<i>Place</i>
									<i>Date</i>
									<i>Time</i>
									<i>Confirmed</i>



3.2.10.5 Message Values

Competition

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

Record

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

Record /RecordType

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

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

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

Record /RecordType /RecordEntries /RecordEntry

Send the following elements 'RecordEntry':

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

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

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



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

Record /RecordType /RecordEntries /RecordEntry /RecordData

Attribute	M/O	Value	Comments
ResultType	M	CC @ResultType	“TIME” Indicate that the result type for the record is a time.
Result	M	SS.hh(h) 99.99(9) Or MM:SS.hh(h) 99:90.00(0)	The result of the competitor for the record. Send just in the case @ResultType is Time (see codes section) MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second SS.hh is used in the 2x500 event. MM:SS.hh format is used in Team Pursuit and all the Individual events except 500m.

Record /RecordType /RecordEntries /RecordEntry /Competitor

Competitor to whom the record is assigned.

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

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

Record /RecordType /RecordEntries /RecordEntry /Competitor /ExtRecords /ExtRecord

/ExtRecords /ExtRecord are optional elements according to competitors' rules.

Type	Code	Pos	Value	Description
ER_SS	SS_LAP	Numeric	(S)SS.hh(h) (9)99.99(9) Or MM:SS.hh(h) 99:90.00(0)	For @Type: Send proposed type For @Code: Send proposed code For @ Pos: The number that identifies the intermediate lap, from 1 to the total number of laps. In the case of the 500 and 2x500, the position 1 (the first 100 m) and 2 (the last 400 m) it will be used for the 500 m event and the 1, 2, 3 and 4 for the 2x500 event (1 and 2 for the first race and 3, 4 for the second race). For @Value: Cumulative time at the @Pos lap of the record. For the 500 m event, the cumulative time of the first lap from the second race will be the time of the lap (Pos 3 should contain the time of the lap, for example 10.00).



Type	Code	Pos	Value	Description
				MM is minutes, SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second Result format for 2x500m event (sprint event is (S)SS.hh(h) Result format for other events is MM:SS:hh(h)
	SS_TIME_LAP	Numeric	SS.hh(h) 99.99(9)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: The number that identifies the intermediate lap, from 1 to the total number of laps. For @Value: Time for each lap of the record.It is not a cumulate time. SS is seconds, hh is hundredth of second or hhh in the case of tie it will be thousand of a second

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

Type/Code	Description	Expected
ER_SS/ SS_LAP	Cumulative time at the @Pos lap of the record.	Always
ER_SS/ SS_TIME_LAP	Time for each lap of the record.It is not a cumulate time.	Always

Record /RecordType /RecordEntries /RecordEntry /Competitor /RecordData

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

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

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



Attribute	M/O	Value	Comments
Time	O	MillisTime	Send always (Mandatory) in the case of Historical='N'.
Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete

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

Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData

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

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

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

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



3.2.10.6 Message Sort

The following order applies:

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



3.2.11 Brackets

3.2.11.1 Description

The brackets message is needed for the Team events.

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	DDGEEE000	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).
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



3.2.11.3 Trigger and Frequency

3.2.11.3.1 PiT Triggers

Before Competition.

When the athlete information is updated.

After each heat with @ResultStatus INTERMEDIATE

After each event with @ResultStatus OFFICIAL



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	Level 7	Level 8	Level 9
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			
					PreviousUnit (0,1)			
						Phase		
						Unit		
					Competitor (0,1)			
						Code		
						Type		
						Composition (0,1)		
							Athlete (1,N)	
								Code



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
								<i>Order</i>



3.2.11.5 Message Values

Competition

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

Bracket

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

Bracket /BracketItems

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

Bracket /BracketItems /BracketItem

Attribute	M/O	Value	Comments
Code	M	Numeric	Numeric to identify each heat number
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1. For SS: Order=1 for Final A Order=2 for Final B Order=3 for Final C Order=4 for Final D

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	M	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.



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

Bracket /BracketItems /BracketItem /CompetitorPlace

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

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

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

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

3.2.11.6 Message Sort

BracketItems @Code should be sorted by Quarterfinals (ordered by heat), semi-finals (ordered by heat) and finals (from D to A).



3.2.12 Discipline Configuration

3.2.12.1 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="").

3.2.12.2 Header Values

3.2.12.2.1 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



3.2.12.3 Trigger and Frequency

3.2.12.3.1 PiT Triggers

When the information is available.



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			
	Configs			
		Config (1,N)		
			Gender	
			Event	
			Phase	
			Unit	
			ExtendedConfig (1,N)	
				Type
				Code
				Pos
				Value



3.2.12.5 Message Values

Competition

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

Configs /Config

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

Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
EC_SS	SS_LAP		Numeric	For @Type: Send proposed type For @Code: Send the proposed code For @Pos Do not send anything For @Value: Number of laps
	SS_DISTANCE	number	N(6) 999999	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Lap number For @Value: Distance in meters of the lap
	SS_SPLIT_NAME	number	S(20)	For @Type: Send proposed type For @Code: Send proposed code For @Pos: Lap number For @Value: The name of the split.

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

Type/Code	Description	Expected
EC_SS/ SS_LAP	Number of laps	Always
EC_SS/ SS_DISTANCE	Distance in meters of the lap	Always in the individual events
EC_SS/ SS_SPLIT_NAME	The name of the split.	Always in the Team Pursuit events.



3.2.12.6 Message Sort

There is no general message sorting rule.



3.2.13 Event Unit Weather Conditions

3.2.13.1 Description

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

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	DDGEEPUU	The DocumentCode attribute in the ODF header will be sent for individual events on unit level, for team events on phase level.
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

3.2.13.3 Trigger and Frequency

3.2.13.3.1 PiT Triggers

The message is sent if weather data conditions change during a phase.





3.2.13.4 Message Structure

Following table defines the structure of the message.

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



3.2.13.5 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	Codes that describe the Ice Condition

Weather /Conditions /Pressure

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

Weather /Conditions /Temperature

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

Attribute	M/O	Value	Comments
Code	M	AIR, ICE	Air, Ice temperature
Unit	M	F,C	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 '+')

3.2.13.6 Message Sort

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







4 Messages Sequence

1. One Run Events

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results
DT_RANKING	DDGEEEE000	N/A	OFFICIAL	Event Final Ranking

2. Two Runs Events

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List for Run 1
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Run 1
DT_CUMULATIVE_RESULT	DDGEEEE000	DDGEEEEPUU	LIVE_UPDAT	Real Time Cumulative Results for Run 1
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Run 1
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Run 1
DT_CUMULATIVE_RESULT	DDGEEEE000	DDGEEEEPUU	LIVE_LAST	End of RT Cumulative Results for Run 1
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results for Run 1
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List for Run 2
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEEE000	DDGEEEEPUU	LIVE_UPDAT	Real Time Cumulative Results for Run 2
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results for Run 2
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEEE000	DDGEEEEPUU	LIVE_LAST	End of RT Cumulative Results for Run 2
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results for Run 2
DT_CUMULATIVE_RESULT	DDGEEEE000	DDGEEEEPUU	OFFICIAL	Official Cumulative Results for Run 2
DT_RANKING	DDGEEEE000	N/A	OFFICIAL	Event Final Ranking

3. Team Pursuit QF, SF and F

Message	DocumentCode	DocumentSubType	ResultStatus	Comments
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List for QF or SF or F n
DT_START_LIST	DDGEEEEPUU	N/A	N/A	Start List for QF or SF or F n+1
DT_RESULT	DDGEEEEPUU	N/A	LIVE_UPDAT	Real Time Results for QF or



				SF or F n
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results for QF or SF or F n
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of Real Time Results for QF or SF or F n
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results for QF or SF or F n
DT_PHASE_RESULT	DDGEEEEP00	N/A	LIVE_UPDAT	Phase Results after QF or SF or F n
DT_BRACKETS	DDGEEEE000	N/A	INTERME.	Brackets after QF or SF or F n
DT_RESULT	DDGEEEEPUU	N/A	INTERME.	Real Time Results for QF or SF or F n+1
DT_RESULT	DDGEEEEPUU	N/A	UNOFFICIAL	Unofficial Results for QF or SF or F n+1
DT_RESULT	DDGEEEEPUU	N/A	LIVE_LAST	End of RT Results for QF or SF or F n+1
DT_RESULT	DDGEEEEPUU	N/A	OFFICIAL	Official Results for QF or SF or F n+1
DT_PHASE_RESULT	DDGEEEEP00	N/A	LIVE_UPDAT	Phase Results after QF or SF or F n+1
DT_BRACKETS	DDGEEEE000	N/A	INTERME.	Brackets after QF or SF or F n+1
DT_PHASE_RESULT	DDGEEEEP00	N/A	OFFICIAL	Off. Phase Results after QF or SF or F Phase
DT_RANKING	DDGEEEE000	N/A	PAR/OFF	Event Final Ranking after the Phase



5 Codes

5.1 Global Codes

Code Entity	Format	Entity Description	Link
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id	Link
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is Id	Link
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	Link
CC @Discipline	S(2)	Defined in ODF Common Codes Document See entity Discipline • The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'	Link
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document See entity Discipline Gender • The entity's attribute is to access to the Discipline Gender entity is the combination of Discipline + Gender	Link
CC @Event	S(3)	Defined in ODF Common Codes Document See entity Event • The entity's attribute to be used is Event • It will be related to Discipline and Gender	Link
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id	Link
CC @MedalType	S(9)	ME_BRONZE : Bronze ME_GOLD : Gold ME_SILVER : Silver	
CC @Organisation	S(3)	Defined in ODF Common Codes Document See entity Organization • The entity's attribute to be used is Id	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase	Link



Code Entity	Format	Entity Description	Link
		- The entity's attribute to be used is Phase - It will be related to Discipline, Gender and Event	
CC @PrecType	S(1)	R : Rain S : Snow	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record The entity's attribute to be used is Id	Link
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type - The entity's attribute to be used is RecordType - It will be related to Discipline	Link
CC @ResultStatus	S(15)	INTERIM : Results of the top x competitors at the logical, predefined points released during or at the end of a event unit. Every next competitor may change the standing of those who already have results at a predefined point. INTERMEDIATE : Results of the top x competitors at the logical, predefined points during race or match. The results at those points cannot change. The number of competitors may vary. In the case of Bracket message its progression will be consider INTERMEDIATE until the last Event Unit is sent as OFFICIAL. LIVE_FULL : This status is used only in real time messages. LIVE_LAST : This status is used only in real time messages. LIVE_MANDATORY : This status is used only in real time messages. LIVE_UPDATE : This status is used only in real time messages. PARTIAL : Results of the top x competitors are released at the end of a race and before all competitors finished their competition. The results including the ranking, from the competitors that finished the race do not change with the results from new competitors. OFFICIAL : Results of the competition released as soon as the event is officially confirmed taking into account the resolution of the protests, etc. UNOFFICIAL : Results of the competition released as soon as the event is over, not waiting any official decision of the International Federation. The correctness of data must be assured.	
CC @SnowConditions	S(7)	Defined in ODF Common Codes Document See entity Snow Conditions The entity's attribute to be used is Id	Link
CC @SportClass	S(8)	Defined in ODF Common Codes Document See entity Sport Class The entity's attribute to be used is Id	
CC @Unit	S(2)	Defined in ODF Common Codes Document See entity Event Unit - The entity's attribute to be used is Eventunit - It will be related to Discipline, Gender, Event and Phase	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue	Link



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

5.2 Speed Skating Codes

Code Entity	Format	Entity Description
CC @Bracket	S(3)	FNL : Finals
CC @BracketItems	S(8)	FNL : Final QFL : Quarterfinal SFL : Semi-final
CC @CompetitionPlace	S(3)	BYE : When there is no opponent, the athlete passes directly to the next round UNK : When the athlete is still unknown because the contest has not yet started or finished
CC @HeatID	S(2)	FA : Final A FB : Final B FC : Final C FD : Final D (As explained where this code is used, it only applied in the case of finals. For quarterfinals and semi-finals, the heat is identified by a number).
CC @IceConditions	S(6)	Bad : Used to define the bad status of the ice Better : Used to define the better status of the ice Normal : Used to define the normal status of the ice
CC @IRM	S(5)	DNF : Did not finish DNS : Did not start DQ : Disqualified LOT : Loser by being Overtaken by the other Team. Used just in the Pursuit event NRS : No result. The IRM is used only in the Cumulative Result message, for the 2x500 event. When no cumulative result exists (for example in ORIS page 151) all athletes without Rank would receive this IRM in the DT_RESULT_SUMMARY message, IRM="NRS" ResultType="IRM WD : Withdrawn WO : Walkover (opponent doesn't show). Used just in the Pursuit event WOT : Winner by Overtaking the other Team. Used just in the Pursuit event (The codes order provided is according to the sport rules. In case of several DNF, DNS, DSQ, LOT, WO or WOT sort by organisation code).
CC @QualificationMark	S(7)	FA : Qualified for final A FB : Qualified for final B FC : Qualified for final C FD : Qualified for final D SF1 : Qualified for semi-final 1



Code Entity	Format	Entity Description
		SF2 : Qualified for semi-final 2
CC @ResultPhase	S(3)	FA : Final A FB : Final B FC : Final C FD : Final D
CC @ResultType	S(13)	IRM : Invalid Result Mark TIME : Time
CC @WeatherPoints	S(6)	ICE





6 General definitions

6.1 ODF Message Structure

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

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

6.1.1 ODF Declaration

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

6.1.2 ODF Header

The next line after the declaration is the ODF header.

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

Header attributes identifies ODF messages uniquely.

The message unique identifier is the aggregation of the following attributes:

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

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

Attribute	M/O	Value	Comment
-----------	-----	-------	---------



DocumentCode	M	S(9)	RSC for Results messages DDGEEEEPUU, 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=... > <Competition Code= ...>
Body	</Competition> ← <Competition> element <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>  
</Competitor>
```

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>
</Competitor>
```

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. 1,544 = 1, 54)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,545 = 1, 55)

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)°C N(3)°F	90°C 990°F	35°C 95°F
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	$T[^{\circ}\text{F}] = 1,8 \times T[^{\circ}\text{C}] + 32$ $T[^{\circ}\text{C}] = (T[^{\circ}\text{F}] - 32) / 1.8$

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/INT018 R3 v4.8 APP (SS)

7.2 Version history

Version	Date	Comments
R3 v1.0	12 Mar 2012	Submitted for review version.
R3 v1.1	23 Mar 2012	New elements added in the Result/Result summary messages.
R3 v2.0	08 May 2012	DRF requirements implemented.
R3 v2.1	25 May 2012	DRF requirements implemented.
R3 v2.2	06 Jun 2012	Document updated.
R3 v2.3	22 Jun 2012	DRF requirements implemented.
R3 v2.4	16 Jul 2012	DRF requirements implemented.
R3 v2.5	31 Jul 2012	After WNPA meeting changes: ODF light information deletion and new messages proposal (APP-DRAFT). General changes in the document.
R3 v2.6	03 Sep 2012	1st Pre-integration requirements implemented.
R3 v2.7	17 Sep 2012	DRF requirements implemented.
R3 v3.0	28 Sep 2012	DRF requirements implemented. CRs applied.
R3 v3.1	11 Oct 2012	DRF requirements implemented. CRs applied.
R3 v4.0	14 Dec 2012	CRs and defects applied.
R3 v4.1	31 Jan 2013	CRs and defects applied.
R3 v4.2	15 March 2013	Defects and DFR applied
R3 4.3	28 May 2013	CR/Defects applied
R3 v4.4	09 August 2013	CR applied
R3 v4.5	09 August 2013	CR applied
R3 v4.6	20 September 2013	CR001272 applied
R3 v4.7	12 December 2013	CR's applied
R3 v4.8	12 December 2013	CR's applied



7.3 Change Log

Version	Status	Changes on version
R3 v1.0	SFR	First version.
R3 v1.1	SFR	- SS_LAST_PAIR added in RT Results/UnitInfo element. - SS_RESKATE added in (RT) Result Summary message CumulativeResult/Competitor/ExtendedResults/ExtendedResult element.
R3 v2.0	SFA	DRF March 2012 requirements: - Chapter 5.1 updated with the DT_PDF, DT_RT_GM, DT_RT_GN, DT_PDF_SERIAL messages. - InternationalFederationId attribute added. - Result format updated. - SS_TIME_LAP format updated. - ER_SS/SS_POT_DSQ attribute deleted. - ER_SS/SS_FELL attribute deleted. - Start/Competitor/Composition/Athlete/PreviousResults applies only for 2x500m Startlist second race. - DT_RESULT message send only after current pair finished.Trigger updated with the general definition. - UI_RESULTS / SS_CURRENT_LAP is Real Time only. - Result/Competitor/ExtendedResults/ExtendedResult : ER_SS/SS_LAP applies only for TP. - New attribute SS_TB_LEADER added in the Result / Competitor / Composition /Athlete /ExtendedResults /ExtendedResult element. - SS_FF flag removed from the Result / Competitor / Composition /Athlete /ExtendedResults /ExtendedResult Element. “NextUnit”, “NextUnitLoser” and “PreviousUnit” elements added in the DT_BRACKETS message. - SS_DT_RT_RESULTS_Triggers updated, T1 used also for teams. - SS_RESULT_STATUS attribute added in the UnitInfo Element of the RT Results message. - CC @WeatherPoints code redefined at the SS discipline level. - SS_BREAK_PAIR attribute added in the unit info of the start list element. - Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord element updated, extended column deleted. - Record/RecordType/RecordEntries/RecordEntry/Competitor/Composition/Athlete element added in the DT_Record message.
R3 v2.1	SFA	DRF May 2012 requirements: - DT_RESULTS_SUMMARY Header value updated. - DT_RESULTS_SUMMARY trigger updated. - DT_BRACKETS trigger updated.
R3 v2.2	SFA	DRF 06 June 2012 requirements: - Attribute SS_RESULT_STATUS retrieved from the UnitInfo (Results message) element and included in the extension of the Athlete element, same message. - Attribute SS_RESULT_STATUS included in the extension of the Team element, Results message. - Attribute SS_FF updated. - Attribute SS_LAP/SS_RANK updated in the athlete ‘extension from the Results message.
R3 v2.3	SFA	DRF 22 June 2012 requirements: - Attribute SS_DIFF updated in the DT_RT_RESULT_SUMMARY: attribute available only for the 2x500 event. - Triggers updated for the DT_RT_RESULT_SUMMARY: only T4 trigger needed. - In the DT_RT_RESULT_SUMMARY the elements Rank and RankEqual are



Version	Status	Changes on version
		not used by the Team Pursuit.
R3 v2.4	SFA	DRF 16 July 2012 requirements: • Attribute SS_BREAK_PAIR from the Start List/UnitInfo element used with Pos. • There are more than one 'Ice preparation' event. • SS_TB_LEADER assigned also with negative values. • New SS code created CC@ IceConditions. • Weather message updated, for the Ice values is used the CC@ IceConditions. • New IRM 'NO_RESULT' added for the Result Summary of the 2x500m event.
R3 v2.5	APP (DRAFT)	• New messages proposal: Added the definition of DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. • New messages proposal: Added the definition of DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages (marked in blue color). These messages should be used (instead of DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY) at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion messages proposal: DT_RESULT_SUMMARY and DT_RT_RESULT_SUMMARY (marked in pink color). These messages should be deleted at the moment that these changes are approved until then the deprecated messages should be still used. • Deletion extensions proposal: ODF Light extensions from the DT_START_LIST Message. Marked in pink color the ODF Light extensions. These extensions should be deleted at the moment that these changes are approved until then they should be still used. • DT_RANKING trigger updated for the Team Pursuit event: the message is expected at the end of the event unit when there are athletes with the final rank.
R3 v2.6	APP (DRAFT)	• New changes in green, ODF Light extensions putted in pink and elements pending on redefinition in yellow. 1st pre-integration requirements: • For the DNF result, the current lap is the lap where the skater felt. In this case, the lap where he felt, will behave like the finish lap. • Defect 81297 applied: new code added in the Start List message EventUnitEntry to identify the RS athlete/team. • Defect 81437 applied: Re-skate operation explained in the Start List trigger for the individual events. • Defect 81440 applied: DT Brackets trigger updated. The message is expected also when the athlete information changed. • DT Brackets element updated (BracketItem /CompetitorPlace /Competitor /Composition /Athlete element added). • DT_PDF_GM, DT_PDF_GN, DT_RT_KA added as used messages in the used messages list. • New IRM 'NO_RESULT' changed to 'NRS'.
R3 v2.7	APP (DRAFT)	• New changes in green, ODF Light extensions putted in pink and elements pending on redefinition in yellow. DRF requirements applied: • SS_DIFF code removed from the DT_RECORDS message. • Extensions (LAP time and Split time) moved under Competitor/Athlete instead of the RecordEntry. • SS_RS removed from the Start /Competitor /EventUnitEntry Element. • Start List trigger updated. • RT Results trigger updated.
R3 v3.0	SFR	• Light extension: ODF Light extensions from the DT_START_LIST,



Version	Status	Changes on version
		DT_CUMULATIVE_RESULT and DT_PHASE_RESULT messages marked in pink colour. These extensions will be deleted at the moment that these changes are implemented by Omega for Non-Olympics projects from those messages and included in new messages. • Light Extensions: DT_START_LIST PreviousResults defined as non-light extension. • New messages: Added the definition of DT_PHASE_RESULT, DT_CUMULATIVE_RESULT and DT_RT_PHASE_RESULT, 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_RT_EXTRA_DATA renamed to DT_RT_PLAY_BY_PLAY. • DT_CUMULATIVE_RESULT, DT_RT_CUMULATIVE_RESULT, DT_PHASE_RESULT and DT_RT_PHASE_RESULT messages structure merged: - PhaseInfos and PhaseInfos/PhaseInfo elements of DT_PHASE_RESULT and DT_RT_PHASE_RESULT renamed to ExtendedInfos, ExtendedInfos/ExtendedInfo. - CumulativeResults element of the DT_CUMULATIVE_RESULT/RT renamed to Results. - Bib attribute added to Competitor and Athlete element of the DT_PHASE_RESULT and DT_RT_PHASE_RESULT, DT_CUMULATIVE_RESULT,DT_RT_CUMULATIVE_RESULT messages. • SortOrder attribute clarified so that any resultsort order change from the initial start list order will be provided in the SortOrder attribute (or any extension used to sort competitors) of the DT_RT_RESULT message (this includes ranked, none-ranked and IRM athletes/team). • SS_CURRENT_LAP definition updated: '99' value used to flag the finish line. • SS_TIME_FORMAT added in the athlete extension of the Result message to get the special format for the result in the 2x500 event. • SS_RESULT_STATUS added in the cumulative result, athlete extensions. • Star List message's trigger updated for the reskate situation in the team events. • SS_RS added in the Start List message for the reskate in the team events. • Code added in the BracketItem / CompetitorPlace for the SS. • Code SS_HEAT_NUMBER added in the UnitInfo of the Start List.
R3 v3.1	SFA	• New changes in green, ODF Light extensions putted in pink and elements pending on redefinition in yellow. • SortOrder updated for the Phase/Cumulative Result message. • RegisteredEvent updated, Class and Guide removed from the Partic message. • SS_HEAT_NUMBER updated in the start List message. • Bib removed from the Start /Competitor element. • Enddate set optional in the Result message. • Bib removed from the Result /Competitor element. • UnitActions removed as sort criteria for the (RT) Result message. • WLT removed from the Result /ResultItems /ResultItem /Result element of the cumulative result message. • Bib removed from the Result /Competitor element, cumulative Result message. • Sort criteria updated for the (RT) cumulative result message. • Bib removed from the Result /Competitor element, Phase Result message. • Event removed from the Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData Element element. • QualificationMark removed from the (RT) cumulative result message. • ER_SS / SS_TIME_FORMAT: renamed to SS_TIME_MS. • CC @Bracket added in the sport Codes.
R3 v4.0	APP	• New changes in green, ODF Light extensions putted in pink and elements pending on redefinition in yellow. • CR SCODF001 applied: DT_HIST_REC_UPDATE message removed from the



Version	Status	Changes on version
		5.1 chapter. - Defect 86705 applied: CC@ BracketItem not used in the DT_BRACKETS message. Removed. - Trigger redefined for the DT_RECORD message. - The athlete extension form the cumulative Result and Result messages updated with the fields required to display the Reskate race information.
R3 v4.1	APP	- New changes in green, ODF Light extensions putted in pink and elements pending on redefinition in yellow. - Small corrections due to defects: 88774: SS_DISTANCE set to N(6) 88360, 88641 and 88640: CumulativeResult element renamed to Result in the structure table of the Cumulative Result message. 88662: DT_GLOBAL_xxx market as global messages in the 5.1 table 88627: Historic Record message updated, the elements path corrected. 88625: Structure table updated for the Config message 87927: EC_SS/SS_DISTANCE code required always. 88361 and 88362: element Record /RecordType /RecordEntries /RecordEntry /Competitor/ Composition /Athlete /ExtRecords /ExtRecord corrected. 88365: RT Phase Result structure table corrected with the ExtendedInfo element. 88425: CC @Bracket added in the 3.3 chapter. 88916: CC @CompetitorPlace added in the 3.3 used SS codes list. 88565: SS_CURRENT_LAP requested only for the individual events in the Result message, UnitInfo element. 88363: DT Weather structure updated, the /Pressure element used for the SS. 88992: (athlete/team extension elements) ER_SS / SS_RESULT_STATUS value set to boolean 'OFFICIAL' or 'UNOFFICIAL'. - Reskate race information removed from the athlete extension in the cumulative Result and Result messages. 89122: triggering updated for the team extensions Result message. 89233: Record /RecordType/ExtRecords /ExtRecord Element updated, there is no extension available in the element, SS_TIME_LAP moved at the Code level. 89231: Chapter 3.3 updated with the correct definition of the CC @RecordCode 83805 :SS_RS_CODE added in the athlete extension from the Result message. - Order definition updated for the BracketItem Element - Code definition updated for the re-skate situation in the Result /Competitor / Composition /Athlete Element
R3 v4.2	APP	- Small corrections due to DRF in the SS_CURRENT_LAP attribute - Small correction due to defects: 89985: small correction in the SS_CURRENT_LAP attribute 90197: small update in the used elements of the Historical records. Record /RecordType /Competitor /Composition /Athlete element used by SS. 90197: Record /RecordType /Competitor / Composition /Athlete /ExtRecords /ExtRecord Element not used for Speed Skating. 89035: the triggering of the SS_CURRENT_PAIR, SS_NEXT_PAIR and SS_LAST_PAIR realized only for the T2. 90572: the ResultType 'Code' removed from the Codes used by the discipline 90791: DT_PHOTOFINISH and DT_PRESSPHOTOFINISH_LK messages added in the list of the messages used by SS 90792: more detail added in the definition of the SS_LAP attribute from the HistoricalRecords /Record /RecordType /ExtRecords /ExtRecord and Record /RecordType /RecordEntries /RecordEntry /Competitor /ExtRecords /ExtRecord elements 91511: new format SS.hh 90.00 added for the ER_SS / SS_TIME_MS field. Now the format is: SS.hhh 90.000 or SS.hh 90.00. Field description updated.



Version	Status	Changes on version
		•Omega corrections: description updated ('Please send 'RS'+ athlete code for the reskating athlete.') for the SS_CURRENT_PAIR, SS_NEXT_PAIR,SS_LAST_PAIR fields (Result message, UnitInfo element) in case of reskate. •Omega corrections: description updated ('Please send 'RS'+ athlete code for the reskating athlete.') for the Code field (Result message, Competitor element) in case of reskate. •Omega corrections: Confirmed attribute from the Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData Element set to optional
R3 4.3	APP	• New trigger T5 created for the Result message and applied for the SS_CURRENT_PAIR code when the last athlete receives its result. The SS_CURRENT_PAIR empty is required when the last athlete from the race gets its result (Defect 92091 -CR861). • The code SS_RESKATE (page 57) from the athlete extension should be sent only when the original result of the athlete is updated by the reskating race result (Defect 92819 -CR861). • The code SS_IRM added in the /EventUnitEntry elements of the Start List message (Defect 90875 - CR824) (41/42). • The information of the Cumulative message was updated for the 500m race 2 event: - the cumulative result is expected for the re-skating athlete with a special code 'RS'+athlete code (page 76). -the SS_RS_CODE code was added in the athlete extensions for the re-skate operation (page 77) - the triggering of the message was updated (2 LIVE_MANDATORY messages are expected during the re-skate, each of them after the extra start List required by the reskate operation) (page 70). (Defect 91445- CR824). • The Start List trigger was updated to add more information for the re-skate operation in the 500m race 2 event (2 messages Cumulative Live Mandatory should be added) (page 36). (Defect 91445- CR824). • Messages DT_PHOTOFINISH DT_PRESSPHOTOFINISH_LK Removed from section "3.1 Applicable Messages" (Defect 91943 - CR824).
R3 v4.4	APP	• CR832 applied: IRM 'DSQ' replaced by 'DQ' (defect 92827) • CR947 applied: - in the Result /Competitor /Composition /Athlete /ExtendedResults element, the value format for ER_SS / SS_LAP / SS_DIFF and ER_SS / SS_LAP / SS_TB_LEADER: updated to +SS.hh +99.99 Or - SS.hh -99.99. (defect 94631) - more explanation added for the IRM="NRS". The IRM is used only in the Cumulative Result message, for the 2x500 me event. When no cumulative result exists (for example in ORIS page 151) all athletes without Rank would receive this IRM in the DT_RESULT_SUMMARY message, IRM="NRS" ResultType="IRM (defect 94608) - Value format for ER_SS / SS_LAP / SS_ERANK (competitor extension) completed with the N value. Now is defined as: S(1) (Y,N). (defect



Version	Status	Changes on version
		94602) - The format 0.00 added in the SS_TB_LEADER definition (defect 94589) - Triggers corrected for the codes from the Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult element (defect 94581) • small correction for the T5 trigger: the information is requested when the result of the last pair becomes unofficial.
R3 v4.5	APP	• CR927 applied: - SS_LAST_RESULT attribute added to athlete extended results • CR928 applied: EC_SS/SS_DISTANCE 'Expected' definition updated 3.2.12.5 • CR953 applied: ER_SS/ SS_LAP/ SS_DIFF definition updated 3.2.5.5 • CR983 applied: @WeatherPoints definition updated 5.2 • CR974 - DT_WEATHER: Remove "+" symbol in weather attributes, when sending values above 0 degrees • CR906: Removed ODF Light elements from DT_START_LIST, DT_PHASE_RESULTS and DT_CUMULATIVE_RESULTS messages • CR666: Added Venue attribute as mandatory for DT_PARTIC / DT_PARTIC_UPDATE and DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS messages • small correction due to CR824 (included in the 4.3 version of the document and lost it in the 4.4 version) • CR827 applied: replace E_RESERVE by E_SUBSTITUTE in Partic and Team messages • Small correction due to CR953: new definition for the SS_TB_LEADER field. Change removed from the ER_SS/ SS_LAP/ SS_DIFF in the athlete extension element. Definition updated also for the SS_DIFF from the Result /Competitor /ExtendedResults /ExtendedResult element. • Small correction due to DT_WEATHER CR: the pressure unit is hPa, remove the Type from the Weather /Conditions /Temperature element and DocumentCode redefined for the DT_WEATHER message
R3 v4.6	APP	• CR001272 DT_PHASE_RESULTS Rank and RankEqualled added to Result element. • CR001272 DT_PHASE_RESULTS ExtendedResult added to competitor. SS_HEAT attribute added.
R3 v4.7	APP	• CR001691 DT_CUMULATIVE_RESULT Code attribute updated for Result/Competitor. • CR001691 DT_CUMULATIVE_RESULT ResultStatus definition updated to add "Intermediate" Status. • CR002118 DT_RESULT SS_TIME_MS definition updated, according last ORIS definition. • CR002118 DT_CUMULATIVE_RESULT SS_TIE_RESULT attribute added to manage the update of format for results of Run1 (2 x 500 event) when there is a Tie.
R3 v4.8	APP	• CR002498 DT_CUMULATIVE_RESULT SS_RS_CODE expected definition updated, could be received in Run1 or Run2. (96460) • CR001564 DT_WEATHER: Weather /Conditions /Condition@Value defined as @SnowConditions for ICE conditions



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