

Olympic Data Feed

Baku 2015

Common Codes Definition

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Technology and Information Department

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Baku 2015
1st EUROPEAN GAMES



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1 Introduction

1.1 This Document

This document defines the set of data that are considered Common Codes from the Technology perspective of the European Games.

This document provides the list of entities that are shared between different systems for Games time, and therefore can be treated as Common Codes.

This document also defines the format for each of the fields to ensure consistency across systems.

This document does not define the content of the Common Codes, which are documented separately.

1.2 Objective

The objective of this document is to provide the basis input to proceed with the definition of the values for the common codes used for Games systems and ODF users.

This document aims to define the Common Codes requirements for all systems used in Games in which these terms apply.

1.3 Main Audience

The main audience of this document is the OC, Technology Integrator, the On Venue Results supplier and ODF users.

1.4 Glossary

Term	Description
ACR	Accreditation
CGS	Core Games Management System
CRS	Central Results System
OC	Organising Committee
ODF	Olympic Data Feed
OVR	On Venue Results System
RSC	Results System Codes

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for Baku 2015 European Games	This document lays the foundation for creating and using ODF.
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across of the ODF documents

2 Common Codes

2.1 Description

Generally speaking, a Common Code is any code that is used in two or more systems or has some significant high use. In the IT Games context, this applies to Games systems and ODF users.

As these systems generate and distribute all the results related information during Games time, any system that is a receiver of such information should be aligned in terms of Common Codes.

2.2 Content

The default character set is UTF-8. All characters in all supported languages are used, including accented characters.

2.3 Format

All Games systems using any or all Common Codes should support the format as defined in this document.

This section describes the specifics of the European Games Common Codes.

Obviously, the [RSC Codes](#) are totally different and are defined separately.

2.4 Language

Each table definition makes a comment related to language. Depending on use many tables provide for descriptions in multiple languages. The requirements are defined in this column.

3 Table Definitions

This section details the table definition for each table in the common codes.

3.1 Accreditation Status

It is the Accreditation Status for competitors (athletes and officials). It is owned by ACR.

Data Element	Format	Key	Language
Accreditation Status Code	Char(6)	Unique	N/A
Accreditation Status Description	Char(30)		English only

3.2 Competition

The key code in all ODF messages.

Data Element	Format	Key	Language
Competition Code	Char(7)	Unique	N/A
Competition Code Description	Char(50)		All supported languages

3.3 Country

List of countries, including description in all supported languages. This list includes historical countries as well.

Data Element	Format	Key	Language
Country Code	Char (3)	Unique	N/A
Country Long Description	Char (60)		All supported languages

3.4 Discipline

List of disciplines, including some codes belonging to non-sport 'disciplines', such as Ceremonies, Training, etc. including descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (2)	Unique	N/A	
Discipline Description	Char (40)		All supported languages	
Discipline Sport Flag	Char (1)		N/A	'Competition' -> 'N' 'Non-competition' -> 'Y'
Sport Code	Char (2)		N/A	Corresponding Sport Code only for competition discipline codes.
Sport Description	Char (30)		All supported languages	

Formatted: French (France)

3.5 Discipline Gender

List of genders associated to a discipline.

Data Element	Format	Key	Language
Discipline Code	Char (2)	Discipline + Gender unique	N/A
Discipline Gender Code	Char (1)		N/A
Discipline Gender Description	Char (40)		All supported languages

3.6 Event

List of events of each discipline-gender, including description in all supported languages.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (2)	Discipline+Gender +Event must be unique.	N/A	See Discipline
Gender Code	Char (1)		N/A	See Discipline Gender
Event Code	Char (3)		N/A	
Sport Order	Number		N/A	Indicates the event order within a discipline according to the sport rules.
Team Events	FormatChar (1)		N/A	Y if team event
Event Description	Char (40)		All supported languages	

3.7 Event Unit

List of event units associated to every discipline-gender-event-phase combination, including description supported languages. It also includes some key data related to Event Unit.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (2)	Discipline+ Gender + Event + Phase + Event Unit must be unique	N/A	See Discipline
Gender Code	Char (1)		N/A	See Sport Gender
Event Code	Char (3)		N/A	See Event
Phase Code	Char (1)		N/A	See Phase
Event Unit Code	Char (2)		N/A	
Schedule flag	Char (1)		N/A	'Y' if scheduled through Competition Schedule app. 'N' if otherwise.
Event Unit Medal flag	Number		N/A	'1' in case of a gold medal event unit. '2' if bronze only. '0' otherwise.
Event Unit Type flag	Char (5)			See Event Unit Type
Event Unit Long Description	Char (80)		All supported languages	
Event Unit Short Description	Char (40)		All supported languages	
Event Unit Competition Schedule Description	Char (80)		All supported languages	The columns may be kept as 'hidden'
Event Unit TV Description	Char (35)		All supported languages	

3.8 Event Unit Type

List of possible types of competition, it is associated to an event unit.

Data Element	Format	Key	Language
Event Unit Type Code	Char (5)	Unique	N/A
Event Unit Type Description	Char (50)		English only

3.9 Language

List of languages used in Games systems.

Data Element	Format	Key	Language
Language Code	Char (3)	Unique	N/A
Language Description	Char (25)		English

Commented [XA1]: We do not really need translation for this, it's only going to be seen in links in GTW like AZE and ENG anyway

3.10 Location

List of locations used in Results systems. It also contains descriptions in all supported languages.

Data Element	Format	Key	Language	Comments
Location Code	Char (3)	Unique	N/A	
Venue Code	Char (3)		N/A	See Venues
Location Long Description	Char (50)		All supported languages	

Commented [MS2]: Should be translated also in Azerbaijani?

3.11 Organisation - IF

'Other' descriptions will be filled with English descriptions for Sport Federation as language does not apply.

This generally includes all sports federations (both International and European).

This will not include all organisations for Accreditation or Messageboards which are managed separately.

Data Element	Format	Key	Language	Comments
Organisation Code	Char (12)	Unique	N/A	
Organisation Type	Char (2)			It includes both the International and European Federations IF: International Federation EF: European Federation
Long Description	Char (60)		All supported languages	Sport Federation description

3.12 Organisation - NOC

List of NOCs, including historical organisations; including the description in all supported languages.

Data Element	Format	Key	Language	Comments
NOC Code	Char (3)	Unique	N/A	
Continent Code	Char (3)		N/A	See Continent Code
NOC Participation flag	Char (2)		N/A	'P' if participating in these Games, 'NP' if not and 'H' if Historical NOC.
NOC Long Description	Char (60)		All supported languages	

3.13 Participant Function

List of functions, including description in all supported languages - Each participant in Games will have associated at least one function, which describes his/her role during Games.

For usability these may be separated into accreditation and sport functions.

Data Element	Format	Key	Language	Comments
Function Code	Char (30)	Unique	N/A	
Function Description	Char (60)		All supported languages	
Function Category code	Char (1)		N/A	May take the one of the values: A, C, G, J, S, T (see Legend at the bottom of the Common Codes' sheet)
Function Origin	Char (10)		English	ACR -> Accreditation system RESULTS -> Results systems
Function per Discipline	Char (2)		N/A	Function per Discipline may have also a Sort Order; for this case, see below
Function Sort Order per Discipline	Char (6)		N/A	Order numerically within discipline

3.14 Person Gender

List of genders referring to a participant:

Data Element	Format	Key	Language
Gender Code	Char (1)	Unique	N/A
Gender Description	Char (25)		All supported languages

3.15 Phase

List of possible phases within an event, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Discipline Code	Char (2)		N/A	See Discipline
Gender Code	Char (1)	Discipline + Gender + Event + Phase must be unique	N/A	See Sport Gender
Event Code	Char (3)		N/A	See Event
Phase Code	Char (1)		N/A	
Phase Type Code	Char (1)		N/A	See Phase Type
Phase Long Description	Char (80)		All supported languages	
Phase Short Description	Char (40)		All supported languages	
Phase Competition Schedule Description	Char (80)		All supported languages	The columns may be kept as 'hidden'

3.16 Phase Type

List of the different categories of phases (e.g. Press Conference, Official Training, Competition, etc.):

Data Element	Format	Key	Language
Phase Type Code	Char (1)	Unique	N/A
Phase Type Description	Char (45)		All supported languages

3.17 Positions

List of positions related to athletes in a sport.

Data Element	Format	Key	Language	Comments
Discipline Code	Char (2)	Discipline + Position must be unique	N/A	See Discipline
Position Code	Char (8)		N/A	
Position Description	Char (25)		All supported languages	

3.18 Record

List of Record Codes, i.e. Results System Codes that have a record associated. It includes the description in all supported languages.

Data Element	Format	Key	Language	Comments
Record Code	Char (12)	Unique	N/A	
Related Event Code	Char(6)		N/A	See Event (discipline + gender + event)
Record Order	Number		N/A	Order of Records within the Discipline
Record Description	Char (40)		All supported languages	

3.19 Record Type

List of the different record types by discipline, including the description in all supported languages.

Data Element	Format	Key	Language	Comments
Record Type Code	Char (5)	Discipline + Record Type must be unique	N/A	
Discipline Code	Char (2)		N/A	See Discipline
Record Type Group	Char(5)		N/A	
Record Type Description	Char (40)		All supported languages	

3.20 Schedule Status

List of possible schedule status for an event unit: It includes description in all supported languages.

Data Element	Format	Key	Language
Schedule Status Code (for ODF1)	Char (2)	Unique	N/A
Schedule Status Code (for ODF2)	Char (15)	Unique	N/A
Schedule Status Description	Char (25)		English only

3.21 Session Type

List of possible session types describing the part of day (morning etc.):

Data Element	Format	Key	Language
Session Code	Char (3)	Unique	N/A
Session Description	Char (20)		All supported languages

3.22 Source

List of messages generation sources, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Source Code	Char (6)	Unique	N/A	
Venue Description	Char (50)		English	
Discipline Code	Char (2)	Unique	N/A	See Discipline
Source Description	Char (15)		All supported languages	

3.23 Sport Gender

List of sport genders.

Data Element	Format	Key	Language
Sport Gender Code	Char (1)	Unique	N/A
Sport Gender Description	Char (15)		English

Commented [MS3]: Should be translated also in Azerbaijani?

Commented [XA4]: I think so

3.24 Venue (Competition & non-Competition)

List of venues, including description in all supported languages:

Data Element	Format	Key	Language	Comments
Venue Code	Char (3)	Unique	N/A	
Venue Competition Flag	Char (1)		N/A	If competition -> 'Y' If non competition -> 'N'
Venue Cluster	Char (25)		English	
Venue Long Description	Char (50)		All supported languages	

Commented [MS5]: Please advise

Commented [XA6]: It's OK, they are all defined now and the longest is less than 15, I think. 25 looks OK.

3.25 Weather Condition

List of possible weather sky conditions, including description in all supported languages:

Data Element	Format	Key	Language
Weather Conditions Code	Char (6)	Unique	N/A
Weather Conditions Description	Char (25)		All supported languages

3.26 Wind Direction

Data Element	Format	Key	Language
Wind Direction Code	Char (3)	Unique	N/A
Wind Direction Description	Char (20)		All supported languages

4 Results System Code (RSC)

The Result System Code (RSC) is a nine character code (made up of 5 sub-codes) which uniquely identifies a report on the result feed.

The format is DDGEEPU made up in the following way:

- [Discipline](#) (DD)
- [Discipline Gender](#) (G)
- [Event](#) (EEE)
- [Phase](#) (P)
- [Event Unit](#) (U)

If some fields are not relevant, they are set to the default of zero ('0', '00', '000' as applicable).

RSCs are used mainly in schedules and results in Games systems.

5 Document Control

5.1 File Reference

ODF/INT403 R-SEG-2015 V1.0 SFR

5.2 Version history

Version	Date	Comments
R-SEG-2015 V1.0 SFR	29 Sept 2014	First Version

5.3 Change Log

Version	Status	Changes
R-SEG-2015 V1.0	SFR	N/A