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1 Introduction

1.1 This document

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

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

ODF implements this standardization by means of defining data structures that are the ODF messages. The ODF interface documentation puts together three groups of ODF messages:

- (a) Common messages that are not sport dependent (e.g. Weather messages)
- (b) Common sport messages shared between all the sports (e.g. Schedule message)
- (c) Sport messages that follows general rules for all sports, but that need to be extended and/or overwritten per each sport in order to consider the sport specificities (e.g. Start List message)

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

1.2 Objective

ODF main objectives are:

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

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

1.3 Main Audience

The main audience of this document is:

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

1.4 Glossary

The following abbreviations are used in this document

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

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/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 of the ODF documents
ODF/SCH	ODF Schema	The ODF schema is the tool that helps with the syntactical message validation when developing or testing ODF messages.
ODF samples	ODF samples	The ODF sample is a collection of real sport messages.

1.6 Scope

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

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

2 Overall Perspective

2.1 Objective

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

2.2 End to End data flow

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

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

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



3 Codes

3.1 Global Codes

Code Entity	Format	Entity Description	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 @Category	S(3)	Report Types defined by ONS.	
CC @CodePDF	S(15)	ENTRY : Entries HORSES : Horse Characteristics, Competition Horses MEDAL : Medals OFFCOM : Official Communications OTHER : Others RECORD : Records RESULT : Results/Brackets/Play by Play SCHEDULE : Schedule Reports STARTLIST : Start List STARTORDER : Start Order (initial) STATISTIC : Statistics	
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition • The entity's attribute to be used is 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 @GMGNCode	S(9)	Defined in ODF Common Codes Document (see header values sheet)	



Code Entity	Format	Entity Description	Link
		<ul style="list-style-type: none"> The Good morning / good night code will be of the form DD0VEN000, where DD=discipline, and VEN=venue 	
CC @HorseBreed	S(6)	Defined in ODF Common Codes Document See entity Horse Breed <ul style="list-style-type: none"> The entity's attribute to be used is Horse Breed Id 	
CC @HorseColour	S(2)	Defined in ODF Common Codes Document See entity Horse Colour <ul style="list-style-type: none"> The entity's attribute to be used is Horse Colour Id 	
CC @HorseSex	S(2)	Defined in ODF Common Codes Document See entity Horse Sex <ul style="list-style-type: none"> The entity's attribute to be used is Horse Sex Id 	
CC @Item	S(3)	News items defined by ONS.	
CC @Language	S(3)	Defined in ODF Common Codes Document See entity Language <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @Location	S(3)	Defined in ODF Common Codes Document See entity Location <ul style="list-style-type: none"> The entity's attribute to be used is Id It will be related to Venue 	Link
CC @MaritalStatus	S(3)	Defined in ODF Common Codes Document See entity Marital Status <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @MedalSummaryType	S(3)	M : Men events TOT : All the events W : Women events X : Mixed or open events	
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 <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase <ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	Link
CC @PhaseType	S(1)	Defined in ODF Common Codes Document See entity Phase Type <ul style="list-style-type: none"> The entity's attribute to be used is Id 	Link



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



Code Entity	Format	Entity Description	Link
		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 @UnitMedalType	N(1)	0 : No medal event unit 1 : Gold medal event unit 2 : Bronze medal event unit	
CC @UnitStatus	S(2)	Defined in ODF Common Codes Document See entity Schedule Status • The entity's attribute to be used is Id	Link
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id	Link
CC @WeatherConditions	S(6)	Defined in ODF Common Codes Document See entity Weather Condition • The entity's attribute to be used is Id	Link
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Id	Link

3.2 Sport Codes

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



Code Entity	Format	Entity Description
		ODF Sport Data Dictionary for the set of values.
CC @BracketItemsCode	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @CardType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Category	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Code	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Colour	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @CompetitionPlace	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ComponentCode	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Course	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Decision	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DecisionType	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Desc	N(3) 990	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Description	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DestType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DisciplinaryCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @DivePositions	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EntryIRM	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EntryStatus	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @EventCode	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Exclusions	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ExtendedAction	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ForerunnerBib	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Game	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @GameStatus	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @GoalType	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Grip	S(1)	If the code applies for the current sport, see Codes section in the



Code Entity	Format	Entity Description
		ODF Sport Data Dictionary for the set of values.
CC @Group	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Hand	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @HeatID	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @HillType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IceConditions	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @InformationType	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IntPtType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @IRM	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @JudgePos	S(18)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @JumpOff	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Jury	S(12)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @LSD	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Margin	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MassGroup	S(8)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Match	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MatGroups	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @MatNo	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Method	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @NextBracketPos	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ObsPnl	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Offence	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PanelType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Participation	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PenaltyDesc	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PenaltyShot	S(8)	If the code applies for the current sport, see Codes section in the



Code Entity	Format	Entity Description
		ODF Sport Data Dictionary for the set of values.
CC @PenaltyType	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PerformanceCategory	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Period	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodNo	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodPart	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PeriodStatus	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PhaseIdentifier	S(10)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PhaseNo	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Piste	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PlayerStatus	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PntMrgin	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PointsType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PosCategory	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Position	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PositionAction	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PositionNumber	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PositionOrder	N(1) 0	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @PressureUnit	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ProgressCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualificationMark	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualifiedMark	S(10)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @QualifyingType	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RangeCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RealtimeTechnique	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Region	S(2)	If the code applies for the current sport, see Codes section in the



Code Entity	Format	Entity Description
		ODF Sport Data Dictionary for the set of values.
CC @RequestContestat	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RequestResult	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RequestType	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResAction	S(7)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultCode	S(2)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultMark	S(5)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultPhase	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultType	S(13)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ResultUnit	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Role	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoundCode	S(4)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoundNo	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RoutineType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @RunStatus	S(15)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Segment	S(6)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotGun	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotPosition	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotStatus	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @ShotType	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @SpeedUnit	S(3)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @SplitPointUnit	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Stage	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @StartingCode	S(1)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Statistics	S(12)	If the code applies for the current sport, see Codes section in the ODF Sport Data Dictionary for the set of values.
CC @Status	S(9)	If the code applies for the current sport, see Codes section in the



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



4 Message Definition

4.1 ODF Message Structure

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

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

4.1.1 ODF Declaration

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

4.1.2 ODF Header

The next line after the declaration is the ODF header.

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

Header attributes identifies ODF messages uniquely.

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

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

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

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



DocumentCode	M	S(9)	RSC for Results messages DDGEEPUU, 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 @ResultSt atus	Status of the messages for results message
Language	O	CC @Languag e	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	<p>Logical Date of events that extends until next day.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Venue	O	CC @VenueCode	Venue where the message is generated.
RTSerial	O	Numeric	<p>Sequence number for ODF-RT messages.</p> <p>RTSerial starts with 1 each Real Time session at every different venue.</p>
Serial	M	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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.</p>

4.1.3 ODF Body

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

Declaration	<?xml version="1.0" encoding="UTF-8"?>
Header	<OdfBody DocumentType=... > <Competition Code= ...>
Body	</Competition> <div>← <Competition> element</div>



```
<Message> Athlete nnnn disqualified...  
</Message>  
</OdfBody>
```

← <Message> element

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.

4.2 ODF Data Types and Formats

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

Format	Format Description
CC @CodeEntity	Set of values included in the CodeEntity. CodeEntity is the name of the entity that identifies a particular set of codes.
String	Text strings without a predetermined length
S(n)	Text strings with a length of up to n characters
Date	YYYYMMDD



Format	Format Description
MillisTime	<p>HHMMSSmmm</p> <ul style="list-style-type: none"> • HH: hour • MM: minutes • SS: seconds • mmm: milliseconds <p>All formatted with leading zeroes (example: 090303020).</p>
DateTime	<p>YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00)</p> <ul style="list-style-type: none"> • 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	<p>Number with no predetermined length</p> <ul style="list-style-type: none"> • 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)	<p>Number with decimal</p> <ul style="list-style-type: none"> • 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	<p>Free text is never used in a message attribute, but it can be used inside the element content</p> <p>Example <element>Free text goes in here</element></p>



4.2.1 Rules for rounding numbers

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

- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → no rounding (i.e. 1,544 = 1, 54)
- Last digit in the number decimal part >= 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1,545 = 1, 55)

4.2.2 Measures format

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

Measure	Value	Format	Example
Height/Distance	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'09''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)°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

4.2.3 Rules for measures conversion

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

Measure	Conversion Rules
Distance	1 in = 0,0254 m 1 ft = 12 in = 0,3048 m 1 yd = 3 ft = 36 in = 0,9144 m



Measure	Conversion Rules
	$1 \text{ mi} = 1.760 \text{ yd} = 5.280 \text{ ft} = 63360 \text{ in} = 1609,344 \text{ m}$ $1 \text{ nmi (nautical mile)} = 1,852 \text{ m}$
Speed	$1 \text{ km/h} = 3,6 \text{ m/s}$ $1 \text{ kts} = 1 \text{ nmi/h}$
Weight	$1 \text{ lbs} = 0,453\,592\,37 \text{ kg}$
Temperature	$T[^\circ\text{F}] = 1,8 \times T[^\circ\text{C}] + 32$ $T[^\circ\text{C}] = (T[^\circ\text{F}] - 32) / 1.8$

4.3 ODF Message Update

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

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

ODF PiT:

The latest message substitutes completely the previous received message.

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





5 Point in Time Feed

5.1 Central Messages

5.1.1 Overall Perspective

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

Message Type	Message name
DT_SCHEDULE	Competition schedule
DT_SCHEDULE_UPDATE	Competition schedule update
DT_PARTIC	Initial list of participants by discipline
DT_PARTIC_UPDATE	List of participants by discipline update
DT_PARTIC_TEAMS	Initial list of teams
DT_PARTIC_TEAMS_UPDATE	Initial list of teams update
DT_PARTIC_HORSES	List of equestrian horses
DT_PARTIC_HORSES_UPDATE	List of horses update
DT_MEDALS	Medal standings
DT_MEDALLISTS_DAY	Medallists of the day
DT_HISTORIC_RECORD	Historical records
DT_GLOBAL_GM	Global good morning
DT_GLOBAL_GN	Global good night
DT_BCK	Background publish report
DT_BCK_UPDATE	Background unpublish report
DT_BCK_IMP	Background import report
DT_BIO_PAR	Biography (published) of one Participant
DT_BIO_PAR_UPDATE	Update/Unpublish Biography of one Participant
DT_BIO_PAR_IMP	Import Biography of one Participant
DT_BIO_TEA	Biography (published) of one Team
DT_BIO_TEA_UPDATE	Update/Unpublish Biography of one Team
DT_BIO_TEA_IMP	Import Biography of one Team
DT_BIO_NOC	Biography (published) of one NOC
DT_BIO_NOC_UPDATE	Update/Unpublish Biography of one NOC
DT_BIO_NOC_IMP	Import Biography of one NOC
DT_BIO_HOR	Biography (published) of one Horse



DT_BIO_HOR_UPDATE	Update/Unpublish Biography of one Horse
DT_BIO_HOR_IMP	Import Biography of one Horse
DT_BNW	Breaking News report
DT_BNW_UPDATE	Breaking News report update/Unpublish
DT_NEWS	News' published report
DT_NEWS_UPDATE	News' report update/Unpublish
DT_NEWS_IMP	Import News' report
DT_TRS	Transport's publish report
DT_TRS_UPDATE	Transport's report update/Unpublish
DT_TRS_IMP	Import Transport's report
DT_ESL	Extended Start List
DT_PIC	Picture message
DT_PIC_UPDATE	Picture message update
DT_NOTIFICATION	Notification of availability of online document
DT_SCHED_RES_NOC	Results and schedule of a NOC for single competition day

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

The following situations can occur:

- Situation 1:

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

- Situation 2:

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

- Situation 3:

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

- Situation 4:

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



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

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

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

Redefinition (in Message Type vs. Message Parts)	Trigger and Frequency	Message Structure (message elements)	Message Values (message attributes)
DT_SCHEDULE			
DT_SCHEDULE_UPDATE			
DT_PARTIC		O	
DT_PARTIC_UPDATE		O	
DT_PARTIC_TEAMS		O	O
DT_PARTIC_TEAMS_UPDATE		O	O
DT_PARTIC_HORSES		O	O
DT_PARTIC_HORSES_UPDATE		O	O
DT_MEDALS			
DT_MEDALLISTS_DAY			
DT_HISTORIC_RECORDS		O	O
DT_GLOBAL_GM			
DT_GLOBAL_GN			
DT_BCK			
DT_BCK_UPDATE			
DT_BCK_IMP			
DT_BIO_PAR			
DT_BIO_PAR_UPDATE			
DT_BIO_PAR_IMP			
DT_BIO_TEA			
DT_BIO_TEA_UPDATE			
DT_BIO_TEA_IMP			
DT_BIO_NOC			
DT_BIO_NOC_UPDATE			
DT_BIO_NOC_IMP			
DT_BIO_HOR			



DT_BIO_HOR_UPDATE			
DT_BIO_HOR_IMP			
DT_BNW			
DT_BNW_UPDATE			
DT_NEWS			
DT_NEWS_UPDATE			
DT_NEWA_IMP			
DT_TRS			
DT_TRS_UPDATE			
DT_TRS_IMP			
DT_ESL			
DT_PIC			
DT_PIC_UPDATE			
DT_NOTIFICATION			
DT_SCHED_RES_NOC			

M For mandatory definition

O For optional definition

Blank when the definition is the same that the general definition.



5.1.2 Competition schedule

5.1.2.1 Description

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

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

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

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

5.1.2.2 Header Values

The following table describes the ODF header attributes

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

5.1.2.3 Trigger and Frequency

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

5.1.2.4 Message Structure

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

Competition							
	Code						



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

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

5.1.2.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Discipline	Code	M	CC @Discipline	Discipline Code
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID
Phase	Code	M	CC @Phase	Phase ID
	Type	M	CC @PhaseType	Include the phase type for those competition, official training phases, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit	Code	M	CC @Unit	Unit ID



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



Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	O	Boolean	<p>'true' if EndDate scheduled end time is estimation.</p> <p>'false' if EndDate scheduled end time is not an estimation.</p> <p>Some event nits have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences, etc.). When the EndDate scheduled end time is finally known, this flag is always set to false.</p> <p>This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed. However, it will be always sent whenever @EndDate is informed.</p>
	Medal	M	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	M	CC @VenueCode	Venue where the unit takes place
	Location	M	CC @Location	Location where the unit takes place
	SessionType	O	CC@SessionType	Session type of the Event Unit (i.e. Morning, Afternoon, etc.) This attribute is only used for Competition Schedules
	ModificationIndicator	N/A	N/A	Only needed in the Competition Schedule update message
Unit/ EstimatedStart Text This element is only used for Competition Schedules	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(20)	Text that explains in the case that StartDate is an estimation which is the Start Time (i.e. "After M.1")
Unit/ ItemName This element is only used for Non Competition Schedules in case that this Unit are not in the common codes	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(40)	Item Name



5.1.2.6 Message sort

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

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



5.1.3 Competition schedule update

5.1.3.1 Description

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

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

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

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

5.1.3.2 Header Values

The following table describes the ODF header attributes

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

5.1.3.3 Trigger and Frequency

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

5.1.3.4 Message Structure

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

5.1.3.5 Message Values

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



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

5.1.3.6 Message sort

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

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

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

5.1.4.1 Description

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

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

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

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

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

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



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.

5.1.4.2 Header Values

5.1.4.2.1 PiT Header

The following table describes the ODF header attributes

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



5.1.4.3 Trigger and Frequency

5.1.4.3.1 PiT Triggers

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



5.1.4.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline			
			Code		
			InternationalFederationId		



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



5.1.4.5 Message Values

Competition

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

Participant

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>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.</p> <p>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.</p>
Parent	M	S(20) with no leading zeroes	<p>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.</p> <p>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".</p>
Status	O	CC @AccreditationStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)



Attribute	M/O	Value	Comments
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYYMMDD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	N(3) 999	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees.
Weight	O	N(3) 999	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new



Attribute	M/O	Value	Comments
			<p>participant to the previous bulk-loaded list of participants</p> <p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>

Participant /Discipline

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

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

Participant /Discipline /DisciplineEntry

Send if there are specific official's discipline.

Type	Code	Pos	Value	Description
See sport specific definition				

Participant /Discipline /RegisteredEvent

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

Historical athletes are not register to any event.

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID
Bib	O	See table comment	<p>Bib number.</p> <p>Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current="true".</p>
Class	O	CC @SportClass	<p>Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games).</p> <p>This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".</p>
Guide	O	S(20) with no leading zeroes	ID to identify the official acting of guide in the case of events with handicapped athletes (e.g.:



Attribute	M/O	Value	Comments
			paralympic games) This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".

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

Participant /Discipline /RegisteredEvent /EventEntry

Send if there are specific athlete's event entries.

Type	Code	Pos	Value	Description
See sport specific definition				

Participant /OfficialFunction

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

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

5.1.4.6 Message Sort

The message is sorted by Participant @Code



5.1.5 List of teams / List of teams update

5.1.5.1 Description

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

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

5.1.5.2 Header Values

5.1.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @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



Attribute	Value	Comment
		produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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</p>
Venue	CC @VenueCode	Venue where the message is generated.

5.1.5.3 Trigger and Frequency

5.1.5.3.1 PiT Triggers

The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date from when 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.



5.1.5.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
		Discipline (0,1)			
			Code		
			InternationalFederationId		
			RegisteredEvent (0,1)		
				Event	
				Gender	
				Bib	
				EventEntry (0,N)	
					Code
					Type
					Pos



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



5.1.5.5 Message Values

Competition

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

Team

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

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



Team /Composition /Athlete

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no 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 /TeamOfficials /Official

Send if there are specific team's officials.

Not apply to historical teams.

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

Team /Discipline

Each team is assigned just to one discipline.

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

Team /Discipline /RegisteredEvent

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

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

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

Team /Discipline /RegisteredEvent /EventEntry

Send if there are specific team's event entries.

Type	Code	Pos	Value	Description
See sport specific definition				

5.1.5.6 Message Sort

The message is sorted by Team @Code.



5.1.6 List of equestrian horses / List of equestrian horses update

5.1.6.1 Description

The list of horses (DT_PARTIC_HORSES) is a bulk message containing a complete list of horses and provided only for equestrian (not for the horses in modern pentathlon). The arrival of this message resets all the previous equestrian horses' information.

List of horses update (DT_PARTIC_HORSES_UPDATE) is not a complete list, it only contains the data that has been modified and it is available for both equestrian and modern pentathlon.

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

5.1.6.2 Header Values

5.1.6.2.1 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_PARTIC_HORSES_UPDATE / DT_PARTIC_HORSES	List of horses 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	<p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p>



Attribute	Value	Comment
		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.

5.1.6.3 Trigger and Frequency

5.1.6.3.1 PiT Triggers

The list of equestrian horses (DT_PARTIC_HORSES) will be sent as a bulk message (DocumentType="DT_PARTIC_HORSES") when available, usually starting one month before Games.

DT_PARTIC_HORSES_UPDATE will be triggered when there is any modification on the horse information.



5.1.6.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition			
	Code		
	Horse (1,N)		
		Code	
		Name	
		Organisation	
		Sex	
		YearBirth	
		Passport	
		ColourCode	
		BreedCode	
		Sire	
		Owner	
		SecondOwner	
		Groom	
		ModificationIndicator	
		Entry (0,N)	
			Type
			Code
			Pos
			Value



5.1.6.5 Message Values

Competition

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

Horse

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Horse's ID
Name	M	S(25)	Horse's name in upper case.
Organisation	O	CC @Organisation	Horse's organisation. It's mandatory except for the message List of Horses Update of Modern Pentathlon.
Sex	O	CC @HorseSex	Horse's sex. Send when information is available
YearBirth	O	N(4) 9999	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's passport. Send if the information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send when information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send when information is available
Sire	O	S(25)	Horse's sire. Send when information is available. The content is expected in upper case.
Owner	O	S(35)	Horse's first owner. Send when information is available. The content is expected in upper case.
SecondOwner	O	S(35)	Horse's second owner. Send when available. The content is expected in upper case.
Groom	O	S(35)	Horse's groom. Send when information is available. The content is expected in upper case.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only N - New horse (only for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then updates the horse



Attribute	M/O	Value	Comments
			information to the existing one If ModificationIndicator='D', then deletes the horse

Horse /Entry

Only when there are entries specific for the horse.

Type	Code	Pos	Value	Description
See sport specific definition				

5.1.6.6 Message Sort

The message will be sorted by Horse @Code





5.1.7 Medal standings

5.1.7.1 Description

The medal standings table contains the official medal standings up to the moment of the message generation for all the organisations that were awarded with a medal.

“Medal standings” is a bulk message, provided for all disciplines. It is a complete medal standings message.

The arrival of this message resets the entire previous medals table’s information.

5.1.7.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all disciplines
DocumentType	DT_MEDALS	Medal standings
Version	1...V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.7.3 Trigger and Frequency

"Medal standings" is sent as soon as one new medal is officially awarded (i.e. when the result is official, not the medal physically awarded) for any of the events that make part the competition schedule. As the competition progresses, successive changes in the medals’ information are made. Therefore, this message is resent several times, as result of the normal operation. In this case, it has to be assumed that the message resets the complete previous medals’ information.

5.1.7.4 Message Structure

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



Competition					
	Code				
	MedalStandings				
		DateTime			
		LastEvent			
		TotalEvents			
		FinishedEvents			
		MedalSummary			
			MedalNumber(1..N)		
				Type	
				Gold	
				Silver	
				Bronze	
				Total	
		MedalsTable			
			MedalLine (0..N)		
				Rank	
				RankTotal	
				SortRank	
				RankEqual	
				SortRankTotal	
				RankTotalEqual	
				Organisation	
				MedalNumber (1..N)	
					Type
					Gold
					Silver
					Bronze
					Total

5.1.7.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
MedalStandings	DateTime	M	DateTime	Date and Time when the content has been updated <i>Example:</i> 2006-02-26T10:00:00+01:00
	LastEvent	M	RSC in the format DDGEEE000 as result of the concatenation of CC @Discipline , CC @Gender, CC @Event, 0 00	Last event updating the medal standings message



Element	Attribute	M/O	Value	Comments
	TotalEvents	M	Numeric	Total number of competition events (events that award medals)
	FinishedEvents	M	Numeric	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).
MedalSummary /MedalNumber (However the general definition states that MedalNumber 1..N, in Olympics it will be fixed to four, for Type=(M, W, X, TOT)	Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
	Gold	M	Numeric	Number of gold medals for MedalSummary /MedalNumber @Type event categorization
	Silver	M	Numeric	Number of silver medals for MedalSummary /MedalNumber @Type event categorization



Element	Attribute	M/O	Value	Comments
	Bronze	M	Numeric	Number of bronze medals for MedalSummary/MedalNumber@Type event categorization
	Total	M	Numeric	For all the finished competition events: Total number of medals for MedalSummary/MedalNumber@Type event categorization
MedalLine	Rank	M	Numeric	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
	RankTotal	M	Numeric	Organization's rank according to the total number of medals
	SortRank	M	Numeric	Organisation's sort based on MedalLine@Rank. If there are rank ties, the order will be defined by the IOC rules.
	RankEqual	M	Y, N	Y: If there are more organisations with the same @Rank N: If there are no more organisations with the same @Rank



Element	Attribute	M/O	Value	Comments
	SortRankTotal	M	Numeric	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
	RankTotalEqual	M	Y, N	Y: If there are more organisations with the same @RankTotal N: If there are no more organisations with the same @RankTotal
	Organisation	M	CC @Organisation	Organisation's code.
MedalLine /MedalNumber (However the general definition states that MedalNumber 1..N, in Olympics it will be fixed to four, for Type=(M, W, X, TOT)	Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
	Gold	M	Numeric	For the MedalLine @Organisation : Number of gold medals for MedalSummary /MedalNumber @Type event categorization
	Silver	M	Numeric	For the MedalLine @Organisation : Number of silver medals for MedalSummary /MedalNumber @Type event categorization



Element	Attribute	M/O	Value	Comments
	Bronze	M	Numeric	For the MedalLine @Organisation : Number of bronze medals for MedalSummary /MedalNumber @Type event categorization
	Total	M	Numeric	For the MedalLine @Organisation : Total number of medals for MedalSummary /MedalNumber @Type event categorization

5.1.7.6 Message sort

Message should be sorted by the SortRank @Value attribute



5.1.8 Medallists of the day

5.1.8.1 Description

The “medallists of the day” contains the list of medallists awarded during the current logical day.

The “medallists of the day” message is a complete message that increments its content as more medals are being awarded during the day. The arrival of this message resets the entire previous “medallists of the day” information.

The message is not by discipline, but it could contain several disciplines.

5.1.8.2 Header Values

The following table describes the ODF header attributes (the DocumentSubtype attribute is used to identify the message along with the DocumentCode and DocumentType attributes).

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_MEDALLISTS_DAY	Medallists by day
DocumentSubtype	YYYYMMDD	Refer to the ODF header definition
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.8.3 Trigger and Frequency

“Medallists by day” is sent at the end of the current day (Logical Date) with the officials medals know for today.

In case that some medal of the previous days changes, it will send a new version of this (for the DocumentSubtype corresponding) as soon as possible.

5.1.8.4 Message Structure

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



Competition								
	Code							
	Discipline (1..N)							
		Code						
		TotalEvents						
		FinishedEvents						
		Gender (1..N)						
			Code					
			Event (1..N)					
				Code				
				Date				
				Medal (1..N)				
					Code			
					Competitor			
						Code		
						Type		
						Order		
						Composition		
							Athlete (1..N)	
								Code
								Order

5.1.8.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Discipline	Code	M	CC @Discipline	Discipline Code
	TotalEvents	O	Numeric	Total number of competition events (events that award medals) Mandatory in the case of DT_MEDALLISTS_DISCIPLINE
	FinishedEvents	O	Numeric	Number of competition events that have awarded any type of medal, out of the total Mandatory in the case of DT_MEDALLISTS_DISCIPLINE
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID



Element	Attribute	M/O	Value	Comments
	Date	O	YYYYMMDD	Date of the Gold medal match Mandatory in the case of DT_MEDALLISTS_DISCIPLINE
Medal	Code	M	CC @MedalType	Medal type gold, silver or bronze All the Competitors with the same CC@MedalType must not be grouped in the same element (it applies in the equalled medals)
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
	Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Composition /Athlete	Code	M	S(20) with no leading zeroes	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
	Order	M	Numeric	Team member order for medal (according to each different sport rule) Send 1 if individual medal

5.1.8.6 Message sort

Events in the message will be sorted by discipline code, gender code and event code.

Within an event, medals will be sorted by medal type. Moreover, in case of tie or for the team's athletes, the order will be according to a medal order (given by each sport rule).

5.1.9 Historical records

5.1.9.1 Description

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



5.1.9.2 Header Values

5.1.9.2.1 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.

5.1.9.3 Trigger and Frequency

5.1.9.3.1 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.



5.1.9.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
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				
					ExtRecords (0,1)				
						ExtRecord (1,N)			
							Type		
							Code		
							Pos		
							Value		
					RecordData (0,1)				
						Country			



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						Place			
						Date			
						Confirmed			
						Event			
					Composition (0,1)				
						Athlete (1,N)			
							Code		
							Order		
							ExtRecords (0,1)		
								ExtRecord (1,N)	
									Type
									Code
									Pos
									Value
							RecordData (0,1)		
								Country	
								Place	
								Date	
								Confirmed	
								Event	



5.1.9.5 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	See table comment	Indicates whether the result of the record is a distance, a time, etc.
Result	M	See table comment	The result of the competitor for the record

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

HistoricalRecords /Record /RecordType /ExtRecords /ExtRecord

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

Type	Code	Pos	Value	Description
See sport specific definition				

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
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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 /ExtRecords /ExtRecord

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

Type	Code	Pos	Value	Description
See sport specific definition				

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	See table comment	Send only when the discipline requires it
Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

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

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 /ExtRecords /ExtRecord

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

Type	Code	Pos	Value	Description
See sport specific definition				

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	See table comment	Send when the confirmation is requested by the specific discipline
Event	O	S(40)	Send the text of the event name where the record was broken (example: "World Championships", "Olympic Games", etc.).

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

5.1.9.6 Message Sort

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





5.1.10 Global good morning

5.1.10.1 Description

The “global good morning” is a message to indicate the start of day of the operations for all the disciplines with some messages to be sent within a logical day. All the messages defined in this document should send between DT_GLOBAL_GM/DT_GLOBAL_GN messages.

5.1.10.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GM	Global good morning
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.10.3 Trigger and Frequency

“Global good morning” is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

5.1.10.4 Message Structure

The message structure just includes a OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

5.1.10.5 Message Values

There are no attributes defined in this message.

5.1.10.6 Message sort

There is no sort order for this message.



5.1.11 Global good night

5.1.11.1 Description

The “global good night” is a message to indicate the end of day of the operations for all the disciplines within a logical day.

5.1.11.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GN	Global good night
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.11.3 Trigger and Frequency

“Global good night” is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

5.1.11.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

5.1.11.5 Message Values

There are no attributes defined in this message.

5.1.11.6 Message sort

There is no sort order for this message.



5.1.12 Background document

5.1.12.1 Description

A Background document message is considered as a unique document of background.

The arrival of this message resets the previous Background document.

5.1.12.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DD0000000 Where: DD – Discipline associated to the background item
DocumentSubCode	Numeric	Unique identifier for each background item
DocumentType	DT_BCK	Type of BCK documents
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.12.3 Trigger and Frequency

Background document will be sending every time that the document is published.

5.1.12.4 Message Structure

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

Competition				
	Code			
	Document			
		Parent		
		Category		
		CategoryName		



		<i>ReportType</i>		
		<i>ReportTypeName</i>		
		<i>SortOrder</i>		
		<i>FileName</i>		
		<i>ReportFormat</i>		
		<i>ModificationIndicator (see Table Note)</i>		
		Title		
			-	
		Body		
			-	

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

5.1.12.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Document	Parent	M	Numeric ¹	Unique identifier of parent document. If the report has no parent ID then it takes value 0
	Category	M	CC @Category	Category code of application
	Category Name	M	S(40)	Category Name
	ReportType	M	S(3)	Report Type code of application (MDL – Past Medalists, PRE – Past Results, FCT – Facts, CER – Ceremonies Facts, etc)
	ReportType Name	M	S(40)	Report Type Name
	SortOrder	O	S(8)	This field identifies the Sort order associated to the report. Value to be defined by the Committee.

¹ Parent: background documents are originally created in English. If Press Operation staff considers interesting translating any report, the translations can be created from the English one. For translated items Parent element is the DocumentSubcode of the English version. Example:
English version → DocumentSubcode ="1230"

French translation → Parent="1230"



Element	Attribute	M/O	Value	Comments
	FileName	M/O	S(10)	This field identifies the filename of the report. This is only Mandatory for DT_BCK_IMP
	ReportFormat	M	S(1)	This field identifies the format of the report. The possible values are: “H” for HTML Reports. “P” for PDF Reports.
Document/Title	-	M	S(100)	Text describing Document Title
Document/Body	-	M	Free text ²	Accordingly to the ReportFormat field the body element will contain: In the case of “H” (HTML Report) the value will be the RTF text containing the Body of the HTML report. In the case of “P” (PDF Report) the value will be the PDF report encoded in Base64.

5.1.12.6 Message sort

The message is not sorted.

² The information provided should be codified in UTF-8.



5.1.13 Background document update

5.1.13.1 Description

Background document update is an unpublish message of one publish document. If the document is published only the action delete/unpublish can be do it.

Note: if one Document is deleted/unpublished all others BCK documents that have it as Parent they also will be deleted/unpublished.

The key of the information updated consists of the following attribute: DocumentSubCode.

5.1.13.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	RSC with the following format: DD0000000 Where: DD – Discipline associated to the background item
DocumentSubCode	Numeric	Unique identifier for each background item
DocumentType	DT_BCK_UPDATE	Type of BCK documents
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.13.3 Trigger and Frequency

Background update document will be sending every time that this document is unpublished.

5.1.13.4 Message Structure

The message structure of the Background document update message is the same as the Background document message, but adding the attribute ModificationIndicator, which is detailed in the next section.



The elements Title and Body will be not required in the case of delete/unpublish documents.

5.1.13.5 Message Values

All message attributes are the same as the background document message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	M	D	D – Delete/Unpublish BCK document If ModificationIndicator='D', then delete the document to the previous BCK document.

5.1.13.6 Message sort

The message is not sorted.



5.1.14 Background Import document

5.1.14.1 Description

A Background import document message is considered as a unique document of background.

The arrival of this message resets the previous Background document.

5.1.14.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	<i>Numeric</i>	Unique identifier for each background item.
DocumentType	DT_BCK_IMP	Type of BCK documents
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.14.3 Trigger and Frequency

Background import document will be received by the OCOG in the months before games.

5.1.14.4 Message Structure

The message structure of the Background import document message is the same as the Background document message.

5.1.14.5 Message Values

All message attributes are the same as the background document message.

5.1.14.6 Message sort

The message is not sorted.



5.1.15 Participant's Biography

5.1.15.1 Description

The Participant's Biography is a message containing the biography of one individual participant. The participant could be an athlete, an official, coach or a team member. The participant will have always assigned at least one discipline, although it could be more than one.

The message resets the previous Participant Biography information. There is only one participant per message.

5.1.15.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGTYP000	DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF). For example ATMCOA000: Athletics Man Coach
DocumentSubCode	S(20) with no leading zeroes	Participant's ID
DocumentType	DT_BIO_PAR	Participant's Biography
DocumentSubtype	Code	Description
	MEDIUM	Medium biography (for ATH or COA only)
	COMPLETE	Complete biography (for ATH, COA or OFF)
Version	1...V	Refer to the ODF header definition
Language	S(3)	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.15.3 Trigger and Frequency



Participant's Biography messages will usually be available the first day of the press operations. These messages are sent the first time including the complete bulk information known up to that moment.

5.1.15.4 Message Structure

The attribute DocumentSubtype in the Header determines if a biography is MEDIUM or COMPLETE.

For Athletes (ATH), the following elements are included in the COMPLETE biography (not in MEDIUM biography):

- Participant/CHighlights
- Participant/GInterest/AddInformation
- Participant/GInterest/Debut
- Participant/GInterest/Injuries
- Participant/GInterest/PreviousOlympics

For Coaches (COA), the following elements are included in the COMPLETE biography (not in the MEDIUM biography):

- Participant/GInterest/AddInformation element

The following optional elements must be included, if the message is for an ATH, a COA or an OFF:

- For ATH or COA: CHighlights
- For OFF: OfficialFunction

Competition					
	Code				
	Participant				
		Code			
		Gender			
		Organisation			
		Current			
		ModificationIndicator (see Table Note)			
		ExternalCode (*)			
		GivenName (*)			
		FamilyName (*)			
		BirthDate (*)			
		Height (*)			
		Weight (*)			
		PlaceofBirth (*)			
		CountryofBirth (*)			
		PlaceofResidence (*)			
		CountryofResidence (*)			
		Nationality (*)			
		OlympicSolidarity (*)			
		Language			
			Language		
			CHighlights (0,1)		
				Highlights(1..2)	
					Type
					-
			GInterest		
				Highlights	



					-
				Nickname	
					-
				PrevNames	
					-
				Hobbies	
					-
				Occupation	
					-
				Education	
					-
				MarStatus	
					-
				Family	
					-
				LangSpoken	
					-
				Club_Name	
					-
				Coach	
					-
				Position_Style	
					-
				Hand	
					-
				Sporting_Relatives	
					-
				OtherSports	
					-
				Debut	
					-
				Injuries	
					-
				AddInformation	
					-
				PreviousOlympics	
					-
		Dicipline (*)			
			Code(*)		
		OfficialFunction (0..N)			
			FunctionId		
			Main_Function_Flag		

Table Note: "Participant's Biography" and "Participant's Biography Update" share the same message structure and attributes, except for the ModificationIndicator attribute, specific of the "Participant's Biography Update" message. (*) Field needed when the message is used to import data into the Info Diffusion System – Participant's Biography Import message-

5.1.15.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Participant	Code	M	S(20) with no leading zeroes	Participant's ID
	Gender	M	CC @PersonGender	Participant's gender



Element	Attribute	M/O	Value	Comments
	Organisation	O	CC @Organisation	Organisation's ID Mandatory for ATH or COA
	Current	M	boolean	<i>true</i> – For participants in the current event <i>false</i> – For historical participants
Participant/Language	Language	M	CC @Language	Language code
Participant/Language /CHighlights/ Highlights	Type	O	ATH or COA	ATH – Highlights are for an athlete COA – Highlights are for a coach
Participant/Language /CHighlights / Highlights (Only for ATH or COA)	-	O	RTF text with a maximum length of 10000 characters.	RTF text describing the most important results the ATH or COA achieved during his career
Participant/Language /GInterest /Highlights	-	O	RTF text with a maximum length of 4000 characters.	Highlights (only for OFF)
Participant/Language /GInterest /Nickname	-	O	RTF text with a maximum length of 400 characters.	Nickname
Participant/Language /GInterest /PrevNames	-	O	RTF text with a maximum length of 400 characters.	Other/ previous names
Participant/Language /GInterest /Hobbies	-	O	RTF text with a maximum length of 1000 characters.	Hobbies
Participant/Language /GInterest /Occupation	-	O	RTF text with a maximum length of 120 characters.	Occupation
Participant/Language /GInterest /Education	-	O	RTF text with a maximum length of 120 characters.	Education
Participant/Language /GInterest /MarStatus	-	O	CC@MaritalStatus	Marital status
Participant/Language /GInterest /Family	-	O	RTF text with a maximum length of 120 characters.	Information about the family of the athlete
Participant/Language /GInterest /LangSpoken	-	O	RTF text with a maximum length of 120 characters.	Languages spoken
Participant/Language /GInterest /Club_Name	-	O	RTF text with a maximum length of 120 characters.	Club the athlete belongs to
Participant/Language /GInterest /Coach	-	O	RTF text with a maximum length of 400 characters.	Coach name
Participant/Language /GInterest /Position_Style	-	O	RTF text with a maximum length of 400 characters.	Position or style
Participant/Language /GInterest /Hand	-	O	RTF text with a maximum length of 120 characters.	Hand



Element	Attribute	M/O	Value	Comments
Participant/Language /GInterest /Sporting_Relatives	-	O	RTF text with a maximum length of 1000 characters.	Sporting or famous relatives
Participant/Language /GInterest/ OtherSports	-	O	RTF text with a maximum length of 1000 characters.	Other sports
Participant/Language /GInterest /Debut	-	O	RTF text with a maximum length of 250 characters.	Debut
Participant/Language /GInterest /Injuries	-	O	RTF text with a maximum length of 4000 characters.	Injuries
Participant/Language /GInterest /AddInformation	-	O	RTF text with a maximum length of 10000 characters.	Additional information
Participant/Language /GInterest /PreviousOlympics	-	O	RTF text with a maximum length of 400 characters.	Information for previous Olympic Games.
Participant /OfficialFunction (Only for OFF)	FunctionId		CC @Function	Optional officials' function code
	Main_Function _Flag	O	Y, N	Y - @FunctionId is main function N - @FunctionId is not main function

5.1.15.6 Message sort

There is no specific sorting for this message.



5.1.16 Participant's Biography Update

5.1.16.1 Description

The Participant's Biography Update message is analogous to the Participant's Biography message, but to update previous content.

5.1.16.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGTYP000	DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF). For example ATMCOA000: Athletics Man Coach
DocumentSubCode	S(20) with no leading zeroes	Participant's ID
DocumentType	DT_BIO_PAR_UPDATE	Participant's Biography Update
DocumentSubtype	Code	Description
	MEDIUM	Medium biography (for ATH or COA only)
	COMPLETE	Complete biography (for ATH, COA or OFF)
Version	1...V	Refer to the ODF header definition
Language	CC @Language	It is a 3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.16.3 Trigger and Frequency



Trigger any time there has been a participant's biography modification or biography's delete / unpublish.

5.1.16.4 Message Structure

The message's structure is the same as the Participant's Biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.1.16.5 Message Values

All message attributes are the same as the Participant's Biography message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Participant	ModificationIndicator	M	U, D	U - Update biography D – Delete, Unpublish Biography

5.1.16.6 Message sort

There is no a specific sorting for this message.



5.1.17 Participant's Biography Import

5.1.17.1 Description

The Participant's Biography Import is a message containing the biography of one individual participant. The participant could be an athlete, an official, coach or a team member. The participant will always have assigned at least one discipline, although it could be more than one.

The message resets the previous Participant's Biography Import information. There is only one participant per message.

5.1.17.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Participant's external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials.
DocumentSubCode	ATH, COA, OFF	ATH – Athlete COA – Coach OFF – Official
DocumentType	DT_BIO_PAR_IMP	Participant's Biography Import
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.17.3 Trigger and Frequency

Participant's Biography Import will be received by the OCOG some months before the games.

5.1.17.4 Message Structure

It has the same attributes (except for @Code) and elements as in the Participant's Biography message, and adding the attributes/elements that are marked with an asterisk (*). See the next chapter.



The elements that are optional in this message depend on the DocumentSubCode attribute.

5.1.17.5 Message Values

Element	Attribute	M/O	Value	Comments
Participant	ExternalCode	M	S(20) with no leading zeroes	Participant's Biography Import external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider and must also match the external ID for the same athlete if supplied with records.
	ParticipantID	O	S(20) with no leading zeroes	Participant's ID (in Info Diffusion System). This ID is a pre-matched value with the Accreditation ID (ie is the accreditation ID of the person for the current Games).
	GivenName	O	S(25)	Given name in mixed case
	FamilyName	M	S(25)	Family name mixed case
	BirthDate	M	YYYYMMDD	Date of birth. This information may 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 when 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 when this information is available. This information is not needed in the case of officials/referees.
	PlaceofBirth	O	S(75)	Place of Birth. This information is not needed in the case of officials/referees.
	CountryofBirth	O	CC @Country	Country of Birth. This information is not needed in the case of officials/referees.



Element	Attribute	M/O	Value	Comments
	PlaceofResidence	O	S(75)	Place of Residence. This information is not needed in the case of officials/referees.
	CountryofResidence	O	CC @Country	Country of Residence. This information is not needed in the case of officials/referees.
	Nationality	O	CC @Country	Participant's nationality. For some participants not to be sent in exceptional circumstances when it is not known.
	OlympicSolidarity	O	Y, N	Olympic Solidarity mark. This information is not needed in the case of officials/referees.
Participant /Discipline	Code	M	CC @Discipline	Discipline's code

5.1.17.6 Message sort

There is no specific sorting for this message.



5.1.18 Team's Biography

5.1.18.1 Description

The Team's Biography message contains a team participating in the event (competitor of type team).

The message resets the previous Team's Biography information. This message includes only one team.

5.1.18.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDG000000	DD – Discipline G – Gender For example ATM000000: Athletics men
DocumentSubCode	S(20) with no leading zeroes	Team's ID
DocumentType	DT_BIO_TEA	Team's Biography
DocumentSubtype	Code	Description
	MEDIUM	Medium Biography
	COMPLETE	Complete biography
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.18.3 Trigger and Frequency

Team's Biography messages will be available the first day of the press operations. These messages are sent the first time including the complete bulk information known up to that moment.

5.1.18.4 Message Structure



The attribute DocumentSubtype in the Header determines when a biography is MEDIUM or COMPLETE.

The following element is included in the COMPLETE biography (not in MEDIUM biography):

- Team/Language/GInterest/AddInformation element

The elements that are optional in this message are:

Optional message elements
CHighlights
GInterest

Competition					
	Code				
	Team				
		Code			
		Gender			
		Organisation			
		Number			
		Name			
		Current			
		ModificationIndicator (see Table Note)			
		ExternalCode(*)			
		Language			
			Language		
			CHighlights (0,1)		
				Highlights	
					-
			GInterest (0,1)		
				AddInformation	
					-
		Discipline (*)			
			Code (*)		
			RegisteredEvent		
				Event (*)	
				Gender(*)	

Table Note: "Team's Biography" and "Team's Biography Update" share the same message's structure and attributes, except for the ModificationIndicator attribute, which is specific of the "Team's Biography Update" message. (*) Field needed when the message is used to import data into the Info Diffusion System – Team's Biography Import message-

5.1.18.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Team	Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553)
	Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
	Organisation	M	CC @Organisation	Team's organisation ID



Element	Attribute	M/O	Value	Comments
	Number	O	N(1)	Team's number. It will be 1 when there is only one team (for one organisation in one event). Otherwise, it will be incremental, 1, 2, etc. Mandatory in the case of @Current=true.
	Name	M/O	S(73)	Team's name. It applies to some of the disciplines. It will be the same as @Organisation when there is no a specific rule for a discipline. It is Optional for Team's Biography Update when @ModificationIndicator=D
	Current	M	Boolean	true – The team is participating in the event false – The team is not participating (historical team)
Team/Language	Language	M	CC @Language	Language code
Team/Language/CHighlights/Highlights	-	O	RTF text with a maximum length of 4000 characters.	RTF text describing the most important results the team achieved during his/her career
Team/Language/ GInterest /AddInformation	-	O	RTF text with a maximum length of 10000 characters.	Additional Information

5.1.18.6 Message sort

There is no specific sorting for this message.



5.1.19 Team's Biography Update

5.1.19.1 Description

The Team's Biography Update message is analogous to the Team's Biography message, but to update previous content.

5.1.19.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDG000000	DD – Discipline G – Gender For example ATM000000: Athletics Men
DocumentSubCode	S(20) with no leading zeroes	Team's ID
DocumentType	DT_BIO_TEA_UPDATE	Team's Biography Update
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.19.3 Trigger and Frequency

Trigger any time there has been a Team's Biography modification or biography's delete / unpublish.

5.1.19.4 Message Structure

The message's structure is the same as the Team's Biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.



5.1.19.5 Message Values

All message attributes are the same as the Team's Biography message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Team	ModificationIndicator	M	U, D	U - Update biography D – Delete, Unpublish Biography

5.1.19.6 Message sort

There is no specific sorting for this message.



5.1.20 Team's Biography Import

5.1.20.1 Description

The Team's Biography Import is a message containing the biography of one team.

The message resets the previous Team's Biography Import information. There is only one team per message.

5.1.20.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Team's external ID. This ID will start with "T".
DocumentType	DT_BIO_TEA_IMP	Team's Biography Import
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.20.3 Trigger and Frequency

Team's Biography Import will be provided to the OCOG some months before games.

5.1.20.4 Message Structure

It has the same attributes and elements as in the Team's Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*). See the next chapter.

5.1.20.5 Message Values

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Team	ExternalCode	M	S(20) with no leading zeroes	Team's external ID. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider.
Team/ Discipline	Code	M	CC @Discipline	Discipline code
Team/Discipline / RegisteredEvent	Event	M	CC @Event	Event code
	Gender	M	CC @ DisciplineGender	Gender code

5.1.20.6 Message sort

There is not a special sorting for this message.



5.1.21 NOC/NPC Biography

5.1.21.1 Description

The NOC/NPC Biography message contains the NOC/NPC information.

The message resets the previous NOC/NPC information. There is only one NOC/NPC per message.

5.1.21.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all NOC or NPC biographies
DocumentSubCode	S(3)	Organisation Code
DocumentType	DT_BIO_NOC	NOC/NPC
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.21.3 Trigger and Frequency

These messages will be available the first day of the press operations, including the complete bulk information known up to that moment.

5.1.21.4 Message Structure

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

The elements that are optional in this message are:

Optional message elements
GInterest
Anthem and its child element
Membership and its child element



Officials and its child element
Participation and its child element

Competition					
	Code				
	Organisation				
		Code			
		Current			
		Modification Indicator (see Table Note)			
		ExternalCode (*)			
		Name(*)			
		Language			
			Language		
			GInterest (0,1)		
				OCFlagBearer	
					Code
				Highlights	
					-
			Anthem (0,1)		
				Title (0,1)	
					-
				Composer (0,1)	
					-
				Inducted (0,1)	
					-
			Membership (0,1)		
				OfficialNocName (0,1)	
					-
				CountriesIncluded (0,1)	
					-
				FoundingDate (0,1)	
					-
				DateIOCRecognition (0,1)	
					-
			Officials (0,1)		
				NOCPresident (0,1)	
					-
				NOCGenSecretary (0,1)	
					-
				IOCMembers (0,1)	
					-
			Participation (0,1)		
				FirstOGAppearance (0,1)	
					-
				NumOGAppearance (0,1)	
					-
				Summary (0,1)	



					-
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Table Note: The "NOC/NPC Biography" and "NOC/NPC Biography Update" messages share the same message's structure and attributes, except for the ModificationIndicator attribute, which is specific of the "NOC/NPC Biography Update" message. (*) Field needed when the message is used to import data into the Info Diffusion System –NOC/NPC Biography Import-.

5.1.21.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Organisation	Code	M	CC @ Organisation	Organisation's ID
	Current	M	Boolean	true – Organisation participating in the event false – Historical organisation
Organisation /Language	Language	M	CC @Language	Language code
Organisation /Language /GInterest / OCFlagBearer	Code	O	S(20) with no leading zeroes	Flag Bearer Id
Organisation /Language /GInterest / Highlights	-	O	RTF text with a maximum length of 4000 characters.	RTF text with highlights
Organisation /Language / Anthem/ Title	-	O	RTF text	Anthem's title
Organisation /Language /Anthem /Composer	-	O	RTF text	Anthem's composer name
Organisation / /Language /Anthem /Inducted	-	O	YYYY	Anthem's inducted year
Organisation /Language /Membership /OfficialNocName	-	O	RTF text	Official NOC/NPC name
Organisation /Language / Membership /CountriesIncluded	-	O	RTF text	Countries that composes this NOC/NPC
Organisation/Language / Membership /FoundingDate	-	O	YYYY	Founding date
Organisation /Language /Membership /DateIOCRecognition	-	O	YYYY	IOC recognition date
Organisation/Language /Officials /NOCPresident	-	O	RTF text	NOC/NPC president's name
Organisation /Language /Officials /NOCGenSecretary	-	O	RTF text	NOC/NPC general secretary's name
Organisation /Language /Officials /IOCMembers	-	O	RTF text	IOC member's name
Organisation/Language /Participation /FirstOGAppearance	-	O	RTF text	Year of the first appearance in Olympic / Paralympic Games
Organisation /Language /Participation /NumOGAppearance	-	O	RTF text	Number of appearances in Olympic / Paralympic Games
Organisation /Language /Participation /Summary	-	O	RTF text with a maximum length of 10000 characters.	RTF Text with the summary of Olympic / Paralympic Games appearances



5.1.21.6 Message sort

There is no specific sorting for this message



5.1.22 NOC/NPC Biography Update

5.1.22.1 Description

The NOC/NPC Biography Update message is analogous to the NOC/NPC Biography message, but to update previous content.

5.1.22.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all NOC biographies
DocumentSubCode	CC @Organisation	Organisation's code
DocumentType	DT_BIO_NOC_UPDATE	NOC/NPC Biography Update
Version	1...V	Refer to the ODF header definition
Language	CC @Language	3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.22.3 Trigger and Frequency

Trigger any time there has been a NOC/NPC Biography modification or biography's delete / unpublish.

5.1.22.4 Message Structure

The message's structure is the same as the NOC/NPC Biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.1.22.5 Message Values

All message attributes are the same as the NOC/NPC Biography message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Organisation	ModificationIndicator	M	U, D	U - Update biography D – Delete, Unpublish Biography

5.1.22.6 Message sort

There is no specific sorting for this message.



5.1.23 NOC/NPC Biography Import

5.1.23.1 Description

The NOC/NPC Biography Import is a message containing the biography of one NOC/NPC.

The message resets the previous NOC/NPC Biography Import information. There is only one biography per message.

5.1.23.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Organisation's external ID Biography. This ID will start with "N".
DocumentType	DT_BIO_NOC_IMP	NOC/NPC Biography Import
Version	1...V	Refer to the ODF header definition
Language	CC @Language	3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.23.3 Trigger and Frequency

Message is provided to the OCOG some months before games.

5.1.23.4 Message Structure

It has the same attributes and elements as in the NOC/NPC Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*). See the next chapter.

5.1.23.5 Message Values

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Organisation	ExternalCode	M	S(20) with no leading zeroes	Organisation's Biography external ID. It is the same as in the @DocumentCode header's attribute. This ID starts with "N".
	Name	M	S(20)	Organisation Name

5.1.23.6 Message sort

There is no specific sorting in the message.



5.1.24 Horse's Biography

5.1.24.1 Description

The Horse's Biography message contains the Horse information.

The message resets the previous Horse's information. There is only one Horse per message.

5.1.24.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	EQ0000000	Message used only in Equestrian
DocumentSubCode	S(20) with no leading zeroes	Horse's ID
DocumentType	DT_BIO_HOR	Horse's Biography
Version	1...V	Refer to the ODF header definition
Language	CC @Language	It is a 3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.24.3 Trigger and Frequency

These messages will be available the first day of the press operations, including the complete bulk information known up to that moment

5.1.24.4 Message Structure

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

The elements that are optional in this message are:

Optional message elements



GInterest

Competition					
	Code				
	Horse				
		Code			
		Organisation			
		Sex			
		Current			
		Height			
		CountryofBirth			
		Dam			
		StudBook			
		Breeder			
		FormerName			
		FormerRider			
		ModificationIndicator (see Table Note)			
		ExternalCode (*)			
		Name (*)			
		YearBirth (*)			
		Passport (*)			
		ColourCode (*)			
		BreedCode (*)			
		Sire (*)			
		Owner (*)			
		SecondOwner (*)			
		Groom (*)			
		Language			
			Language		
			GInterest (0,1)		
				MajorAchievements	
					-
		Discipline (*)			
			Code (*)		

Table Note: "Horse's Biography" and "Horse's Biography Update" share the same message structure and attributes, except for the ModificationIndicator attribute, which is specific of the "Horse's Biography Update" message. (*) Field needed when the message is used to import data into the Info Diffusion System.

5.1.24.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Horse	Code	M	S(20) with no leading zeroes	Horse's ID
	Organisation	M	CC @Organisation	Horse's organisation
	Sex	M	CC @HorseSex	Horse's sex.
	Height	O	N(3) 999	Height in cms
	CountryofBirth	O	CC @Country	Country ID of Birth
	Dam	O	S(25)	Dam Name
	StudBook	O	S(120)	Stud book Name
	Breeder	O	S(120)	Breeder Name
	FormerName	O	S(120)	Former Name
	FormerRider	O	S(120)	Former Rider Name



Element	Attribute	M/O	Value	Comments
Horse /Language	Language	M	CC @Language	Language code
Horse /Language /GInterest /MajorAchivements	-	O	Free text	RTF Text with Major Achivements

5.1.24.6 Message sort

There is no specific sorting for this message



5.1.25 Horse's Biography Update

5.1.25.1 Description

The Horse's Biography Update message is analogous to the Horse's Biography message, but to update previous content.

5.1.25.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	EQ0000000	Only for Equestrian
DocumentSubCode	S(20) with no leading zeroes	Horse's ID
DocumentType	DT_BIO_HOR_UPDATE	Horse's Biography Update
Version	1...V	Refer to the ODF header definition
Language	CC @Language	It is a 3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.25.3 Trigger and Frequency

Trigger any time there has been a biography modification or biography's delete / unpublish.

5.1.25.4 Message Structure

The message's structure is the same as the Horse's Biography message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.1.25.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Horse	ModificationIndicator	M	U, D	U - Update biography D - Delete, Unpublish Biography



5.1.25.6 Message sort

There is no specific sorting for this message



5.1.26 Horse's Biography Import

5.1.26.1 Description

The Horse's Biography Import is a message containing the biography of one Horse.

The message resets the previous Horse's Biography Import information. There is only one biography per message.

5.1.26.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(20) with no leading zeroes	Horse's external ID Biography. This ID will start with "H".
DocumentType	DT_BIO_HOR_IMP	Horse's Biography Import
Version	1...V	Refer to the ODF header definition
Language	CC @Language	It is a 3-letter code to identify the language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.26.3 Trigger and Frequency

Message sent some months before games.

5.1.26.4 Message Structure

It has the same attributes and elements as in the NOC/NPC Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*). See the next chapter.

5.1.26.5 Message Values

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Horse	ExternalCode	M	S(20) with no leading zeroes	Horse's external ID biography. It is the same as in the @DocumentCode header's attribute. This ID will start with "H".
	Name	M	S(25)	Horse's name in upper case.
	YearBirth	M	N(4) 9999	Horse's year of birth.
	Passport	O	S(12)	Horse's passport. Send if the information is available
	ColourCode	O	CC @HorseColour	Horse's colour code. Send if the information is available
	BreedCode	O	CC @HorseBreed	Horse's breed code. Send if the information is available
	Sire	O	S(25)	Horse's sire. Send if the information is available. The content is in upper case.
	Owner	O	S(35)	Horse's first owner. Send if the information is available. The content is in upper case.
	SecondOwner	O	S(35)	Horse's second owner. Send if this information is available. The content is in upper case.
	Groom	O	S(35)	Horse's groom. Send if the information is available. The content is in upper case.
Horse /Discipline	Code	M	CC @Discipline	Discipline code

5.1.26.6 Message sort

There is no specific sorting for this message



5.1.27 Breaking News Document

5.1.27.1 Description

The Breaking News Document message contains individual breaking news.

The message resets the previous breaking news. Each message includes one breaking news document.

5.1.27.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message
DocumentSubCode	Numeric	Breaking News' ID
DocumentType	DT_BNW	Breaking News Document
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.27.3 Trigger and Frequency

Trigger every time that the document is published.

5.1.27.4 Message Structure

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

Competition				
	Code			
	Document			
		Parent		
		ModificationIndicator (see Table Note)		
		Title		
			-	



Table Note: "Breaking News Document" and "Breaking News Document Update" share the same message structure and attributes, except for the ModificationIndicator attribute, which is specific of the "Breaking News Document Update" message.

5.1.27.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Document	Parent	M	Numeric ³	Parent's ID. If the report has no parent ID then it takes value 0. Only applicable if language <> ENG then the Parent ID = ID of ENG document.
Document/Title	-	M	S(100)	Text describing Document Title

5.1.27.6 Message sort

There is no specific sorting for this message.

³ Parent: Breaking News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubCode of the English version for translated messages. Example: English version → DocumentSubCode ="1230", then French translation → @Parent="1230"



5.1.28 Breaking News Document Update

5.1.28.1 Description

The Breaking News Document Update message is analogous to a Breaking News Document message, but to update previous information.

The updating actions will be delete (unpublish). If one Document is delete (unpublish), all others Breaking News Documents having it as Parent will be also delete (unpublish).

5.1.28.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message
DocumentSubCode	Numeric	Breaking News' ID
DocumentType	DT_BNW_UPDATE	Breaking News Document Update
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.28.3 Trigger and Frequency

Breaking News update document will be send every time that this document is unpublish.

5.1.28.4 Message Structure

The structure of the Breaking News Document Update message is the same as the Breaking News Document message, but adding the attribute ModificationIndicator, which is detailed in the next section.

The elements Title and Body are not required, either.

5.1.28.5 Message Values

All message attributes are the same as in the Breaking News Document message, but including the attribute defined below

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	M	D	D – Delete (Unpublish) Breaking News Document

5.1.28.6 Message sort

There is no specific sorting for this message.



5.1.29 News Document

5.1.29.1 Description

The News Document message contains individual news.

The message resets the previous news. Each message includes one news document.

5.1.29.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD – Discipline associated to the document
DocumentSubCode	Numeric	News' ID
DocumentType	DT_NEWS	News Document
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.29.3 Trigger and Frequency

Trigger every time that a news document is published.

5.1.29.4 Message Structure

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

Competition				
	<i>Code</i>			
	Document			
		<i>Parent</i>		
		<i>ExternalCode</i>		
		<i>Category</i>		
		<i>CategoryName</i>		



		<i>Item</i>		
		<i>ItemName</i>		
		<i>ModificationIndicator</i> (see Table Note)		
		Event (0,1)		
			<i>Gender</i>	
			<i>Event</i>	
		Title		
			-	
		Body		
			-	

Table Note: "News Document" and "News Document Update" share the same message's structure and message's attributes, except for the ModificationIndicator attribute, which is specific of the "News Document Update" message.

5.1.29.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
	Parent	M	Numeric ⁴	Parent's ID If the report has no parent ID then it takes value 0
	ExternalCode	O	S(10)	External Identifier for the News article. This is only Mandatory for DT_NEWS_IMP
	Category	M	CC @Category	Code of application Criteria level 1
	CategoryName	M	S(40)	Category Name
	Item	M	CC @Item	Code of application Criteria level 2
	ItemName	M	S(40)	Item Name
Document/Event	Gender	M	CC@Gender	Discipline Gender ID
	Event	M	CC@Event	Event ID
Document/Title	-	M	S(100)	Text describing Document Title
Document/Body	-	M	Free text ⁵	RTF text containing the Body of the HTML article.

5.1.29.6 Message sort

There is no specific sorting for this message.

⁴ Parent: News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubCode of the English version for translated messages. Example: English version → DocumentSubCode ="1230", then French translation → @Parent="1230"

⁵ Codified in UTF-8.



5.1.30 News Document Update

5.1.30.1 Description

The News Document Update message is analogous to the News Document message, but to update previous information.

The updating actions will be update (modify) or delete (unpublish). If one document is delete (unpublish), all others News Documents that have it as Parent will be also delete (unpublish).

5.1.30.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD – Discipline associated to the document
DocumentSubCode	Numeric	News' identifier
DocumentType	DT_NEWS_UPDATE	Type of NEWS documents
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.30.3 Trigger and Frequency

Trigger every time that a News Document is update (modify) or delete (unpublish).

5.1.30.4 Message Structure

The structure of the News Document Update message is the same as the News Document message, but adding the attribute ModificationIndicator, which is detailed in the next section.

The elements Event, Title and Body are not required for delete (unpublish).

5.1.30.5 Message Values

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



Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	M	U, D	U - Update News Document D – Delete (Unpublish) News document

5.1.30.6 Message sort

There is no specific sorting for this message.



5.1.31 News Document Import

5.1.31.1 Description

The News Document Import is a message containing an individual News Document.

The message resets the previous News Document Import information. There is only one News Document per message.

5.1.31.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	Numeric	News' identifier
DocumentType	DT_NEWS_IMP	News Document Import
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.31.3 Trigger and Frequency

Trigger during operation period.

5.1.31.4 Message Structure

The structure of the News Document Import message is the same as the News Document message.

5.1.31.5 Message Values

All message attributes are the same as the news document message

5.1.31.6 Message sort

There is no specific sorting for this message.



5.1.32 Transport Document (Shuttle Service)

5.1.32.1 Description

The Transport Document (Shuttle Service) message contains individual shuttle services' information.

The message resets the previous shuttle service data. Each message includes one shuttle service.

5.1.32.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0TTT000	TTT – Type of Shuttle Service (ATH, OFF, MED)
DocumentSubCode	Numeric	Shuttle Service's identifier
DocumentType	DT_TRS	Transport Document
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.32.3 Trigger and Frequency

Trigger every time that a shuttle service is published.

5.1.32.4 Message Structure

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

Competition				
	Code			
	Document			
		Parent		
		ShuttleServiceType		
		ShuttleServiceTypeName		
		LineIdentifier		



		AssociatedVenue (0..N)		
			Code	
		ModificationIndicator (see Table Note)		
		Title		
			-	
		Body		
			-	

Table Note: "Transport Document (Shuttle Service)" and "Transport Document Update (Shuttle Service)" share the same message 's structure and attributes, except for the ModificationIndicator attribute, which is specific of the "Transport Document Update (Shuttle Service)" message.

5.1.32.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Document	Parent	M	Numeric ⁶	Parent's ID. If the report has no parent, 0
	ShuttleServiceType	M	CC @ShuttleServiceType	Code of Shuttle Services Type
	ShuttleServiceTypeName	M	S(40)	Shuttle Service Type Name
	LineIdentifier	M	S(10)	Shuttle Service's ID
AssociatedVenue	Code	M	CC @Venue	Venue code for a venue associated to the Shuttle Service
Document/Title	-	M	S(100)	Text describing Document Title
Document/Body	-	M	Free text ⁷	RTF text containing the Body of the HTML article.

5.1.32.6 Message sort

There is no specific sorting for this message.

⁶ Parent: Shuttle Service documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubCode of the English version for translated messages. Example: English version → DocumentSubCode ="1230", then French translation → @Parent="1230"

⁷ Codified in UTF-8.



5.1.33 Transport Document Update (Shuttle Service)

5.1.33.1 Description

The Transport Document Update (Shuttle Service) message is analogous to the Transport Document Update (Shuttle Service) message, but to update previous information.

The updating actions will be delete (unpublish) or modify (update). If one Document is delete (unpublish), all others Shuttle Services having it as Parent will be also delete (unpublish).

5.1.33.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0TTT000	TTT – Type of Shuttle Service (ATH, OFF, MED)
DocumentSubCode	Numeric	Shuttle Service's ID
DocumentType	DT_TRS_UPDATE	Transport Document Update
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.33.3 Trigger and Frequency

Trigger every time that a shuttle service is update (modify) or delete (unpublish).

5.1.33.4 Message Structure

The structure of the Transport Document Update (Shuttle Service) message is the same as the Transport Document Update (Shuttle Service) message, but adding the attribute ModificationIndicator, which is detailed in the next section.

The elements Title and Body are not required for delete (unpublish).



5.1.33.5 Message Values

All message attributes are the same as for the Transport Document message (Shuttle Service), but including the attribute defined below

Element	Attribute	M/O	Value	Comments
Document	ModificationIndicator	M	U, D	U - Update (modify) shuttle service D – Delete (unpublish) shuttle service

5.1.33.6 Message sort

There is no specific sorting for this message.



5.1.34 Transport Document Import (Shuttle Service)

5.1.34.1 Description

The Transport Document Import (Shuttle Service) is a message containing an individual Transport Document (Shuttle Service).

The message resets the previous Transport Document Import (Shuttle Service). There is only one Transport Document Import (Shuttle Service) per message.

5.1.34.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	Numeric	Shuttle Service's ID.
DocumentType	DT_TRS_IMP	Type of Transport documents
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.1.34.3 Trigger and Frequency

Trigger during operation period, and some days before the operation starts.

5.1.34.4 Message Structure

The structure of the Transport Document Import (Shuttle Service) message is the same as the Transport Document Import (Shuttle Service).

5.1.34.5 Message Values

All message attributes are the same as the Transport Document Import (Shuttle Services) ones.

5.1.34.6 Message sort

There is no specific sorting for this message.



5.1.35 Extended Start List

5.1.35.1 Description

The Extended Start List is a message containing the list of competitors for one particular event unit with additional information for each competitor. Competitors could be individual athletes, teams or team members.

It is a generic message for all sports, including as much generic information as possible, considering different types of disciplines and events can have substantial differences (e.g.: mass start lists, line-ups, etc.).

The mandatory attributes and elements defined in this message will have to be used by all the sports. Each ODF Sport Data Dictionary will refine the details of this message with the peculiarities of the discipline.

5.1.35.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit
DocumentType	DT_ESL	Extended Start List
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.35.3 Trigger and Frequency

Trigger when all the competitors for one particular event unit are known.

For team events, trigger this message when the teams are available for the event unit, and for some disciplines afterwards when team members are also known.

Trigger also after any major change.

If there is any sport-specific requirement, it is detailed in each of the ODF Sport Data Dictionaries.



5.1.35.4 Message Structure

The message structure of the Extended Start List is the same as the Start List message, but adding the element ExtCompetitor as optional in the elements Start/Competitor and Start/Competitor/Composition/Athlete (detailed in the next section).

Competition						
	<i>Code</i>					
	PhaseInfos (0,1)					
		PhaseInfo (1..N)				
			<i>Type</i>			
			<i>Code</i>			
			<i>Pos</i>			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1..N)		
					<i>Type</i>	
					<i>Code</i>	
					<i>Pos</i>	
					<i>Value</i>	
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			<i>StartDate</i>			
		UnitInfo (0..N)				
			<i>Type</i>			
			<i>Code</i>			
			<i>Pos</i>			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1..N)		
					<i>Type</i>	
					<i>Code</i>	
					<i>Pos</i>	
					<i>Value</i>	
			Competitor (0,N)			
				<i>Organisation</i>		
				<i>Order</i>		
				Composition (0,1)		
					Athlete	
						<i>FamilyName</i>
						<i>GivenName</i>
	Officials (0,1)					
		Official (1..N)				
			<i>Code</i>			
			<i>Function</i>			
			<i>Order</i>			
			ExtOfficial (0,1)			
				<i>Type</i>		
				<i>Code</i>		
				<i>Pos</i>		
				<i>Value</i>		
	Start (0..N)					
		<i>StartOrder</i>				
		<i>SortOrder</i>				
		Competitor				
			<i>Code</i>			
			<i>Type</i>			
			<i>Bib</i>			
			ExtCompetitor (0,1) (see Table Note)			
			ExtResults (0,1) (see Table Note)			
				-		
			Coaches (0,1)			
				Coach (1..N)		
					<i>Code</i>	
					<i>Function</i>	



					Order	
			EventUnitEntry (0..N)			
				Type		
				Code		
				Pos		
				Value		
			Composition (0,1)			
				Athlete (1..N)		
				Code		
				Order		
				Bib		
				ExtCompetitor (0,1) (see Table Note)		
				ExtResults (0,1) (see Table Note)		
				Club (0,1)		
				Coach (0,1)		
					-	
				EventUnitEntry (0..N)		
					Type	
					Code	
					Pos	
					Value	

Table Note: "Start List" and "Extended Start List" share the same message's structure and attributes, except for the ExtCompetitor, ExtResults, Club and Coach_ID (these two last only for Athletes) elements. These are specific elements of the "Extended Start List" message.

5.1.35.5 Message Values

All message attributes are the same as the Start List message, but including the attribute defined below.

Element	Attribute	M/O	Value	Comments
Start /Competitor/ ExtCompetitor	-	O	Free Text	Team's extended information.
Start /Competitor/ ExtResults	-	O	Free Text	Team's extended results information.
Start /Competitor /Composition /Athlete / ExtCompetitor	-	O	Free Text	Athlete or team member's extended information.
Start /Competitor /Composition /Athlete / ExtResults	-	O	Free Text	Athlete or team member's extended Results information.
Start /Competitor /Composition /Athlete / Club	-	O	Free Text	Athlete or team member's club name.
Start /Competitor /Composition /Athlete / Coach_ID	-	O	Free Text	Athlete or team member's coach ID.

5.1.35.6 Message sort

Sort according to Start @SortOrder attribute used to sort the results (more detail in each of the ODF Sport Data Dictionaries), and other @Order attributes if used for each of the disciplines.



5.1.36 Pictures

5.1.36.1 Description

The Pictures message contains pictures of athletes, coaches or officials.

5.1.36.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all messages
DocumentSubCode	S(20) with no leading zeroes	Participant's ID (for an athlete, coach or official)
DocumentType	DT_PIC	Picture message
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.36.3 Trigger and Frequency

Trigger the first day of the press operations, and after any major change.

5.1.36.4 Message Structure

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

Competition			
	Code		
	Picture		
		ModificationIndicator (see Table Note)	
		-	

Table Note: "Picture" and "Picture Update" share the same message's structure and message attributes, except for the ModificationIndicator attribute, which is specific of the "Picture Update" message.

5.1.36.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Picture	-	M	Free Text	The Picture element has a body consisting of one Base64-encoded report as a png file

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

5.1.36.6 Message sort

There is no message sorting requirement for this message.



5.1.37 Pictures Update

5.1.37.1 Description

The Pictures Update message is analogous to the Pictures message, but to update previous information.

The updating actions will be delete or update.

5.1.37.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000000	Global message for all messages
DocumentSubCode	S(20) with no leading zeroes	Participant's ID (athlete, coach or official)
DocumentType	DT_PIC_UPDATE	Update picture message
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.1.37.3 Trigger and Frequency

Trigger when there is an update/delete of the picture.

5.1.37.4 Message Structure

The structure of the Pictures Update message is the same as the Pictures message, but adding the attribute ModificationIndicator, which is detailed in the next section.

5.1.37.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Picture	ModificationIndicator	M	U, D	U - Update Picture D – Delete Picture

5.1.37.6 Message sort

There is no specific sorting for this message.



5.1.38 Notification message

5.1.38.1 Description

The Notification message contains a notification about the availability of an online document.

5.1.38.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	S(9)	Document Code of the online document that is being notified.
DocumentSubcode	S(10)	Document Subcode of the online document that is being notified.
DocumentType	DT_NOTIFICATION	Picture message
DocumentSubtype	S(50)	Concatenation of the Document Type and Document Subtype attributes of the online document that is being notified. This is needed to preserve the Key of the message.
Version	1...V	Version of the online document that is being notified.
FeedFlag	"P"-Production "T"-Test	FeedFlag of the online document that is being notified.
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
Venue	CC @VenueCode	Venue of the online document that is being notified.
Serial	Numeric	Serial of the online document that is being notified.

5.1.38.3 Trigger and Frequency

Trigger of this message is after the reception of the original message that is made available online.

5.1.38.4 Message Structure

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

Competition		
	<i>Code</i>	
	DirectLink	
		<i>Link</i>
		<i>DocumentType</i>
		<i>DocumentSubtype</i>

5.1.38.5 Message Values

Element	Attribute	M/O	Value	Comments
---------	-----------	-----	-------	----------



Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
DirectLink	Link	M	S(255)	URL of the link to the document
	DocumentType	M	S(30)	DocumentType of the original message
	DocumentSubtype	O	S(20)	DocumentSubtype of the original message

5.1.38.6 Message sort

There is no message sorting requirement for this message.



5.1.39 Schedule and Results by NOC

5.1.39.1 Description

The “Schedule and Results by NOC” message contains this information for a NOC on a single competition day (between the global GM & GN of the day). It only contains competition activities (Phase Type=Competition).

It increments its content as more events units are completed by the NOC during the day, and it always includes all data for the day. The arrival of the message resets the entire previous “Schedule and Results by NOC” information.

The message is by NOC, each message is related to only one NOC and day. Several disciplines may appear in a single message.

Information includes only competitors of the current NOC or all competitors in the case an event unit is Head to Head. It also includes competitors defined as group (Competitor Type = Group). At this case, a group is treated as individual competitors and only includes the athletes of the specific NOC.

The message does not include information about horses (Competitor Type = Horses), Records, Coaches, Period Results and Actions.

5.1.39.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	GL0000Ydd	Global message for all disciplines (sent at daily level, where dd is the Day)
DocumentSubcode	NOC Code	
DocumentType	DT_SCHED_RES_NOC	Schedule and Results by NOC
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition



5.1.39.3 Trigger and Frequency

This message is sent multiple times daily after “Global good morning” message has been sent (only for current logical date). The exact frequency is determined at a given competition.

5.1.39.4 Message Structure

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



Competition											
	Code										
	Discipline (1..N)										
		Code									
		Gender (1..N)									
			Code								
			Event (1..N)								
				Code							
				Phase (1..N)							
					Code						
					Type						
					Unit (1..N)						
						Code					
						Status					
						StartDate					
						EstimatedStartDate					
						EndDate					
						EstimatedEndDate					
						Medal					
						Venue					
						Location					
						SessionType					
						EstimatedStartText (0..N)					
							Language				
							Value				
						ItemName (0,N)					
							Language				
							Value				
						VenueDescription					
							VenueName				
							LocationName				
						Result (0..N)					
							Rank				
							RankEqual				
							ResultType				
							Result				
							IRM				
							QualificationMark				
							WLT				
							SortOrder				
							StartOrder				
							StartSortOrder				
							Competitor				
								Code			



								Type			
								Bib			
								Organisation			
								Description (0..1)			
									TeamName		
									IFld		
								Composition (0..1)			
									Athlete (1..N)		
										Code	
										Order	
										Bib	
										Class	
										Description	
										GivenName	
										FamilyName	
										Gender	
										Organisation	
										BirthDate	
										IFld	



5.1.39.5 Message Values

The values of the attributes of Result are the same as defined in the Start List and Event Unit Results messages.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Competition's ID
Discipline	Code	M	CC @Discipline	Discipline Code
Gender	Code	M	CC @DisciplineGender	Discipline Gender Code
Event	Code	M	CC @Event	Event ID
Phase	Code	M	CC @Phase	Phase ID
	Type	M	CC @PhaseType	Include the phase type only for competition and official training phases
Unit	Code	M	CC @Unit	Unit ID
	Status	M	CC @UnitStatus	Unit Status
	StartDate	O	DateTime	Start date. Optional, because it is meaningless for some Unit@Status, such as for cancelled, postponed. <i>Example:</i> 2006-02-26T10:00:00+01:00
	EstimatedStartDate	O	Boolean	'true' if StartDate (scheduled start time) is an estimation. 'false' if StartDate (scheduled start time) is not an estimation. Start times of some units depend on the completion of previous ones, where duration is not exact. In this case, the start time is set to estimated. When the previous event unit finishes, then this flag is always set to false. Optional because it is not sent if @StartDate is not sent
	EndDate	O	DateTime	End date. Optional, because it is meaningless for some Unit@Status, such as for cancelled, postponed. <i>Example:</i> 2006-02-26T10:00:00+01:00



Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	O	Boolean	<p>'true' if EndDate scheduled end time is estimation.</p> <p>'false' if EndDate scheduled end time is not an estimation.</p> <p>Some event units have a scheduled end time well defined. However, some event units have a scheduled end time quite variable (i.e.: some press conferences, etc.). When the scheduled end time is finally known, this flag is always set to false.</p> <p>Optional because it is not sent if @StartDate is not sent.</p>
	Medal	M	CC @UnitMedalType	Gold medal event unit, bronze medal event unit, or no medal event unit
	Venue	M	CC @VenueCode	Venue where the unit takes place
	Location	M	CC @Location	Location where the unit takes place
	SessionType	O	CC@SessionType	Session type of the Event Unit (i.e. Morning, Afternoon)
Unit/ EstimatedStartText	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(20)	Text that explains when the Start Time is in the case that StartDate is an estimation (i.e. "After M.1")
Unit/ ItemName	Language	M	CC @Language	Code Language of the @Value
	Value	M	S(40)	Unit name
Unit/ VenueDescription	VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
	LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.
Result	Rank	O	Text	Rank of the competitor in the result.
	RankEqual	O	Y or N	Equalled rank indicator. Only Y value has sense in PiT messages.
	ResultType	O	<i>Same as in the Event Unit Results message for each discipline</i>	Type of the @Result attribute



Element	Attribute	M/O	Value	Comments
	Result	O	<i>Same as in the Event Unit Results message for each discipline</i>	The result of the competitor in the event unit
	IRM	O	<i>Same as in the Event Unit Results message for each discipline</i>	The invalid rank mark, in case it is assigned
	QualificationMark	O	<i>Same as in the Event Unit Results message for each discipline</i>	Indication of the qualification of the competitor for the next round of the competition
	WLT	O	<i>Same as in the Event Unit Results message for each discipline</i>	In head to head units: W-Won L-Lost T-Tied
	SortOrder	O	<i>Same as in the Event Unit Results message for each discipline</i>	Used to sort all results in an event unit. Prior to the competition it is the same as StartSortOrder.
	StartOrder	O	<i>Same as in the Start List message for each discipline</i>	Competitor's start order
	StartSortOrder	M	<i>Same as the SortOrder in the Start List message for each discipline</i>	Used to sort all start list competitors in an event unit
Result /Competitor (Competitor related to one event unit result)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T,A, G	T - Team A - Athlete G - Group
	Bib	O	<i>Same as in the Start List message for each discipline</i>	Bib number
	Organisation	M	NOC Code	
Result /Competitor /Description	TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
	IFId	O	S(16)	International Federation ID
Result /Competitor Composition /Athlete	Code	M	S(20) with no leading zeroes	Athlete's ID (team member or individual athlete)
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
	Bib	O	<i>Same as in the Start List message for each discipline</i>	Bib number
	Class	O	CC@SportClass	Code to identify the sport class of the athletes with a disability (e.g. Paralympic Games)
Result /Competitor Composition	GivenName	O	S(25)	Given name in WNPA format (mixed case)



Element	Attribute	M/O	Value	Comments
/Athlete /Description	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	Gender	M	CC @PersonGender	Gender of the athlete
	Organisation	M	CC @Organisation	Athletes' organisation
	BirthDate	O	Date	Birth date (example: YYYYMMDD). Must include if the data is available
	IFId	O	S(16)	International Federation ID

5.1.39.6 Message sort

Unit @StartDate is the attribute used to sort the Units.

Result @SortOrder will be the attribute used to sort the results. This attribute is refined in each of the ODF Sport Data Dictionaries.



5.2 Sport Messages

5.2.1 Overall perspective

5.2.1.1 List of Messages

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

Message Type	Message name
DT_START_LIST	Start List
DT_RESULT	Event Unit Results
DT_PHASE_RESULT	Phase Results
DT_CUMULATIVE_RESULT	Cumulative Results
DT_POOL_STANDING	Pool standings of group in a team competition
DT_RANKING	Event Final ranking
DT_STATS	Statistics table
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_RECORD	Records
DT_COMMUNICATION	Official Communication
DT_BRACKETS	Brackets
DT_GM	Discipline/venue good morning
DT_GN	Discipline/venue good night
DT_FED_RANKING	Federation ranking
DT_CONFIG	Discipline configuration
DT_WEATHER	Event Unit Weather conditions
DT_SERIAL	List of Current PiT Serial
DT_PHOTOFINISH	Photofinish
DT_PRESSPHOTOFINISH_LK	Press Photo finish
DT_PLAY_BY_PLAY	Play by Play

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

The following situations can occur:

- Situation 1:

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

- Situation 2:



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

▪ Situation 3:

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

▪ Situation 4:

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

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

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

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

Redefinition (in Message Type vs. Message Parts)	Trigger and Frequency	Message Structure (message elements)	Message Values (message attributes)
DT_START_LIST	O	O	O
DT_RESULT	O	O	O
DT_PHASE_RESULT	O	O	O
DT_CUMULATIVE_RESULT	O	O	O
DT_POOL_STANDING	O	O	O
DT_BRACKETS		O	O
DT_STATS	M	M	
DT_RECORD		O	
DT_RANKING	O	O	O
DT_COMMUNICATION			



DT_CONFIG		O	O
DT_FED_RANKING	M	O	O
DT_WEATHER	O	O	O
DT_MEDALLISTS	O		
DT_MEDALLISTS_DISCIPLINE			
DT_GM			
DT_GN			
DT_SERIAL			
DT_PHOTOFINISH			
DT_PRESSPHOTOFINISH_LK			
DT_PLAY_BY_PLAY	M	O	O

M For mandatory definition

O For optional definition

Blank when the definition is the same that the general definition

5.2.1.2 PiT Messages definition

There are two types of ODF-PiT messages:

- Control messages: DT_GM, DT_GN, DT_SERIAL
- Content messages: Rest of Messages

5.2.1.3 PiT message triggers

Every message will define the general rule for its triggers.

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



5.2.2 Start List

5.2.2.1 Description

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

The Start List is a mandatory message for all disciplines.

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

5.2.2.2 Header Values

5.2.2.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	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_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.



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

5.2.2.3 Trigger and Frequency

5.2.2.3.1 PiT Triggers

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

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

Trigger also after any major change.



5.2.2.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	<i>Code</i>					
	PhaseInfos (0,1)					
		PhaseInfo (1,N)				
			Type			
			Code			
			Pos			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1,N)		
					Type	
					Code	
					Pos	
					<i>Value</i>	
	UnitInfos (0,1)					
		UnitDateTime (0,1)				
			<i>StartDate</i>			
		UnitInfo (0,N)				
			Type			
			Code			
			Pos			
			<i>Value</i>			
			Extensions (0,1)			
				Extension (1,N)		
					Type	
					Code	
					Pos	
					<i>Value</i>	
			Competitor (0,N)			
				<i>Organisation</i>		



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
				Order		
				Composition (0,1)		
					Athlete (1,N)	
						FamilyName
						GivenName
	Officials (0,1)					
		Official (1,N)				
			Code			
			Function			
			Order			
			ExtOfficial (0,N)			
				Type		
				Code		
				Pos		
				Value		
	Start (0,N)					
		StartOrder				
		SortOrder				
		Competitor				
			Code			
			Type			
			Bib			
			Coaches (0,1)			
				Coach (1,N)		
					Code	
					Function	
					Order	
			EventUnitEntry (0,N)			
				Type		
				Code		
				Pos		
				Value		
			Composition (0,1)			
				Athlete (1,N)		



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



5.2.2.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

PhaseInfos' Extensions.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitDateTime

Scheduled start date and time.

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

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Competitor

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

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

UnitInfos /UnitInfo /Competitor /Composition /Athlete

Used when the UnitInfo is related to a person or team member.

It will be sent FamilyName and GivenName because, in many cases, the person related to the UnitInfo is not an athlete.

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



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

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

Officials /Official

Official associated to the event unit.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Official's code
Function	M	See table comment	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	See table comment	Official's order (if the discipline specificity required it).

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

Officials /Official /ExtOfficial

Official's extended information.

Type	Code	Pos	Value	Description
See sport specific definition				

Start

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

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

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

Start /Competitor

Competitor participating in the event unit

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

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes, TBD, BYE or Code	Competitor's ID TBD is sent when the competitor is not known. BYE is sent when no competitor is available Code of the Group (when Type="G")
Type	M	T,A,G	T for team



Attribute	M/O	Value	Comments
			A for athlete G for groups that are not a team
Bib	O	See table comment	Team's bib number (Competitor @Type should be T).

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

Start /Competitor /Coaches /Coach

Competitor's coach.

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

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

Start /Competitor /EventUnitEntry

Type	Code	Pos	Value	Description
See sport specific definition				

Start /Competitor /Composition /Athlete

Athlete or team member's extended information.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	N/A
Bib	O	See table comment	Individual athlete's bib number (if Competitor @Type="A" or team member's bib number (if Competitor @Type="T" or "G").

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

Start /Competitor /Composition /Athlete /EventUnitEntry

Team member or individual athlete's event unit entry.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.2.6 Message Sort

The message is sorted by the Start@SortOrder attribute.



5.2.3 Event Unit Results

5.2.3.1 Description

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

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

5.2.3.2 Header Values

5.2.3.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	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 Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RESULT	Event Unit Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate, interim, partial). "OFFICIAL" / "UNOFFICIAL" / "INTERMEDIATE" / "INTERIM" / "PARTIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
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.



Attribute	Value	Comment
		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases in result messages (for example TIE BREAK in GA,...) because there are a lot of data.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue. In the case of RT transmission, this attribute contains the last PiT message Serial number in order to ensure that RT information is processed over the last PiT information

5.2.3.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	MillisTime	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).



Attribute	Value	Comment
		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
RTSerial	Numeric	Incremental and unique sequence number for ODF-RT messages.
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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</p>

5.2.3.3 Trigger and Frequency

5.2.3.3.1 PiT Triggers

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

Trigger also after any major change.

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

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

5.2.3.3.2 RT Triggers

For ResultStatus LIVE_UPDATE each ODF Sport Data dictionary defines the sport specific triggers.

For other ResultStatus applies the general triggers definition.



5.2.3.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	Code								
	PhaseInfos (0,1)								
		PhaseInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
	UnitInfos (0,1)								
		UnitDateTime (0,1)							
			StartDate						
			EndDate						
		UnitInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					Value				
			Competitor (0,N)						



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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Competitor (0,N)						
				Code					
				<i>Type</i>					
				<i>Role</i>					
				<i>Order</i>					
				Composition (0,1)					
					Athlete (1,N)				
						Code			
						<i>Order</i>			
						<i>Role</i>			
	Result (1,N)								
		<i>Rank</i>							
		<i>RankEqual</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>WLT</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>						
			<i>Bib</i>						
			EventUnitEntry (0,1)						
				Type					
				Code					
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Code				
					Pos				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							<i>Value</i>		
			Stats (0,1)						
				Stat (1,N)					
					Type				
					Code				
					Pos				
					<i>Value</i>				
					ExtendedStat (0,N)				
						Code			
						Type			
						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>		
							Extensions (0,1)		
								Extension (1,N)	



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>
					Stats (0,1)				
						Stat (1,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							ExtendedStat (0,N)		
								<i>Code</i>	
								<i>Type</i>	
								<i>Pos</i>	
								<i>Value</i>	



5.2.3.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Phase info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

Extensions of PhaseInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitDateTime

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

This element is just for PIT.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
StartDate	O	DateTime	Actual start date-time. For multi-day units, the start date-time is on the first day. Not needed for Real Time.	N	Not needed for Real Time
EndDate	O	DateTime See table comment	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL) Not needed for Real Time.	N	Not needed for Real Time

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

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /Unitinfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Competitor

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Organisation	O	CC @Organisation	Organisation's ID	N	When available
Order	O	N(3)	Order of the competitor associated to	N	When



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			the UnitInfo, if more than one competitor associated. Do not send otherwise		available

UnitInfos /UnitInfo /Competitor /Composition /Athlete

Used when the UnitInfo is related to a person or a team member.

It will be sent FamilyName and GivenName because, in many cases, the person related to the UnitInfo is not an athlete.

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

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

Periods /Period

Period in which the event unit message arrives.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	See table comment	Period's code	N	When available
HomeScore	M	See table comment	Overall score of the home competitor at the end of the period	N	When available
AwayScore	M	See table comment	Overall score of the away competitor at the end of the period	N	When available
HomePeriodScore	O	See table comment	Score of the home competitor just for this period	N	When available
AwayPeriodScore	O	See table comment	Score of the away competitor just for this period	N	When available
Duration	O	See table comment	Duration of the period	N	When available

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

Periods /Period /ExtendedPeriods /ExtendedPeriod

ExtendedPeriod information.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitActions /UnitAction

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	See table	UnitAction's Code	N	When



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

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

UnitActions /UnitAction /ExtendedAction

ExtendedAction information.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitActions /UnitAction /Competitor

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

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

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

UnitActions /UnitAction /Competitor /Composition /Athlete

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



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			athlete related to the action.		
Role	O	See table comment	Role of the competitor in the action	N	When available

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

Result

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Rank	O	Text See table comment	Rank of the competitor	N	Only if necessary
RankEqual	O	Y or N	It identifies if a rank has been equalled. For Pit, send just 'Y' for equalled ranks.	N	Only if necessary
Result	O	See table comment	The result of the competitor in the event unit	N	Only if necessary
IRM	O	See table comment	The invalid rank mark, in case it is assigned	N	Only if necessary
QualificationMark	O	See table comment	Indicates the qualification of the competitor for the next round of the competition	N	Only if necessary
WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game	N	Only if necessary
SortOrder	O	Numeric See table comment	Used to sort all the results of an event unit For Real Time this attribute is optional. Do not inform when the ResultType is empty. Also for Real Time, any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not (this includes ranked, none-ranked and IRM athletes/team).	N	Only if necessary
ResultType	O	See table comment	Type of the @Result attribute. In Real Time, when the ResultType attribute is sent empty that means that the Result element is not used. The message is used just to include some extended results for a particular kind of competitor. On the contrary, if ResultType is informed, and the other attributes are blank (""), it is assumed that these attributes are being reset. In Real Time, when the ResultType attribute is sent empty that means that	N	Only if necessary



Attribute	M/O	Value	Comments	RT Only	RT Trigger
			<p>the Result element is not used. The message is used just to include some extended results for a particular kind of competitor.</p> <p>On the contrary, if ResultType is informed, and the other attributes are blank (""), it is assumed that these attributes are being reset.</p>		

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

Result /RecordIndicators /RecordIndicator

Result's record indicator.

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

Result /Competitor

Competitor related to the result of one event unit.

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

Result /Competitor /EventUnitEntry

Used only in the team events.

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

Result /Competitor /ExtendedResults /ExtendedResult

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Type	Code	Pos	Value	Description
See sport specific definition				


Result /Competitor /Stats /Stat

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Stats /Stat /ExtendedStat

Extended information for the statistics.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete

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

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

Team member or individual athlete's extended result.

Type	Code	Pos	Value	Description
See sport specific definition				

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

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete /Stats /Stat

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat

Extended information for the statistics.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.3.6 Message Sort

Sort by Result @SortOrder

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



5.2.4 Phase Results

5.2.4.1 Description

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

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

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

5.2.4.2 Header Values

5.2.4.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. "OFFICIAL" / "UNOFFICIAL"
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, 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.



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

5.2.4.2.2 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 Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
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.



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.
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

5.2.4.3 Trigger and Frequency

5.2.4.3.1 PiT Triggers

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

Trigger also after any major change.

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

5.2.4.3.2 RT Triggers

For ResultStatus LIVE_UPDATE each ODF Sport Data dictionary defines the sport specific triggers.

For other ResultStatus applies the general triggers definition.



5.2.4.4 Message Structure

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

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			<i>Bib</i>						
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					<i>Type</i>				
					<i>Code</i>				
					<i>Pos</i>				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
			Composition (0,1)						
				Athlete (1,N)					
					<i>Code</i>				
					<i>Order</i>				
					<i>Bib</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1,N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>

**5.2.4.5 Message Values****Competition**

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

ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

ExtendedInfos /ExtendedInfo /Extensions /Extension

Type	Code	Pos	Value	Description
See sport specific definition				

Result

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

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

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

Result /RecordIndicators /RecordIndicator

Phase result's record indicator.

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



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

Result /Competitor

Competitor related to one phase result.

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

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

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete

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

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

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

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



Type	Code	Pos	Value	Description
See sport specific definition				

5.2.4.6 Message Sort

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



5.2.5 Cumulative Results

5.2.5.1 Description

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

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

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

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

5.2.5.2 Header Values

5.2.5.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. "OFFICIAL" / "UNOFFICIAL"
DocumentSubtype	To be defined in each ODF Data Dictionary	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase



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	<p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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</p>

5.2.5.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEE000	<p>DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event</p> <p>Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute</p>
DocumentType	DT_RT_CUMULATIVE_RESULT	Cumulative Real Time Results message
DocumentSubtype	CC @Phase or CC @Unit	<p>It is the RSC code up to the moment the cumulative message contains information:</p> <p>E.g.: DDGEEPUU would be cumulative results</p>



Attribute	Value	Comment
		up to the end of the referenced event unit E.g.: DDGEEEEP00 would be cumulative results up to the end of the referenced phase
ResultStatus	CC @ResultStatus	It indicates whether the result is live update or live full (or live Mandatory, Live Last). "LIVE_UPDATE" / "LIVE_FULL" / "LIVE_MANDATORY" / "LIVE_LAST" For Real Time, live update (for the normal operative), or live full for the resynchronization messages, as explained in chapter 6.1 and ResultStatus codes as seen in chapter 3, live 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



Attribute	Value	Comment
		processed over the last PiT information

5.2.5.3 Trigger and Frequency

5.2.5.3.1 PiT Triggers

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

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

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

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

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

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

The clarification of this sequence can be:

Case 1:

- a) Event has been complete and the results are unofficial:
 - 1. Sent DT_RESULT with ODF Version n+1 and ResultStatus =" UNOFFICIAL".
 - 2. Sent DT_CUMULATIVE_RESULT with ODF Version m+1 and ResultStatus =" UNOFFICIAL".
- b) Results are checked and signed off by referee:
 - 1. Sent DT_RESULT with ODF Version n+2 and ResultStatus =" OFFICIAL".
 - 2. Sent DT_CUMULATIVE_RESULT with ODF Version m+2 and ResultStatus =" OFFICIAL".

Case 2:

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

Trigger also after any major change.

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



5.2.5.3.2 RT Triggers

- For ResultStatus=LIVE_UPDATE:

Each data dictionary will define a set of triggers, which will be linked to a set of information to be included in the message. It should not be included data if not changed in regards to the previous data sent.

- For ResultStatus=LIVE_FULL:

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

- For ResultStatus=LIVE_MANDATORY

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

- For ResultStatus=LIVE_LAST

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



5.2.5.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	<i>Code</i>								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			<i>Value</i>						
			Extensions (0,1)						
				Extension (1,N)					
					Type				
					Code				
					Pos				
					<i>Value</i>				
	Result (1,N)								
		<i>Rank</i>							
		<i>RankEqual</i>							
		<i>ResultType</i>							
		<i>Result</i>							
		<i>IRM</i>							
		<i>QualificationMark</i>							
		<i>SortOrder</i>							
		RecordIndicators (0,1)							
			RecordIndicator (1,N)						
				<i>Order</i>					
				<i>Code</i>					
				<i>RecordType</i>					
		ResultItems							
			ResultItem (1,N)						
				Phase					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder				
					RecordIndicators (0,1)				
						RecordIndicator (1,N)			
							Order		
							Code		
							RecordType		
		Competitor							
			Code						
			Type						
			Bib						
			ExtendedResults (0,1)						
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1,N)					



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



5.2.5.5 Message Values

Competition

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

ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description
See sport specific definition				

ExtendedInfos /ExtendedInfo /Extensions /Extension

Type	Code	Pos	Value	Description
See sport specific definition				

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

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

Result /RecordIndicators /RecordIndicator

Cumulative result's record indicator.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Order	M	Numeric	Deprecated: Currently, Order is always	N	Only if



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

Result /ResultItems /ResultItem

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

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Phase	M	See table comment	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.	N	Only if necessary
Unit	O	See table comment	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.	N	Only if necessary

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

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	Text See table comment	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.	N	Only if necessary
RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.	N	Only if necessary
ResultType	O	See table comment	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem	N	Only if necessary
Result	O	See table comment	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem	N	Only if necessary
IRM	O	See table comment	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem	N	Only if necessary
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultsItems /ResultItem	N	Only if necessary
WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems	N	Only if necessary



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

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

Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator

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 event unit.	N	Only if necessary
Code	M	CC @RecordCode	Code which describes the record broken by the CumulativeResult /ResultItems /ResultItem /Result value. It applies to the result of one event unit.	N	Only if necessary
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.	N	Only if necessary

Result /Competitor

Competitor related to one cumulative result.

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

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

Result /Competitor /ExtendedResults /ExtendedResult

Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete



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

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

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

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.5.6 Message Sort

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



5.2.6 Pool Standings

5.2.6.1 Description

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

This report is sent independently for each of the groups / pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode and DocumentSubtype).

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

5.2.6.2 Header Values

5.2.6.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType.
ResultStatus	CC @ResultStatus	Status of the message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "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



Attribute	Value	Comment
		ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

5.2.6.3 Trigger and Frequency

5.2.6.3.1 PiT Triggers

The general rule is that this message is sent:

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

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

Trigger also after any major change.

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



5.2.6.4 Message Structure

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

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				ExtendedResult (1,N)					
					Type				
					Code				
					Pos				
					<i>Value</i>				
					Extensions (0,1)				
						Extension (1,N)			
							Type		
							Code		
							Pos		
							<i>Value</i>		
			Composition (0,1)						
				Athlete (1,N)					
					<i>Code</i>				
					<i>Order</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							Type		
							Code		
							Pos		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1,N)	
									Type
									Code
									Pos
									<i>Value</i>



5.2.6.5 Message Values

Competition

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

PhaseInfos /PhaseInfo

Type	Code	Pos	Value	Description
See sport specific definition				

PhaseInfos /PhaseInfo /Extensions /Extension

Extensions of PhaseInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

Result

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

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

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

Result /RecordIndicators /RecordIndicator

Phase result's record indicator.

Attribute	M/O	Value	Comments
Order	M	Numeric	Number of times current record (RecordCode + RecordType) is broken; increment starting from 1 (for the current record).
Code	M	See table comment	Code which gives the nature of the record broken by the phase result value

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

Result /Competitor



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

Result /Competitor /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

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

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.6.6 Message Sort

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



5.2.7 Brackets

5.2.7.1 Description

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

5.2.7.2 Header Values

5.2.7.2.1 PiT Header

The following table describes the ODF header attributes

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



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

5.2.7.3 Trigger and Frequency

5.2.7.3.1 PiT Triggers

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

Send when a match/event unit is completed, for Unofficial and Official status. Therefore it is triggered twice (with both status) for each event unit (if unofficial is used). The message should be updated including information oneach competitor in the different bracket items.

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

- Send with ResultStatus = "INTERMEDIATE" until the last event unit (GM Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (GM match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (GM match) has Official status.

Trigger also after any major change.



5.2.7.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition										
	<i>Code</i>									
	Bracket									
		<i>Code</i>								
		BracketItems (1,N)								
			<i>Code</i>							
			BracketItem (1,N)							
				<i>Code</i>						
				<i>Order</i>						
				Unit (0,1)						
					<i>Phase</i>					
					<i>Unit</i>					
				ExtBracketItems (0,1)						
					ExtBracketItem (1,N)					
						<i>Type</i>				
						<i>Code</i>				
						<i>Pos</i>				
						<i>Value</i>				
				NextUnit (0,1)						
					<i>Phase</i>					
					<i>Unit</i>					
				NextUnitLoser (0,1)						
					<i>Phase</i>					
					<i>Unit</i>					
				CompetitorPlace (1,N)						
					<i>Pos</i>					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
					Code					
					ExtCompPlaces (0,1)					
						ExtCompPlace (1,N)				
							Type			
							Code			
							Pos			
							<i>Value</i>			
					PreviousUnit (0,1)					
						<i>Phase</i>				
						<i>Unit</i>				
					Competitor (0,1)					
						<i>Code</i>				
						<i>Type</i>				
						ExtBracketComps (0,1)				
							ExtBracketComp (1,N)			
								Type		
								Code		
								Pos		
								<i>Value</i>		
						Composition (0,1)				
							Athlete (1,N)			
								<i>Code</i>		
								<i>Order</i>		
								ExtBracketAths (0,1)		
									ExtBracketAth (1,N)	
										Type
										Code
										Pos
										<i>Value</i>



5.2.7.5 Message Values

Competition

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

Bracket

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

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

Bracket /BracketItems

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

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

Bracket /BracketItems /BracketItem

Attribute	M/O	Value	Comments
Code	O	See table comment	Bracket code to identify a bracket item.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1

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

Bracket /BracketItems /BracketItem /Unit

Unit related to the BracketItem.

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

Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

Bracket /BracketItems /BracketItem /NextUnit

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

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

Bracket /BracketItems /BracketItem /NextUnitLoser

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



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

Bracket /BracketItems /BracketItem /CompetitorPlace

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

Attribute	M/O	Value	Comments
Pos	M	N(3) 999	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	See table comment	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.

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

Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace

Type	Code	Pos	Value	Description
See sport specific definition				

Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit

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

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

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor

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

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

Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp

CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

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

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



Attribute	M/O	Value	Comments
			team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.7.6 Message Sort

The following order applies:

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



5.2.8 Statistics

5.2.8.1 Description

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

There will be a separate message (identified by the header's Subtype and DocumentSubtype) for every table where multiple statistics apply (e.g.: leading points' scores, leading red cards, etc.).

5.2.8.2 Header Values

5.2.8.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP00 (sent at event unit level)
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute (it can be useful for example to separate statistics by NOC).
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some 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).



Attribute	Value	Comment
		The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	Sequence number for ODF-PiT messages. Serial starts with 1 each day session at every different venue.

5.2.8.3 Trigger and Frequency

5.2.8.3.1 PiT Triggers

Each ODF Sport Data Dictionary should specify when to make use of this message, if necessary.



5.2.8.4 Message Structure

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

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



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



5.2.8.5 Message Values

Competition

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

Stats

Attribute	M/O	Value	Comments
Code	M	See table comment	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

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

Stats /StatsItems /StatsItem

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

Type	Code	Pos	Value	Description
See sport specific definition				

Stats /StatsItems /StatsItem /ExtendedStat

Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode.

Type	Code	Pos	Value	Description
See sport specific definition				

Stats /Competitor

Competitor of the statistics.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Order of the competitor in the statistics

Stats /Competitor /StatsItems /StatsItem

Team competitor's stats item, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

Stats /Competitor /StatsItems /StatsItem /ExtendedStat

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

Type	Code	Pos	Value	Description
See sport specific definition				

Stats /Competitor /Composition /Athlete

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



Attribute	M/O	Value	Comments
		leading zeroes	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".

Stats /Competitor /Composition /Athlete /StatsItems /StatsItem

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

Type	Code	Pos	Value	Description
See sport specific definition				

Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat

Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.8.6 Message Sort

Sort according to the @Order attributes.



5.2.9 Records

5.2.9.1 Description

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

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

5.2.9.2 Header Values

5.2.9.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	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 Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
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.



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

5.2.9.3 Trigger and Frequency

5.2.9.3.1 PiT Triggers

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

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

Trigger also after any major change.



5.2.9.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition										
	Code									
	Record (1,N)									
		Code								
		RecordType (1,N)								
			Code							
			Subcode							
			Equalled							
			TypeOrder							
			RecordEntries							
				RecordEntry (1,3)						
					Type					
					Code					
					RecordData					
						ResultType				
						Result				
					ExtRecords (0,1)					
						ExtRecord (1,N)				
							Type			
							Pos			
							Code			
							Value			
					Competitor (1,N)					
						Code				
						Type				
						ExtRecords (0,1)				
							ExtRecord (1,N)			
								Type		



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
								Pos		
								Code		
								<i>Value</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>			
							<i>Event</i>			
						Composition (0,1)				
							Athlete (1,N)			
								<i>Code</i>		
								<i>Order</i>		
								ExtRecords (0,1)		
									ExtRecord (1,N)	
										Type
										Pos
										Code
										<i>Value</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>	
									<i>Event</i>	



5.2.9.5 Message Values

Competition

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

Record

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

Record /RecordType

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

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

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

Record /RecordType /RecordEntries /RecordEntry

Send the following elements 'RecordEntry':

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

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

Attribute	M/O	Value	Comments
Type	M	C, P, I	C – It indicates that the record entry will include the list of current records P – It indicates that the record entry will include the list of the previous record holders (now they should have been beaten) I – It indicates that the record entry will include the list of the invalidated records holders (not valid anymore)



Attribute	M/O	Value	Comments
Code	O	CC @RecordType	Record type. In case that of RecordEntry@Type=I and if the 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	See table comment	Indicates whether the result is a distance, a time, etc.
Result	M	See table comment	The result of the competitor for the record

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

Record /RecordType /RecordEntries /RecordEntry /ExtRecords /ExtRecord

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

Type	Code	Pos	Value	Description
See sport specific definition				

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
See sport specific definition				

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



Attribute	M/O	Value	Comments
			(example: "Salt Lake City").
Date	M	YYYYMMDD	Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @RSC attribute)
Time	O	MillisTime	Send always (Mandatory) in the case of Historical='N'.
Confirmed	O	Y, N	Send in the case Historical='Y' and if it is being requested by the specific discipline, since some historical records / record types may not be confirmed
Event	O	S(40)	Send in the case Historical='Y'. Send the text of the event name where the record 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 /ExtRecords /ExtRecord

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

Type	Code	Pos	Value	Description
See sport specific definition				

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



Attribute	M/O	Value	Comments
Place	M	S(40)	The place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYYMMDD	he 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
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.).

5.2.9.6 Message Sort

The following order applies:

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



5.2.10 Event Final Ranking

5.2.10.1 Description

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

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

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

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

5.2.10.2 Header Values

5.2.10.2.1 PiT Header

The following table describes the ODF header attributes

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



Attribute	Value	Comment
		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p>

5.2.10.3 Trigger and Frequency

5.2.10.3.1 PiT Triggers

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

Trigger also after any major change.

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



5.2.10.4 Message Structure

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

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
					Extensions (0,1)				
						Extension (1,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
			Composition						
				Athlete (1,N)					
					<i>Code</i>				
					<i>Order</i>				
					ExtendedResults (0,1)				
						ExtendedResult (1,N)			
							<i>Type</i>		
							<i>Code</i>		
							<i>Pos</i>		
							<i>Value</i>		
							Extensions (0,1)		
								Extension (1,N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>



5.2.10.5 Message Values

Competition

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

EventInfos /EventInfo

Event info item associated to the event.

Type	Code	Pos	Value	Description
See sport specific definition				

EventInfos /EventInfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

Result

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

Attribute	M/O	Value	Comments
Rank	O	Text See table comment	Rank of the competitor in the result.
RankEqual	O	Y	It identifies if a rank has been equalled.
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the event
IRM	O	See table comment	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric See table comment	Unique sort order for all results based on rank to break rank ties.

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

Result /Competitor

Competitor related to one final event result.

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID. If NOC or NPC, the value will be NOC ID. If the competitor is not known or does not exist, the value will be TBD.
Type	M	T,A, N	T for team A for athlete N for NOC's or NPC's

Result /Competitor /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				


Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension

Extensions of Team competitor's extended results.

Type	Code	Pos	Value	Description
See sport specific definition				

Result /Competitor /Composition /Athlete

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

Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult

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

Type	Code	Pos	Value	Description
See sport specific definition				

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

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.10.6 Message Sort

Sort by Result @SortOrder



5.2.11 Official Communication

5.2.11.1 Description

The Official Communication message contains a release of an Official Communication, which contains jury decisions, competition management decisions, etc.

Official Communications are numbered by sport separately, not globally.

5.2.11.2 Header Values

5.2.11.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	NOTICE/SPORT_NOTICE (by default in all sports) See comments for Sailing	* NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * RINCIDENT: Race Incident type, for sports that have this type of information. * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * PROTEST42: On the water Rule 42 protest type, only for Sailing. * REQUEST: Request by Information type, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Refer to the ODF header definition Send incremental number in the case that DocumentSubcode is NOTICE or SPORT_NOTICE (one for each different Item) Send always 1 in the case that DocumentSubcode is RINCIDENT
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



Attribute	Value	Comment
		<p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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</p>

5.2.11.3 Trigger and Frequency

5.2.11.3.1 PiT Triggers

The message should be generated no later than 15 minutes after a decision (from the jury or anybody else).

In case of Race Incident:

- After each incident is logged

Trigger also after any major change.



5.2.11.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition					
	Code				
	OfficialCommunication				
		DateTime			
		JuryDecision (0,1)			
			NewsItem		
			AffectsRES		
			AffectsSCH		
			AffectsOTH		
			Subtitle		
				-	
			Heading (0,1)		
				-	
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			Decision		
				-	
			IssuedBy		
				-	
			IssuedOn		
				DateTime	
			SignedBy (0,2)		
				Code	
				FamilyName	
				GivenName	
				Function	
				Order	



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		Protest (0,1)			
			Status		
			HearingTime		
			Protestor		
			Protestee		
			Witness		
			Interpreter		
			Rule		
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			Type		
				-	
			Details		
				-	
			DecisionShort		
				-	
			DecisionLong		
				-	
			Description		
				-	
			FactsFound		
				-	
			Conclusion		
				-	
			Jury (1,N)		
				Code	
				FamilyName	
				GivenName	
				Order	
			SignedBy (0,1)		
				Code	



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				<i>FamilyName</i>	
				<i>GivenName</i>	
				<i>Function</i>	
		ProtestR42 (0,N)			
			<i>Code</i>		
			<i>Infringement</i>		
			<i>Rule</i>		
			EventUnit (0,1)		
				<i>Gender</i>	
				<i>Event</i>	
				<i>Phase</i>	
				<i>Unit</i>	
			CompAction		
				-	
			JuryAction		
				-	
		Request (0,1)			
			<i>Code</i>		
			<i>ReplyDate</i>		
			EventUnit (0,1)		
				<i>Gender</i>	
				<i>Event</i>	
				<i>Phase</i>	
				<i>Unit</i>	
			Details		
				-	
			Reply		
				-	
		Limit (0,N)			
			<i>DateTime</i>		
			EventUnit		
				<i>Gender</i>	
				<i>Event</i>	
				<i>Phase</i>	



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				<i>Unit</i>	
		RIncidents (0,1)			
			<i>AfterDistance</i>		
			RIncident (1,N)		
				<i>Code</i>	
				<i>Distance</i>	
				<i>When</i>	
				<i>Incidence</i>	
					-
	Note (0,1)				
		-			



5.2.11.5 Message Values

Competition

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

OfficialCommunication

Attribute	M/O	Value	Comments
DateTime	M	DateTime	Date and time in which the official communication is published. Example: 2006-02-26T10:00:00+01:00

OfficialCommunication /JuryDecision

Mandatory for DocumentSubcode NOTICE and SPORT_NOTICE.

The DocumentSubcode is always NOTICE or SPORT_NOTICE , except for Sailing where it is redefined in the ODF Sport Data Dictionary document.

Attribute	M/O	Value	Comments
NewsItem	O	String See table comment	Sport dependent (e.g. Communique number in Cycling)
AffectsRES	M	Y, N	'Y' – The jury decision affects the results 'N' – The jury decision does not affect the results
AffectsSCH	M	Y, N	'Y' – The jury decision affects the schedules 'N' – The jury decision does not affect the schedules
AffectsOTH	M	Y, N	'Y' – The jury decision affects other areas 'N' – The jury decision does not affect other areas

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

OfficialCommunication /JuryDecision /Subtitle

Attribute	M/O	Value	Comments
-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"

OfficialCommunication /JuryDecision /Heading

Attribute	M/O	Value	Comments
-	O	Free Text	Heading of the Official communication. Should contain the event description.

OfficialCommunication /JuryDecision /EventUnit

Do not send if official communication is used at discipline level.

Attribute	M/O	Value	Comments
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies



Attribute	M/O	Value	Comments
			to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

OfficialCommunication /JuryDecision /Decision

Attribute	M/O	Value	Comments
-	M	Free Text	Body of the Official communication. Include the description.

OfficialCommunication /JuryDecision /IssuedBy

Attribute	M/O	Value	Comments
-	M	Free Text	Communication author

OfficialCommunication /JuryDecision /IssuedOn

Attribute	M/O	Value	Comments
DateTime	M	DateTime	Decision date and time. Example: 2006-02-26T10:00:00+01:00

OfficialCommunication /JuryDecision /SignedBy

Attribute	M/O	Value	Comments
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	CC @Function	Function of the Signed person
Order	M	Numeric	Send official order

OfficialCommunication /Protest

Attribute	M/O	Value	Comments
Status	M	CC @ProtestStatus	Status of protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
Protestor	O	Free text	N/A
Protestee	O	Free text	N/A
Witness	O	Free text	N/A
Interpreter	M	Y or N	Interpreter required



Attribute	M/O	Value	Comments
Rule	M	String	Rule applicable

OfficialCommunication /Protest /EventUnit

Attribute	M/O	Value	Comments
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

OfficialCommunication /Protest /Type

Attribute	M/O	Value	Comments
-	O	Free text	Type of protest. Denotes the different options.

OfficialCommunication /Protest /Details

Attribute	M/O	Value	Comments
-	M	Free text	Protest details

OfficialCommunication /Protest /DecisionShort

Attribute	M/O	Value	Comments
-	M	Free text	Decision short

OfficialCommunication /Protest /DecisionLong

Attribute	M/O	Value	Comments
-	M	Free text	Decision

OfficialCommunication /Protest /Description

Attribute	M/O	Value	Comments
-	O	Free text	Description of the incident

OfficialCommunication /Protest /FactsFound

Attribute	M/O	Value	Comments
-	M	Free text	Facts Found

OfficialCommunication /Protest /Conclusion

Attribute	M/O	Value	Comments
-	O	Free text	Conclusion

OfficialCommunication /Protest /Jury

Attribute	M/O	Value	Comments
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Attribute	M/O	Value	Comments
Code	O	S(20) with no leading zeroes	Official ID
FamilyName	O	S(25)	Family name of the Jury
GivenName	O	S(25)	Given name of the Jury
Order	O	Numeric	Order of the official, if more than one official.

OfficialCommunication /Protest /SignedBy

Attribute	M/O	Value	Comments
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	CC @Function	Function of the Signed person

OfficialCommunication /ProtestR42

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor ID
Infringement	M	Numeric	Infringement number
Rule	M	String	Rule applicable

OfficialCommunication /ProtestR42 /EventUnit

Attribute	M/O	Value	Comments
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

OfficialCommunication /ProtestR42 /CompAction

Attribute	M/O	Value	Comments
-	M	Free text	Competitor action

OfficialCommunication /ProtestR42 /JuryAction

Attribute	M/O	Value	Comments
-	M	Free text	Jury action

OfficialCommunication /Request

Attribute	M/O	Value	Comments
Code	M	S(20) with no leading zeroes	Competitor ID



Attribute	M/O	Value	Comments
ReplyDate	M	DateTime	Replay date

OfficialCommunication /Request /EventUnit

Attribute	M/O	Value	Comments
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

OfficialCommunication /Request /Details

Attribute	M/O	Value	Comments
-	M	Free text	Request details

OfficialCommunication /Request /Reply

Attribute	M/O	Value	Comments
-	M	Free text	Request reply

OfficialCommunication /Limit

Attribute	M/O	Value	Comments
DateTime	O	DateTime	Time Limit for the filing of protest

OfficialCommunication /Limit /EventUnit

Attribute	M/O	Value	Comments
Gender	M	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	M	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	M	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	M	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

OfficialCommunication /RIncidents



Attribute	M/O	Value	Comments
AfterDistance	O	Text	Description of the Current Distance of the last incident

OfficialCommunication /Rincidents /RIncident

Attribute	M/O	Value	Comments
Code	M	Numeric	Sequential number to identify each Race incident
Distance	O	S(25)	Distance or segment where incident has happened
When	M	Free Text	When the incident has happened, i.e. "Before start, Lap 1, ..."

OfficialCommunication /Rincidents /Rincident /Incidence

Attribute	M/O	Value	Comments
-	M	Free Text	Free text that includes a description of the incident.

Note

Include just if notes are added.

Attribute	M/O	Value	Comments
-	O	Free Text	Free text to include the different additional notes

5.2.11.6 Message Sort

There are not specific sorting requirements



5.2.12 Discipline Configuration

5.2.12.1 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="").

5.2.12.2 Header Values

5.2.12.2.1 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



5.2.12.3 Trigger and Frequency

5.2.12.3.1 PiT Triggers

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

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



5.2.12.4 Message Structure

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

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



5.2.12.5 Message Values

Competition

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

Configs /Config

Attribute	M/O	Value	Comments
Gender	O	See table comment	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	O	See table comment	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	Numeric See table comment	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	Numeric See table comment	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

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

Configs /Config /ExtendedConfig

Type	Code	Pos	Value	Description
See sport specific definition				

Configs /Config /ExtendedConfig /ExtendedConfigItem

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.12.6 Message Sort

There is no general message sorting rule.



5.2.13 Federation Ranking

5.2.13.1 Description

The “Federation Ranking” is a message containing the competing and non-competing athletes ranking of the different events for one particular discipline.

5.2.13.2 Header Values

5.2.13.2.1 PiT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDG000000	DD according to CC @Discipline G according to CC @DisciplineGender
DocumentType	DT_FED_RANKING	Federation ranking message
DocumentSubtype	To be defined in each ODF Data Dictionary	Federation Ranking type
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



5.2.13.3 Trigger and Frequency

5.2.13.3.1 PiT Triggers

The trigger is sent when:

- A venue begins to operate.
- A particular sport starts.
- After the results are official.
- After any major change.



5.2.13.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition									
	<i>Code</i>								
	FedRanking								
		FedRankingInfos (0,1)							
			FedRankingInfo (1,N)						
				Type					
				Code					
				Pos					
				<i>Value</i>					
		Event (0,N)							
			<i>Code</i>						
			OtherCompetitions (0,1)						
				OtherCompetition (1,N)					
					<i>Date</i>				
					<i>Place</i>				
					<i>Country</i>				
					<i>Order</i>				
		Ranking (1,N)							
			<i>Rank</i>						
			<i>RankEqual</i>						
			<i>Points</i>						
			<i>SortOrder</i>						
			Competitor						
				<i>Code</i>					
				<i>Type</i>					
				<i>Current</i>					
				<i>Organisation</i>					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
				Event (0,N)					
					<i>Code</i>				
					<i>Rank</i>				
					<i>RankEqual</i>				
					<i>SortOrder</i>				
					<i>Points</i>				
					OtherCompetitions (0,1)				
						OtherCompetition (1,N)			
							<i>Points</i>		
							<i>Order</i>		
					ExtFedRankings (0,1)				
						ExtFedRanking (1,N)			
							Type		
							Code		
							Pos		
							<i>Value</i>		
				Composition					
					Athlete (1,N)				
						<i>Code</i>			
						<i>Order</i>			
						Event (0,N)			
							<i>Code</i>		
							<i>Rank</i>		
							<i>RankEqual</i>		
							<i>SortOrder</i>		
							<i>Points</i>		
							OtherCompetitions (0,1)		
								OtherCompetition (1,N)	
									<i>Points</i>
									<i>Order</i>



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							ExtFedRankings (0,1)		
								ExtFedRanking (1,N)	
									<i>Type</i>
									<i>Code</i>
									<i>Pos</i>
									<i>Value</i>



5.2.13.5 Message Values

Competition

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

FedRanking /FedRankingInfos /FedRankingInfo

Type	Code	Pos	Value	Description
See sport specific definition				

FedRanking /Event

Attribute	M/O	Value	Comments
Code	M	CC @Discipline CC @DisciplineGender CC @Event 0 00	RSC code.

FedRanking /Event /OtherCompetitions /OtherCompetition

Other competitions' information –associated to one event.

Attribute	M/O	Value	Comments
Date	M	YYYYMMDD	Date when the event took place during a particular competition for one of the events
Place	M	String	Place where the competition assigning points to the federation ranking took place
Country	M	CC @Country	Country where the competition assigning points to the federation ranking took place
Order	M	N(3) 990	Sort order of the competition according to the date it took place

FedRanking /Ranking

Attribute	M/O	Value	Comments
Rank	M	See table comments	Overall federation rank according to Ranking @Points
RankEqual	M	Y	It identifies if a rank has been equalled.
Points	M	See table comments	Overall federation points
SortOrder	M	N(4) 9990	Unique sort order based on rank to break rank ties

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

FedRanking /Ranking /Competitor

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



Attribute	M/O	Value	Comments
			A for athlete N for NOC's or NPC's (in case of Organisation rank)
Current	M	Boolean	"true" - The competitor participates in the current competition. "false" - The competitor does not participate in the current competition.
Organisation	O	CC @Organisation	Organisation ID only for Type= N or T (when Current attribute is false)

FedRanking /Ranking /Competitor /Event

Event for which a team or an organisation are being ranked.

It is possible that a team or an organization is not participating in that particular event in the current competition.

Include all team events, although the team does not have a particular rank for that event.

Do not send in the case of individual events unless it is data for organisations.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline CC @DisciplineGender CC @Event 0 00	RSC code.
Rank	M	N(4) 9990 Or "-"	Federation ranking for one team or organisation in one particular event. Send "-" if the team/organisation does not have any rank for one of the events
RankEqual	M	Y	It identifies if a rank has been equalled.
SortOrder	M	N(4) 9990	Unique sort order based on rank, however to break rank ties. Teams without rank for a particular event are sorted last.
Points	M	See table comment	Federation points for one team in one particular event.

FedRanking /Ranking /Competitor /Event /OtherCompetitions /OtherCompetition

Other competitions federation points for a particular event in the case of a competitor -team- according to competitors' rules.

Send as many as Events /Event /OtherCompetitions /OtherCompetition in the case of it is being sent and it is a team even.

Attribute	M/O	Value	Comments
Points	M	See table comment	Federation points assigned to a particular competitor -team- for one particular event during an specific competition
Order	M	N(3) 990	Sort order of the competition according to the date it took place.



Attribute	M/O	Value	Comments
			The sort order should match that in: Events /Event /OtherCompetitions /OtherCompetition @Order

FedRanking /Ranking /Competitor /Event /ExtFedRankings /ExtFedRanking

Competitor's extended federation ranking information, being a team according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

FedRanking /Ranking /Competitor /Composition /Athlete

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	N(3) 990	Send 1 for individual athlete; otherwise send the order of the team members within the team.

FedRanking /Ranking /Competitor /Composition /Athlete /Event

Event for which an individual athlete is being ranked.

It is possible that an individual athlete is not participating in that particular event in the current competition.

Include all individual events, although the individual athlete does not have a particular rank for that event.

Do not send in the case of team events.

Attribute	M/O	Value	Comments
Code	M	CC @Discipline CC @DisciplineGender CC @Event 0 00	RSC code.
Rank	O	N(4) 9990 Or “-“	Federation ranking for one competitor (athlete or team member) in one particular event. Send “-“ in the case of one individual athlete does not have rank in one particular individuals' event.
RankEqual	M	Y	It identifies if a rank has been equalled.
SortOrder	M	N(4) 9990	Unique sort order based on rank to break rank ties. Athletes are listed last if they are not ranked for the event.
Points	M	See table comment	Federation points for one competitor (athlete or team member) in one particular event.

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

FedRanking /Ranking /Competitor /Composition /Athlete /Event /OtherCompetitions /OtherCompetition

Other competitions federation points for a particular event in the case of a competitor -individual or team member- according to competitors' rules).

Send as many as FedRanking /Event /OtherCompetitions /OtherCompetition in the case of it is being sent and it is an individuals' event.

Attribute	M/O	Value	Comments
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Attribute	M/O	Value	Comments
Points	M	See table comment	Federation points assigned to a particular competitor –individual or team member, depending on Competitor @Type- for one particular event during a specific competition.
Order	M	N(3) 990	Sort order of the competition according to the date it took place. The sort order should match that in: FedRanking /Event /OtherCompetitions /OtherCompetition /@Order

FedRanking /Ranking /Competitor /Composition /Athlete /Event /ExtFedRankings /ExtFedRanking

Competitor's extended federation ranking information, being a team member or an individual athlete according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.13.6 Message Sort

@Order attribute sorts each node whenever the attribute is informed.



5.2.14 Event Unit Weather Conditions

5.2.14.1 Description

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

5.2.14.2 Header Values

5.2.14.2.1 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_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



5.2.14.3 Trigger and Frequency

5.2.14.3.1 PiT Triggers

The message is sent if weather data conditions change during an event unit.



5.2.14.4 Message Structure

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

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



5.2.14.5 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	See table comment	Weather Points
Humidity	O	N(3)	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

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

Weather /Conditions /Condition

Send three times in the case of Winter conditions.

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

Weather /Conditions /Precipitation

Attribute	M/O	Value	Comments
Unit	M	See table comment	Metric system unit for precipitation
Value	M	N(4).N(1) 9990.0	Precipitation quantity

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

Weather /Conditions /Pressure

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

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

Weather /Conditions /Temperature

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

Attribute	M/O	Value	Comments
Code	M	AIR, SNOW, ICE, WAT, SAND	Air, Snow , Ice, Water and Sand temperature. If available, Snow and Ice temperature are only mandatory in winter.



Attribute	M/O	Value	Comments
			Water and Sand temperature are optional depending on the Discipline.
Unit	M	See table comment	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 '+')
Type	O	See Table comment	Type of Temperature (like Maximum, Minimum, Normal, etc.)

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

Weather /Conditions /Wind

Attribute	M/O	Value	Comments
Code	M	SPEED	Wind Speed
Unit	M	See table comment	Metric system unit for Wind
Value	M	N(3).N(1) 990.0	Wind speed value without plus or minus symbol
Type	O	See table comment	Type of @Code

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

5.2.14.6 Message Sort

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



5.2.15 Event's Medallists

5.2.15.1 Description

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

5.2.15.2 Header Values

5.2.15.2.1 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



5.2.15.3 Trigger and Frequency

5.2.15.3.1 PiT Triggers

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

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

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

Trigger also after any major change.



5.2.15.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition							
	Code						
	Medal (1,N)						
		Code					
		Phase					
		Unit					
		Competitor					
			Type				
			Code				
			Order				
			Officials (0,1)				
				Official (1,N)			
					Code		
					Function		
					Order		
			ExtCompMedals (0,1)				
				ExtCompMedal (1,N)			
					Type		
					Code		
					Pos		
					Value		
			Composition				
				Athlete (1,N)			
					Code		
					Order		
					ExtAthMedals (0,1)		
						ExtAthMedal (1,N)	
							Type
							Code
							Pos



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

**5.2.15.5 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 /Officials /Official

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

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

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

Medal /Competitor /ExtCompMedals /ExtCompMedal

Team competitor's extended medals information, according to competitors' rules.

Type	Code	Pos	Value	Description
See sport specific definition				

**Medal /Competitor /Composition /Athlete**

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

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

Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal

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

Type	Code	Pos	Value	Description
See sport specific definition				

5.2.15.6 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.





5.2.1 Medallists by Discipline

5.2.1.1 Description

The “medallists by discipline” is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The “medallists by discipline” message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous “medallists by discipline” information.

5.2.1.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.2.1.3 Trigger and Frequency

Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that make part the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are done.

Trigger also after any major change.

5.2.1.4 Message Structure

The message structure is the same as in the DT_MEDALLISTS_DAY message



5.2.1.5 Message Values

Message values are the same as in the DT_MEDALLISTS_DAY message

5.2.1.6 Message sort

Message sorting is the same as in the DT_MEDALLISTS_DAY message



5.2.2 Discipline/venue good morning

5.2.2.1 Description

The “discipline/venue good morning” is a message to indicate the start of day of the operations for one specific discipline in one specific venue within a logical day.

5.2.2.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_GM	Discipline/venue good morning
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.2.2.3 Trigger and Frequency

The message is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

5.2.2.4 Message Structure

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

Competition		
	Code	
	Config	
		SDelay
		CompetitionDay

5.2.2.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	SDelay	M	Numeric	Interval in seconds between DT_SERIAL messages. This value is set to 180 seconds
	CompetitionDay	O	Date	Competition date for that transmission, valid until the next DT_GN. This attribute is only requested during testing activities.



5.2.2.6 Message sort

There is no sort order for this message.



5.2.3 Discipline/venue good night

5.2.3.1 Description

The “discipline/venue good night” is a message to indicate the end of day of the operations for all the disciplines with some kind of competition within a logical day.

5.2.3.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_GN	Discipline/venue good night
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

5.2.3.3 Trigger and Frequency

The message is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

5.2.3.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

5.2.3.5 Message Values

There are no attributes to be defined in this message.

5.2.3.6 Message sort

There is no sort order for this message.



5.2.4 Serial Message

5.2.4.1 Description

The Serial Message is a message containing last serial numbers of today's messages.

5.2.4.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_SERIAL	Serial message
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Always "-1"

5.2.4.3 Trigger and Frequency

Message producer will send this message when the delay defined in the SDelay parameter of the DT_GM expires.

DT_SERIAL message will be provided just before the DT_GN message, too.

5.2.4.4 Message Structure

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

Competition		
	<i>Code</i>	
	Serial(0..N)	
		<i>DocumentCode</i>
		<i>DocumentSubcode</i>
		<i>DocumentType</i>
		<i>DocumentSubtype</i>
		<i>DateTime</i>
		<i>Serial</i>
		<i>Version</i>

5.2.4.5 Message Values

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



Element	Attribute	M/O	Value	Comments
Serial	Documentcode	M	S(9)	Refer to the ODF header definition
	DocumentSubcode	O	S(10)	Refer to the ODF header definition
	DocumentType	M	S(20)	Refer to the ODF header definition
	DocumentSubtype	O	S(20)	Refer to the ODF header definition
	DateTime	M	DateTime	Time when message was sent for the last time.
	Serial	M	Numeric	The last serial number of the PiT transmission for a DocumentCode +DocumentType message.
	Version	M	Numeric	Refer to the ODF header definition

5.2.4.6 Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.



5.2.5 Photofinish message

5.2.5.1 Description

The “Photofinish message” is a message containing an image file encapsulated in a XML message for one particular event unit. It is a generic message for all sports.

5.2.5.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEPUU (sent at event unit level)
DocumentSubcode	S(10)	Picture number
DocumentType	DT_PHOTOFINISH	Photofinish message
Version	1...V	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition
Language	S(3)	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.2.5.3 Trigger and Frequency

Trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

5.2.5.4 Message Structure

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

Competition			
	Code		
	ImageData		
		-	
	PhotoFinish		
		Version	
		Revision	



5.2.5.5 Message Values⁸

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ImageData	-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report as a jpeg file
PhotoFinish	Version	M	Numeric	Document version: 1..9999
PhotoFinish	Revision	M	Numeric	Document revision: 1..9999

5.2.5.6 Message sort

There is no message sorting requirement for this message.

⁸ Open issue: Pending to define how to include Press Diffussion link.



5.2.6 Press Photofinish message

5.2.6.1 Description

The “Press Photofinish message” contains a link to the Press Diffusion Document for a particular event unit. It is a PDF containing the photo finish picture (uncompressed) which includes judgment markers as well as all necessary additional information.

It is a generic message for all sports.

5.2.6.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEP00 (sent at event unit level)
DocumentSubcode	S(10)	Picture number
DocumentType	DT_PRESSPHOTO FINISH_LK	Press Photofinish message
Version	1...V	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition
Language	S(3)	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Refer to the ODF header definition

5.2.6.3 Trigger and Frequency

Trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

5.2.6.4 Message Structure

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

Competition			
	Code		
	PhotoFinish		
		Version	
		Revision	



		<i>Link</i>	
--	--	-------------	--

5.2.6.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhotoFinish	Version	M	Numeric	Document version: 1..9999
PhotoFinish	Revision	M	Numeric	Document revision: 1..9999
PhotoFinish	Link	M	S(255)	URL of the link to the document

5.2.6.6 Message sort

There is not message sorting requirement for this message.

5.2.7 Play by Play

5.2.7.1 Description

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

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

5.2.7.2 Header Values

5.2.7.2.1 PiT Header

The following table describes the ODF header attributes

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



Attribute	Value	Comment
		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Venue	CC @VenueCode	Venue where the message is generated.
Serial	Numeric	<p>Sequence number for ODF-PiT messages.</p> <p>Serial starts with 1 each day session at every different venue.</p> <p>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</p>

5.2.7.2.2 RT Header

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DDGEEPUU	<p>DD according to CC @Discipline</p> <p>G according to CC @DisciplineGender</p> <p>EEE according to CC @Event</p> <p>P according to CC @Phase</p> <p>UU according to CC @Unit</p>
DocumentType	DT_RT_PLAY_BY_PLAY	Real Time Play by Play message
ResultStatus	CC @ResultStatus	<p>It indicates whether the result is live update or live full (or live Mandatory, Live Last).</p> <p>"LIVE_UPDATE" /</p> <p>"LIVE_FULL" /</p> <p>"LIVE_MANDATORY" /</p> <p>"LIVE_LAST"</p>
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	<p>Logical Date of events that extends until next day.</p> <p>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).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p>



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.
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

5.2.7.3 Trigger and Frequency

5.2.7.3.1 PiT Triggers

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

5.2.7.3.2 RT Triggers

For ResultStatus LIVE_UPDATE each ODF Sport Data dictionary defines the sport specific triggers.

For other ResultStatus applies the general triggers definition.



5.2.7.4 Message Structure

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

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



5.2.7.5 Message Values

Competition

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

UnitInfos /UnitInfo

Unitinfo item.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /Extensions /Extension

Extensions of UnitInfos.

Type	Code	Pos	Value	Description
See sport specific definition				

UnitInfos /UnitInfo /ImageData

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

5.2.7.6 Message Sort

There is no general message sorting rule





6 Real Time Feed

6.1 Overall perspective

ODF-RT is the feed that provides real time data to the user.

6.1.1 Real Time list of messages

ODF-RT messages are very similar to the equivalent PIT messages. Equivalent messages share message structure.

The following table lists the ODF-RT feed messages

Message Type	Message name
DT_RT_RESULT	RT Event Unit Results
DT_RT_PHASE_RESULT	RT Phase Results
DT_RT_CUMULATIVE_RESULT	RT Cumulative Results
DT_RT_CLOCK	RT Clock
DT_RT_GPS_DATA	RT GPS Data
DT_RT_GM	RT Discipline/venue good morning
DT_RT_GN	RT Discipline/venue good night
DT_RT_KA	RT Discipline/venue keep alive
DT_RT_PLAY_BY_PLAY	RT Play by Play

6.1.2 Real Time messages definition

There are two types of Real Time messages:

- RT Control messages
- RT Content messages

6.1.2.1 RT Control messages

RT Control messages indicate the start and end of an ODF-RT transmission or session and inform that the communication is still available.

- DT_RT_GM: The RT Good Morning message indicates the start of a Real Time transmission at a venue. The message includes some configuration parameters.
- DT_RT_KA: The RT Keep Alive message is sent when the frequency of RT content messages is low. The message allows the user to detect desynchronization or connections breaks.



- DT_RT_GN: The RT Good Night message indicates the end of a Real Time transmission at a venue.

Each day more than one ODF-RT transmission or session can take place at the same venue.

6.1.2.2 RT Content messages

The content messages provide the real time data. The real time data is the same data provided by the equivalent Point in Time Messages but with a different frequency. The common data will use the same elements and attributes.

The ResultStatus attribute in the message header indicates the type of data available inside the Content Messages:

“Live update”: The message contains only incremental data. There are the following considerations for this kind of messages:

- If applicable, the first message sent will contain static information.
 - Since it is an incremental message, message consumer must not update or delete data that is not included in the message because the information not being updated is not included in a new message.
 - All competition results are provided with this kind of messages.
- “Live mandatory”: Like the “Live Full” message, it includes all data provided until now in “Live update” messages. Message producer sends this message, when previously send data must be deleted or corrected. ODF customers must process these messages allways.
 - “Live full”: The message includes all data provided until now in “Live update” and “Live mandatory” messages. ODF customers must process these messages when they need to resynchronice.
 - “Live last”: Like the “Live Full” message, it includes all data provided until now in previous messages. The message does not include any new data and indicates that no new RT messages of the current type are expected. After the “Live Last” message corrections of previously send results (for example a disqualified competitor) are available in the PiT feed only.

It is a strong relationship in the data sent between the following standard ODF-PiT messages and the corresponding ODF-RT messages:

Standard ODF-PiT	ODF-RT
DT_RESULT	DT_RT_RESULT
DT_PHASE_RESULT	DT_RT_PHASE_RESULT
DT_CUMULATIVE_RESULT	DT_RT_CUMULATIVE_RESULT
DT_PLAY_BY_PLAY	DT_RT_PLAY_BY_PLAY



6.1.3 Real Time message triggers

Each ODF Sport Data dictionary defines the ODF-RT triggers for “Live update” ODF-RT messages. Additionally:

- Message producer sends “Live Full” messages periodically. DT_RT_GM control message defines the exact frequency.
- Message producer sends “Live Mandatory” to delete or correct data.
- Message producer sends the “Live Last” message to indicate that no new “Live update” messages are expected.

6.2 Real Time Feed Messages





6.2.1 RT Discipline/venue good morning

6.2.1.1 Description

The RT Discipline/venue good morning message tells the user that the RT transmission for discipline taking place in one venue is about to begin. This message is also used to inform some RT parameters.

6.2.1.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_GM	RT Discipline/venue good morning
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	1	Always "1" because this message will be the first message in a RT transmission.
Serial	Numeric	Refer to the ODF header definition

6.2.1.3 Trigger and Frequency

This message should be the first RT message to be sent, five minutes before the start of the first event unit of the RT session.

6.2.1.4 Message Structure

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



Competition		
	<i>Code</i>	
	<i>RTConfig</i>	
		<i>KADelay</i>
		<i>LFDelay</i>
		<i>DelayOffSet</i>

6.2.1.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
RTConfig	KADelay	M	Numeric	<p>Delay in seconds for which a keep-alive message will be generated if there is no other real time activity.</p> <p>By default, this value is set to 60 seconds.</p>
	LFDelay	M	Numeric	<p>Delay in seconds for which a live full results message will have to be generated for resynchronization purposes.</p> <p>This value will have to be fine tuned for each sport</p>
	DelayOffSet	M	Numeric	<p>Delay offset in seconds to be added to the KADelay and LFDelay parameters, for a final customer to assume the connection is broken</p> <p>By default, this value is set to 60 seconds.</p>

6.2.1.6 Message sort

There is no message sorting requirement for this message.



6.2.2 RT Discipline/venue good night

6.2.2.1 Description

The RT Discipline/venue good night message tells the user that the RT transmission for discipline taking place in one venue is finished.

Message producer will sent this message when at least of event unit is finished and no new messages are expected for the next 60 minutes.

Message producer will not sent any new RT messages until the next RT Discipline/venue good morning message.

6.2.2.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_GN	RT Discipline/venue good night
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Incremental and unique number for each RT message.
Serial	Numeric	Refer to the ODF header definition

6.2.2.3 Trigger and Frequency

Trigger when at least one event unit is finished (LIVE_LAST has been sent) and the next scheduled event unit does not start in the next 60 minutes.

6.2.2.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

6.2.2.5 Message Values

N/A

6.2.2.6 Message sort

There is no message sorting requirement for this message.



6.2.3 RT Discipline/venue keep alive

6.2.3.1 Description

The RT Discipline/venue keep-alive message tells the user that the RT transmission or session taking place in one venue is still alive, in case there is no RT content messages activity.

6.2.3.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_RT_KA	RT Discipline/venue keep alive
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
RTSerial	Numeric	Always "-1"
Serial	Numeric	Refer to the ODF header definition

6.2.3.3 Trigger and Frequency

Message producer will send this message when no other message are send (control or content messages) and the delay defined in the KADelay parameter of the DT_RT_GM expires.

6.2.3.4 Message Structure

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

Competition		
	Code	
	Config	
		<i>L_RTSerial</i>

6.2.3.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	<i>L_RTSerial</i>	M	Numeric	RT serial number of the last RT message that was not a DT_RT_KA message.

6.2.3.6 Message sort

There is no message sorting requirement for this message.



6.2.4 RT Clock

6.2.4.1 Description

The RT Clock message is a message containing the current game time while the competition is live.

This message is used in team sport with stopping clock.

6.2.4.2 Header Values

6.2.4.2.1 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_CLOCK	Real Time Clock 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.
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



Attribute	Value	Comment
		processed over the last PiT information

6.2.4.3 Trigger and Frequency

6.2.4.3.1 RT Triggers

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.



6.2.4.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition			
	Code		
	Clock		
		Time	
		Running	
	UnitInfos (0,1)		
		UnitInfo (0,N)	
			Type
			Code
			Pos
			Value
	Periods (0,1)		
		Period (1,N)	
			Code
			HomePeriodScore
			AwayPeriodScore
			Duration
	Result (0,2)		
		Result	
		SortOrder	



6.2.4.5 Message Values

Competition

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

Clock

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Time	M	MM:SS 90:00	Current game time	N	When available
Running	M	Y or N	Indicates if the clock is running now.	N	When available

UnitInfos /UnitInfo

Unit info item associated to the event unit.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Type	M	See table comment	Type (categorization) of UnitInfo.	N	When available
Code	M	See table comment	Key of the UnitInfo element, to uniquely identify this element.	N	When available
Pos	O	See table comment	An optional numerical value used to sort unit info items with same type and code (the attribute Pos could be the period, as example).	N	When available
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitInfo.	N	When available

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

Periods /Period

Period in which the event unit message is arriving.

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Code	M	See table comment	Key of the Period element to uniquely identify this element.	N	When available
HomePeriodScore	O	See table comment	Score of the home competitor just for this period	N	When available
AwayPeriodScore	O	See table comment	Score of the away competitor just for this period	N	When available
Duration	O	See table comment	Duration of the period	N	When available

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

Result

Attribute	M/O	Value	Comments	RT Only	RT Trigger
Result	O	See table	The result of the competitor in the event	N	When



Attribute	M/O	Value	Comments	RT Only	RT Trigger
		comment	unit		available
SortOrder	M	Numeric See table comment	Used to sort all results in an event unit	N	When available

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

6.2.4.6 Message Sort

There is no message sorting requirement for this message.



6.2.5 RT GPS Data

6.2.5.1 Description

The RT GPS Data message is a message containing current competitors' position at the field of play.

6.2.5.2 Header Values

6.2.5.2.1 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_GPS_DATA	Real Time GPS Data 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.
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



6.2.5.3 Trigger and Frequency

6.2.5.3.1 RT Triggers

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.



6.2.5.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition			
	Code		
	Competitor (1,N)		
		ID	
		DistanceToFinish	
		DistanceFromStart	
		DistanceToLeader	
		Speed	
		ExtendedGPSData (0,N)	
			Type
			Code
			Pos
			Value



6.2.5.5 Message Values

Competition

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

Competitor

Attribute	M/O	Value	Comments	RT Only	RT Trigger
ID	M	S(25)	Competitor ID	Y	When available
DistanceToFinish	M	Numeric	Distance (in meters) from competitor position to the finish line	Y	When available
DistanceFromStart	M	Numeric	Distance (in meters) from the Start Line to competitor position	Y	When available
DistanceToLeader	M	Numeric	Distance (in meters) from competitor position to leader position	Y	When available
Speed	M	Numeric	Current speed.	Y	When available

Competitor /ExtendedGPSData

Type	Code	Pos	Value	Description
See sport specific definition				

6.2.5.6 Message Sort

There is no message sorting requirement for this message.





7 PDF feed

7.1 Overall perspective

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

7.1.1 PDF list of messages

The following table lists the ODF-PDF feed messages

Message Type	Message name
DT_PDF	PDF messages, these messages includes a PDF file inside of them based in the ORIS (or PRIS) type
DT_PDF_GM	PDF Discipline/venue good morning
DT_PDF_GN	PDF Discipline/venue good night
DT_PDF_SERIAL	List of Current PDF Serial

7.1.2 PiT Messages definition

There are two types of PDF messages:

- RT Control messages (DT_PDF_GM, DT_PDF_GN and DT_PDF_SERIAL)
- RT Content messages (DT_PDF)

7.1.3 PDF message triggers

These triggers will be defined in ORIS (or PRIS).

7.2 PDF Feed Messages

7.2.1 PDF message

7.2.1.1 Description

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

7.2.1.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
-----------	-------	---------



DocumentCode	@ RSC	Depending on the pdf, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DD0000Ydd (sent at daily level where dd is the Day) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	S(10)	This is an optional attribute Refer to the ODF header definition It can be useful for example to separate pdf statistics <u>by NOC</u> or <u>Daily Schedules pdf by date</u> (with format YYYYMMDD) or <u>Official or Sport Communications pdf by Item Number</u>
DocumentType	DT_PDF	PDF message
DocumentSubtype	ORIS Type (or PRIS Type)	It can be useful for example to say the type of the PDF, i.e. C51A, C73R,... Refer to the ODF header definition
Version	1...V	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition This attribute is mandatory only when the <i>El_PDF</i> Type defined in the Attribute <i>ExtendedInfo</i> is RESULT .
Language	S(3)	Please, refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Please, refer to the ODF header definition
Date	Date	Please, refer to the ODF header definition
Time	MillisTime	Please, refer to the ODF header definition
LogicalDate	Date	Please, refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Please, refer to the ODF header definition

7.2.1.3 Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.



7.2.1.4 Message Structure

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

Competition			
	<i>Code</i>		
	ExtendedInfos		
		ExtendedInfo (1..N)	
			<i>Type</i>
			<i>Code</i>
	PDFData		
		-	

7.2.1.5 Message Values

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

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ExtendedInfo	Type	M	<i>EI_PDF</i> or <i>EI_PDF_ITEM</i>	Type (categorization) of ExtendedInfo. Use only EI_PDF_ITEM in the case of a Official or Sport Communication
	Code	M	CC @CodePDF or Numeric	Key of the ExtendedInfo, to uniquely identify this element. Numeric only in case that use @Type= EI_PDF_ITEM (send in this attribute the DocumentSubtype of the DT_COMMUNICATION relationated)
PDFData	-	M	Free Text	The PDFData element may have a body consisting of one <u>Base64-encoded</u> report (a PDF file)

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

7.2.1.6 Message sort

There is no message sorting requirement for this message.



7.2.2 PDF Discipline/venue good morning

7.2.2.1 Description

The “PDF discipline/venue good morning” is a message to indicate the start of day (for a PDF transmission) of the operations for one specific discipline in one specific venue within a logical day.

7.2.2.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_PDF_GM	Discipline/venue good morning
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

7.2.2.3 Trigger and Frequency

“PDF Discipline/venue good morning” is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

7.2.2.4 Message Structure

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

Competition		
	Code	
	Config	
		SDelay

7.2.2.5 Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	SDelay	M	Numeric	Delay in seconds for which a DT_PDF_SERIAL message will be generated. This value will have to be fine tuned for each sport after the testing phases.



7.2.2.6Message sort

There is no sort order for this message.



7.2.3 PDF Discipline/venue good night

7.2.3.1 Description

The “PDF discipline/venue good night” is a message to indicate the end of day (for a PDF transmission) of the operations for all the disciplines with some kind of competition within a logical day.

7.2.3.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT _PDF_GN	Discipline/venue good night (for PDF feed)
Version	1...V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Refer to the ODF header definition
Serial	Numeric	Refer to the ODF header definition

7.2.3.3 Trigger and Frequency

“PDF Discipline/venue good night” is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

7.2.3.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

7.2.3.5 Message Values

There are no attributes to be defined in this message.

7.2.3.6 Message sort

There is no sort order for this message



7.2.4 PDF Serial Message

7.2.4.1 Description

The PDF Serial message is used to inform what is the last serialization of today's logical date messages, that has been sent for one discipline taking place in one venue.

7.2.4.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_PDF_SERIAL	PDF Serial message
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Venue	CC @VenueCode	Venue code where the message is being generated
Serial	Numeric	Always "-1"

7.2.4.3 Trigger and Frequency

Send a DT_PDF_SERIAL message following the parameters as sent in the DT_PDF_GM message. It was a control message.

The last message before a DT_PDF_GN message must be a DT_PDF_SERIAL message.

7.2.4.4 Message Structure

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

Competition		
	Code	
	Serial(0..N)	
		DocumentCode
		DocumentSubcode
		DocumentType
		DocumentSubtype
		DateTime
		Serial
		Version

7.2.4.5 Message Values

Element	Attribute	M/O	Value	Comments
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Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC@Competition	Unique ID for competition
Serial	Documentcode	M	S(9)	Refer to the ODF header definition
	DocumentSubcode	O	S(10)	Refer to the ODF header definition
	DocumentType	M	S(20)	Refer to the ODF header definition
	DocumentSubtype	O	S(20)	Refer to the ODF header definition
	DateTime	M	DateTime	Date Time when message has been sent
	Serial	M	Numeric	The last serial number of the PiT transmission for a DocumentCode + DocumentType message.
	Version	M	Numeric	Refer to the ODF header definition

7.2.4.6 Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.



8 DOCUMENT CONTROL

8.1 File Reference

ODF/INT004-R3 v3.4 APP

8.2 Version history

Version	Date	Comments
R3 v3.0	15 March 2013	First version in HTML format
R3 v3.1	10 May 2013	New version with some defects fixing
R3 v3.2	9 August 2013	New version with additional CRs
R3 v3.3	11 October 2013	New version with additional CRs
R3 v3.4	12 December 2013	New version with additional CRs

8.3 Change Log

Version	Status	Changes on version
R3 v3.0	APP	First version in HTML format
R3 v3.1	APP	Defect 88459 - ODF-documentation: CC @LocationCode is not defined DT_COMMUNICATION: New DocumentSubcode SPORT_NOTICE (CR633) DT_PDF: DocumentSubcode definition for Sport Communication (CR633) DT_BIO_PAR: Participant/Language /Chighlights/ Highlights@Type changed to Optional DT_BCK and DT_NEWS: Document@ReportType value changed from CC@ReportType to S(3). ReportType Common Code removed CC @Category Global Codes explanation changed CC @Item Global Codes explanation changed CC @Functions; Lenght changed to S(30) to be compatible across all summer and winter sports
R3 v3.2	APP	CR974 - DT_WEATHER: Remove "+" symbol in weather attributes, when sending values above 0 degrees CR830 - DT_SCHEDULE/DT_SCHEDULE_UPDATE sorting changed. CR666 - Added Venue attribute as mandatory for all Central Messages, except the import messages. CR906 - ODF Light extension removed from the standard ODF documentation



Version	Status	Changes on version
		<p>DT_START_LIST Removed Elements: EmbeddedHeader Officials /Official /EmbeddedDataItems Start /Competitor /PreviousResults Start /Competitor /EmbeddedDataItems Start /Competitor /Coaches /Coach /EmbeddedDataItems Start /Competitor /Composition /Athlete /EmbeddedDataItems Start /Competitor /Composition /Athlete /PreviousResults</p> <p>DT_PHASE_RESULTS and DT_CUMULATIVE_RESULTS Removed Elements: EmbeddedHeader Result /Competitor /EmbeddedDataItems Result /Competitor /Composition /Athlete /EmbeddedDataItems</p>
R3 v3.3	APP	<p>Defect 98013: DT_BIO_PAR, DT_BIO_TEA, DT_BIO_NOC values specified as "free text" should be specified as "RTF text"</p> <p>Defect 99573: CC @Competition format changed to S(7)</p> <p>CR000967: DT_SCHE_RES_NOC message extended</p> <p>CR001159: Add a clarification in the comments section of the ModificationIndicator attribute for DT_PARTIC / DT_PARTIC_UPDATE, DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS and DT_PARTIC_HORSES_UPDATE / DT_PARTIC_HORSES to indicate that the attribute is only Mandatory for the UPDATE message</p> <p>CR001274: Boolean value to be 'true' / 'false' across the document. Now sometimes 'True' / 'False' is requested</p>
R3 v3.4	APP	<p>CR001564: DT_WEATHER: Weather /Conditions /Wind@Value defined as N(3).N(1) DT_WEATHER: Weather /Conditions@Wind_Direction value defined as CC @WindDirection without possibility of being N(3)</p> <p>CR001562: DT_SCHEDULE: Message to include event units with status=1 (planned) DT_SCHEDULE_UPDATE: Remove ModificationIndicator "N" and "D". Only "U" remains</p> <p>CR002320: DT_PLAY_BY_PLAY: ImageData element file format specified (PNG) DT_PIC: Picture element file format specified (PNG)</p> <p>Internal Defect: DT_SCHED_RES_NOC: Competitor/ Description and Competitor /Composition are optional elements</p>

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