Olympic Data Feed

Baku 2015

ODF1 General Messages Interface Document

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Technology and Information Department

Baku 2015
1ST EUROPEAN GAMES

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1. Introduction

1.1. This document

The ODF Principles for the Baku 2015 European Games document must be read prior to reading this document.

This document defines the general definitions valid for just for the disciplines in the following table as part of the **ODF1 standard:**

ODF1 Disciplines (12 disciplines)
Archery
Athletics
Badminton
Basketball 3x3
Boxing
Canoe Sprint
Diving
Swimming
Synchronised Swimming
Taekwondo
Triathlon
Table Tennis

ODF defines a standard interface valid for all sports and all customers, from Press Agencies and Broadcasters to International Sport 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:

- Common messages that are not sport dependent (e.g. Weather, Bio messages)
- Common sport messages shared between all the sports (e.g. Schedule message)
- 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 this kind of 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.
Main Audience

The main audience of this document is:

- Information Technology suppliers of the systems generating and/or distributing ODF messages (e.g. Timing & Scoring / Results Application Providers);
- Sport data consumers, including Press Agencies, Broadcasters, Sports Federations, National Olympic Committees, Major Sports Event Organizers and others; and
- Technology Results Integrators

1.3. Glossary

The following abbreviations are used in this document

Acronym	Description

Acronym	Description
CC @CodeEntity	This is a reference to a code set, where CodeEntity is the name of the entity that identifies a particular set of codes, for example CC @Discipline is the discipline code set.
Competition	An overall sporting meeting including one or more sports. For example the Baku 2015 European Games.
EF	**European Federation, the federation governing body of a sport**
EGRIS	**European Games Results and Information Service**
EOC	**European Olympic Committee** recognized as such by the IOC
IDS	Info Diffusion System, central technology system which manages many disciplines.
IOC	International Olympic Committee
IRM	Invalid Results Mark, which is a generic term used to describe results such as, without limitation: DNS: Did Not Start DNF: Did Not Finish DSQ: Disqualified The list of IRMs is sport discipline specific.
ODF	Olympic Data Feed. **When used, it is related to both the ODF1 and ODF2 formats**
ODF1	**Olympic Data Feed. The first version defined for the London 2012 Games**
ODF2	**Olympic Data Feed. The second version of the feed created after London Games in 2012.**
OVR	On-Venue Results system
RSC	Results System Codes, identify uniquely one unit of any competition, specifying the discipline, gender, event, phase and unit.
Gender	Gender has two meanings, gender of a person (man/women) or gender of an event (for men, women, mixed, any)
Phase	A group of units at the same level in an event, for example heats in Swimming, pool matches in Basketball or quarterfinals in tennis.
Unit	An individual part of an event, for example a single heat in Swimming, a match in Tennis or a bout in Boxing.
WNPA	World News Press Agencies
CC @CodeEntity	This is a reference to a code set, where CodeEntity is the name of the entity that identifies a particular set of codes, for example CC @Discipline is the discipline code set.
Competition	An overall sporting meeting including one or more sports. For example the Baku 2015 European Games.

1.4. 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
ODF/SCH001	ODF1 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**.**

2. Overall Perspective

2.1. Objective

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

2.2. End to End data flow

The general rules as described in the documents referenced in the chapter 1.5 will have to be considered for a complete and formal definition. In the following chapters, for each ODF central message and ODF sport message it will be defined the description, header values, triggers and frequency, structure, values and sort of the message. The message structure and the values to be included in the entire message attributes, including ODF header, as well as the sort of the message according to certain ODF attributes.

In some messages, the trigger and frequency for each will be detailed in each of the ODF Sport Data Dictionaries, because it may be very sport specific. However, for other messages it will be defines in the message itself, because it may be more generic.

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

3. Codes

3.1. Global Codes

Several global codes are used in the definition of the messages in this document.

The following table describes the codes entities used in the ODF Definition indicating whether the set of values can be found in the ODF Common Codes Document, or listed in the table itself, otherwise.

Code Entity	Format	Code Entity Set of Values
CC @AccreditationStatus	S(6)	Defined in ODF Common Codes Document See entity Accreditation Status • The entity's attribute to be used is Id
CC @Competition	S(7)	Defined in ODF Common Codes Document See entity Competition The entity's attribute to be used is Id
CC @Discipline	S(2)	Defined in ODF Common Codes Document. See entity Discipline.

Code Entity	Format	Code Entity Set of Values
		• The entity's attribute to be used is Id Valid disciplines contains Non-Sport attribute='N'
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
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
CC @Function	S(30)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id
CC @Language	S(3)	Defined in ODF Common Codes Document See entity Language • The entity's attribute to be used is Id
CC @Location	S(3)	Defined in ODF Common Codes Document See entity Location • The entity's attribute to be used is Id • It will be related to Venue
CC @MedalSummaryType	S(3)	**Code** / **Description** M / Men events W / Women events X / Mixed events TOT / All the events
CC @MedalType	S(9)	**Code** / **Description** ME_GOLD / Gold ME_SILVER / Silver ME_BRONZE / Bronze
CC @Organisation	S(5)	Defined in ODF Common Codes Document Ifs and NOCs See entity Organization • The entity's attribute to be used is Id
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender • The entity's attribute to be used is Id
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase

Code Entity	Format	Code Entity Set of Values
		• The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event
CC @PhaseType	S(1)	Defined in ODF Common Codes See entity Phase Type • The entity's attribute to be used is Id
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is RecordType
CC @SessionType	S(3)	Defined in ODF Common Codes See entity Session Type • The entity's attribute to be used is Id
CC @Unit	S(2)	Defined in ODF Common Codes See entity Event Unit • The entity's attribute to be used is Eventunit • It will be related to Discipline, Gender, Event and Phase
CC @UnitMedalType	N(1)	**Code** / **Value** 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
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id

3.2. Sport Codes

Several sport codes are used in the definition of the messages in this document.

The following table describes the sport specific codes entities used in the ODF Definition indicating whether the set of values can be found in the ODF Common Codes Document, listed in the table itself, or otherwise defined in each Sport Data Dictionary.

Code Entity	Format	Code Entity Set of Values	
CC @Action	S(7)	If the code applies for the current sport, see Data Dictionary	
CC @ActionRole	S(5)	If the code applies for the current sport, see Data Dictionary	
CC @Apparatus	S(24)	If the code applies for the current sport, see Data Dictionary	
CC @Bracket	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @BracketItem	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @BracketItems	S(8)	If the code applies for the current sport, see Data Dictionary	
CC @CardType	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @Category	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @Code_CC	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @CodePDF	S(15)	**Code**	**Value**
		STARTORDER	Start Order (initial)
		STARTLIST	Start List
		RESULT	Results/Brackets/Play by Play
		MEDAL	Medals
		RECORD	Records
		STATISTIC	Statistics
		ENTRY	Entries
		SCHEDULE	Schedule Reports
		OFFCOM	Official Communications
		OTHER	Others
CC @Competition	S(6)	CC @Competition should be notified in advance for the whole competition.	
CC @CompetitorPlace	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Country	S(3)	Defined in ODF Common Codes Document See entity Country • The entity's attribute to be used is Id	
CC @Course	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Decision	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Desc	N(3) 990	If the code applies for the current sport, see Data Dictionary	
CC @Description	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @DestType	S(2)	If the code applies for the current sport, see Data Dictionary	

Code Entity	Format	Code Entity Set of Values
CC @DisciplinaryCode	S(1)	If the code applies for the current sport, see Data Dictionary
CC @Discipline	S(2)	Defined in ODF Common Codes Document. See entity Discipline. • The entity's attribute to be used is Id • However, valid disciplines will be those which Non-Sport attribute='N'
CC @DisciplineGender	S(1)	Defined in ODF Common Codes Document. See entity Discipline Gender. • The entity's attribute to be used is Gender. • It will be related to Discipline
CC @DivePositions	S(1)	If the code applies for the current sport, see Data Dictionary
CC @EntryStatus	S(3)	If the code applies for the current sport, see Data Dictionary
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
CC @EventCode	S(3)	If the code applies for the current sport, see Data Dictionary
CC @ExtendedAction	S(3)	If the code applies for the current sport, see Data Dictionary
CC @Function	S(8)	Defined in ODF Common Codes Document See entity Function • The entity's attribute to be used is Id
CC @Game	S(4)	If the code applies for the current sport, see Data Dictionary
CC @GameStatus	S(4)	If the code applies for the current sport, see Data Dictionary
CC @GMGNCode	S(9)	Defined in ODF Common Codes Document (see header values sheet) • The Good morning / good night code will be of the form DD0VEN000, where DD=discipline, and VEN=venue
CC @Grip	S(1)	If the code applies for the current sport, see Data Dictionary
CC @Group	S(3)	If the code applies for the current sport, see Data Dictionary
CC @Hand	S(1)	If the code applies for the current sport, see Data Dictionary
CC @InformationType	N(1) 0	If the code applies for the current sport, see Data Dictionary
CC @IRM	S(5)	If the code applies for the current sport, see Data Dictionary
CC @JudgePos	S(18)	If the code applies for the current sport, see Data Dictionary

Code Entity	Format	Code Entity Set of Values	
CC @Jury	S(12)	If the code applies for the current sport, see Data Dictionary	
CC @Margin	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @Match	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @MatGroups	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @MatNo	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @MedalType	S(9)	**Code**	**Value**
		ME_GOLD	Gold
		ME_SILVER	Silver
		ME_BRONZE	Bronze
CC @ObsPnl	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @Offence	S(7)	If the code applies for the current sport, see Data Dictionary	
CC @Organisation	S(5)	Defined in ODF Common Codes Document Ifs and NOCs See entity Organization • The entity's attribute to be used is Id	
CC @PanelType	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Participation	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @PenaltyType	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @Period	S(7)	If the code applies for the current sport, see Data Dictionary	
CC @PeriodNo	N(1) 0	If the code applies for the current sport, see Data Dictionary	
CC @PeriodPart	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @PeriodStatus	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @PerformanceCategory	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase • The entity's attribute to be used is Phase • It will be related to Discipline, Gender and Event	
CC @PhaseNo	N(1) 0	If the code applies for the current sport, see Data Dictionary	
CC @PlayerStatus	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @PntMrgin	S(2)	If the code applies for the current sport, see Data	

Code Entity	Format	Code Entity Set of Values	
		Dictionary	
CC @PointsType	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Position	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @PositionAction	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @PositionOrder	N(1) 0	If the code applies for the current sport, see Data Dictionary	
CC @PositionNumber	N(1) 0	If the code applies for the current sport, see Data Dictionary	
CC @PrecType	S(1)	**Code**	**Description**
		R	Rain
		S	Snow
CC @PressureUnit	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @ProgressCode	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @ProtestStatus	S(4)	**Code**	**Description**
		PND	Pending
		OPN	Open
		CLS	Closed
		ROPN	Re Open
CC @QualificationMark	S(7)	If the code applies for the current sport, see Data Dictionary	
CC @QualifyingType	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @RangeCode	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record • The entity's attribute to be used is Id	
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type • The entity's attribute to be used is RecordType • It will be related to Discipline	
CC @Region	S(2)	If the code applies for the current sport, see Data Dictionary	
CC @RequestContestat	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @RequestResult	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @RequestType	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @ResAction	S(7)	If the code applies for the current sport, see Data Dictionary	
CC @ResultCode	S(2)	If the code applies for the current sport, see Data Dictionary	

Code Entity	Format	Code Entity Set of Values	
CC @ResultMark	S(5)	If the code applies for the current sport, see Data Dictionary	
CC @ResultStatus	S(15)	**Code**	**Description**
		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.
		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.
		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_UPDATE	This status is used only in real time messages.
		LIVE_FULL	This status is used only in real time messages.
		LIVE_MANDATORY	This status is used only in real time messages.

Code Entity	Format	Code Entity Set of Values	
		LIVE_LAST	This status is used only in real time messages.
CC @ResultType	S(13)	If the code applies for the current sport, see Data Dictionary	
CC @ResultUnit	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @Role	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @RoundCode	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @RoundNo	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @RoutineType	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @RunStatus	S(11)	If the code applies for the current sport, see Data Dictionary	
CC @Segment	S(6)	If the code applies for the current sport, see Data Dictionary	
CC @ShotGun	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @ShotPosition	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @ShotType	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @SpeedUnit	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @SplitPointUnit	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @StartingCode	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @Statistics	S(12)	If the code applies for the current sport, see Data Dictionary	
CC @Status	S(9)	If the code applies for the current sport, see Data Dictionary	
CC @Stroke	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @Style	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @TechniqueType	S(4)	If the code applies for the current sport, see Data Dictionary	
CC @TemperatureType	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @TemperatureUnit	S(1)	If the code applies for the current sport, see Data Dictionary	
CC @TypeCompetition	S(3)	If the code applies for the current sport, see Data Dictionary	
CC @Uniform	S(5)	If the code applies for the current sport, see Data Dictionary	
CC @Unit	S(2)	Defined in ODF Common Codes	

Code Entity	Format	Code Entity Set of Values
		See entity Unit • The entity's attribute to be used is EventUnit • It will be related to Discipline, Gender, Event and Phase
CC @UnitCategory	S(1)	If the code applies for the current sport, see Data Dictionary
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue • The entity's attribute to be used is Id
CC @Warning	S(1)	If the code applies for the current sport, see Data Dictionary
CC @WeatherConditions	S(6)	Defined in ODF Common Codes Document See entity Weather conditions • The entity's attribute to be used is Id
CC @WeatherPoints	S(6)	If the code applies for the current sport, see Data Dictionary
CC @WindDirection	S(3)	Defined in ODF Common Codes Document See entity Wind Direction • The entity's attribute to be used is Id
CC @WLT	S(1)	If the code applies for the current sport, see Data Dictionary
CC @XCObstacleOutcome	S(2)	If the code applies for the current sport, see Data Dictionary

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
- DocumentSubtype (Optional)
- Venue
- Version

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

Attribute	M/O	Value	Comment
DocumentCode	M	S(9)	RSC for Results messages DDGEEEPUU, where DD=discipline, G=discipline’s gender, EEE=event, P=phase, UU=unit DocumentCode can have many different values depending on the nature of the message. Each message defines the value for this header attribute.
DocumentSubcode	O	S(10)	Extension for the DocumentCode It is used when the RSC is not enough and it is required several different messages with the same RSC.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULTS)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.
Version	M	1..V	Version of the message
ResultStatus	O	CC @ResultStatus	Status of the messages for results message
Language	O	CC @Language	Language of the content of the message. If the message accepts multi-language and the attribute is not included, then by default the language is English If the message does not accept multi-language, then the attribute must not be included

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

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=… >
Body	<Competition Code= …> …. ← <Competition> element </Competition> <Message> Athlete nnnn disqualified… ← <Message> element </Message>
	</OdfBody>

Some important considerations for the ODF messages:

- Mandatory elements are sent always.
- Empty optional elements are not sent neither in ODF-PiT nor ODF-RT
- Mandatory attributes are sent always. If they have not value they are sent empty (Attribute =”“)
- Empty optional attributes are sent either empty (Attribute = ““) or not sent.
- Order of the elements inside an ODF message must be followed as defined in the ODF documentation. Elements must be sorted according what it is stated in the corresponding ODF message definition
- All elements in an ODF message are identified by one of the attributes (e.g. Code for an Competitor element) or a set of the attributes (e.g. Type + Code for an Extension element)
- ODF is being designed in such way that elements and attributes are organized to minimize redundancy and dependency. The objective is to isolate data so that additions, deletions, and modifications of an attribute can be made with just one message and then propagated through the rest of the messages via the defined references. However, in some very special circumstances, some important information (such as team members) will be repeated in order to make some message processing a little bit easier. Also, the ODF Light definition repeats some data across messages to simplify message processing to ODF Light Customers.
- ODF Light is a set of self-contained messages with the aim of simplifying the message processing to the clients as they do not have to resolve references

<Competition> Element
An ODF message contains a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition

<Message> Element
All ODF messages can have an optional element <Message> to include free non-formatted text in case more information is needed.

<Message> element follows the <Competition> element.

<Competitor> Element
ODF messages contain an optional element <Competitor> to include information for Athletes, Teams or Groups. Group is used when competitors of same or different organizations participate in an event together but they are not considered a team and their results are individuals.

Element	Attribute	M/O	Value	Comment
Competitor	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A, G	T = Team A = Athlete G = Group

If Competitor is an Athlete:

- <Competitor> element contains the attribute **Type =** "A"
- <Competitor> element contains the attribute **Code** = AthleteID. This attribute links to an athlete appearing in the DT_PARTIC message.
- <Competitor> element contains the element <Composition>. This element is provided always.
- <Composition> element contains the mandatory element <Athlete>. Both codes in the <Athlete> and in the <Competitor> elements are the same, the AthleteID
- <Athlete> element contains the mandatory attribute **Order** with value 1.
- Athlete's **Bib** (if applicable) will be only sent in Competitor /Composition /Athlete element.
- Sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "A1" Type="A">
    <Composition>

            <Athlete Code="A1"  Order="1"/>

    </Composition>
</Competition>
```

If Competitor is a Team:

- <Competitor> element contains the attribute **Type** ="T"
- <Competitor> element contains the attribute **Code** = TeamCode. This attribute links to a team appearing in the DT_PARTIC_TEAMS message.
- <Competitor> element contains the element <Composition>. This element is optional because there are situations where the team members are not known when message is provided.
- <Composition> element contains the mandatory element <Athlete> with the list of athletes that are the team members. The **Code** attribute links to an athlete appearing in the DT_PARTIC (athletes) message.

- Although team members for the whole event will be able to be found in the DT_PARTIC_TEAMS message, the specific ODF Sport messages will also include always the team's members particularized for the message.
- <Athlete> element contains the mandatory attribute **Order** with the team members sort order.
- Team's **Bib** (if applicable) will be sent in Competitor element.
- Team members' **Bib** (if applicable) will be sent in Competitor /Composition /Athlete element.
- Team sport specific extensions are in the <Competitor> element and defined in the ODF Discipline Data Dictionary.
- Team members sport specific extensions are in the <Athlete> element and defined in the ODF Discipline Data Dictionary.

```
<Competitor Code= "T1" Type="T">
        <Composition>
            <Athlete Code="A1"  Order=…/>
            <Athlete Code="A2"  Order=…/>
            …
        </Composition>
</Competition>
```

If Competitor is a Group:

- <Competitor> element contains the attribute **Code** = NOC 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
MillisTime	HHMMSSmmm • HH: hour

Format	Format Description
	• MM: minutes • SS: seconds • mmm: milliseconds All formatted with leading zeroes (example: 090303020).
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) • YYYY: year • MM: Month • DD: day • hh: hour • Mm: minutes • Ss: seconds • TZD in the Time Zone Designator (Z or +hh:mm or -hh:mm) where the message was produced and when the message was produced. "Z" is the zone designator for the zero UTC offset
Boolean	'true' or 'false'
Numeric	Number with no predetermined length • If the number starts with 9 (e.g. 99), then leading zeroes are removed. Example: 10 in format 99 is 10, and 3 in format 99 is 3. • If the number starts with 0 (e.g. 00), then leading zeroes are kept. Example: 10 in format 00 is 10, and 3 in format 00 is 03. • If nothing is stated, it will be assumed that the leading zeroes are removed
N(n)	Number with a length up to n digits
N(n).N(m)	Number with decimal • N(n) integer part up to n digits • N(m) decimal part up to m digits
Specific pattern	Attributes with an specific pattern not specified in this table
Free text	Free text is never used in a message attribute, but it can be used inside the element content Example <element>Free text goes in here</element>

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.

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

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	N(1).N(2)m N(3)cm N(1)'N(2)''	9.00m 900cm 9'90''	1.83m 183cm 6'0''
Weight	N(3)kg N(3)lbs	900kg 900lbs	100kg 220lbs
Temperature	N(2)ºC N(3)ºF	90ºC 990ºF	35ºC 95ºF
Distance	N(3).N(3)km N(3).N(3)mi	90.000km 90.000m	1.789km 6.123mi
Speed	N(2).N(3)m/s N(3).N(3)mph N(3).N(3)km/h	90.000m/s 90.000mph 90.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	N(2)cm N(2)in	90cm 90in	2cm 1in

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.

Measure	Conversion Rules
Distance	1 in = 0,0254 m 1 ft = 12 in = 0,3048 m 1 yd = 3 ft = 36 in = 0,9144 m 1 mi = 1.760 yd = 5.280 ft = 63360 in = 1609,344 m 1 nmi (nautical mile) **=** 1,852 m
Speed	1 km/h = 3,6 m/s 1 kts= 1 nmi/h
Weight	1 lbs = 0,453 592 37 kg

Measure	Conversion Rules
Temperature	T[°F] = 1,8 × T[°C] + 32 T[°C] = (T[°F] – 32) / 1.8

5. Message Operation and Use

5.1. Message generation systems (Source)

ODF messages can be produced by different systems which for the Baku 2015 European Games are:

- The On-Venue Results (OVR) Systems used by the OVR providers at the competition venues; and
- The Central Results System (CRS) which is centrally located and used to generate all cross-sport and common messages.

5.2. Competition Day, Start and Stop Transmission

To assist in management of messages sent in a single competition day, messages are framed, or enclosed between ‘start’ and ‘end’ messages. Each local or venue system that generates messages during the day must:

- start the transmission with a DT_GM message and;
- end the transmission with a DT_GN message.

The DT_GM and DT_GM **(generated only for disciplines provided in ODF1 format)** are the control messages to start and end the keep alive messages (DT_KA) from an OVR system.

In cases of multi-sports competitions the DT_GLOBAL_GM message **(in ODF2 format)** is sent prior to sending the first DT_GM of the day and the DT_GLOBAL_GN **(in ODF2 format)** message is sent after sending the last DT_GN of the day and all central operations are complete.

Certain event units may run beyond midnight, hence the need to introduce the concept of a “logical day”. A logical day starts with the first unit of the day after the overnight break and ends after all units and associated activities are completed for the day, which may be after midnight.

All messages produced will be considered as belonging to the same logical day on which the first event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, all ODF messages will have the logical date of Aug 2).

For the Baku 2015 European Games, the end of the logical day is defined by default at 03:00 a.m. It may be later if competition and/or news operations are not completed for the day.

“Logical day” and “Competition day” are used interchangeably in the ODF documentation.

5.3. Message Serialization

Every message has a serial number in the header. Each system that generates ODF messages serializes its own messages. For the Baku 2015 European Games, this means serial numbers are generated both at the venues and at the CRS central systems. Different disciplines or OVR systems will have independent serial numbers.

Serial numbers are reset to “1” at the start of each logical day in for each Source.

5.4. Message Frequency and Triggers

A message trigger is a condition that leads to the generation of an ODF message.

Specific message triggering is described in the ODF Data Dictionaries. This section presents a general overview only.

ODF is a real time feed, which means that information is distributed as soon as it becomes available.
There are triggers related to the competition progress (e.g. sending a Result message when the results are getting the unofficial “status” as per the definition of status values for schedule and results) and there are triggers related with data changes (i.e. sending a Results message when there is a goal in Beach Soccer) plus some messages are triggered manually (i.e. medals).
As most messages are ‘complete’ or ‘full’ and include all necessary information, ODF users are generally free to process only certain messages (like the official results at the end of a unit) and still be able to exploit the messages according to their business needs.

5.5. Point-in-Time vs Real-Time

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 or DT_PARTIC_TEAMS_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

6. Point in Time Feed

6.1. Central Messages

6.1.1. **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	List of participants by discipline
DT_PARTIC_UPDATE	List of participants by discipline update
DT_PARTIC_TEAMS	List of teams
DT_PARTIC_TEAMS_UPDATE	List of teams update
DT_HISTORIC_RECORD	Historical records

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 overwriten, depending on the discipline's specific requierements.

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 overwriten (e.g.: its trigger and frequency). If there are no specific requierements 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 requierements:

- 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_HISTORIC_RECORDS		O	O

M For mandatory definition
O For optional definition
Blank when the definition is the same as the general definition

6.1.2. Competition schedule

6.1.2.1. Description

The Competition schedule is a bulk message provided for one particular discipline. As a general rule, it contains the complete schedule information for all event units needed to run a competition and excludes event units for activities such as unofficial training and press conferences.
This message contains the competition timetable for a complete discipline as well as status for each competition unit and is updated from OVR via the schedule update message.

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".

2. Status
   - Exclude event units with a status of planned (Status="1") unless a planned event unit must be sent to change a scheduled event unit (Status="2") into a planned event unit (Status="1").
     Note: The status of Getting Ready (Status="3") for the ODF1 Disciplines, is applied just to the following ones: AT, CF, SW

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

6.1.2.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
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

6.1.2.3. Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 2-3 weeks 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") by OVR. There is no

automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

6.1.2.4. 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”.

6.1.2.5. 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

Element	Attribute	M/O	Value	Comments
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
	Status	M	CC @UnitStatus	Unit Status
	StartDate	O	DateTime	Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED. *Example: 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. *Example: 2006-02-26T10:00:00+01:00*

Element	Attribute	M/O	Value	Comments
	EstimatedEndDate	O	Boolean	'true' if EndDate scheduled end time is estimation. 'false' if EndDate scheduled end time is not an estimation. Some event units 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. 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.
	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/ EstimatedStartText 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 / Unit Description. For competition units show the short unit description from common codes which matches the RSC. For non-competition schedules (where the item description is not in common codes) then add the description.

6.1.2.6. Message sort

The message is sorted by Unit@StartDate.

In case of event unit with no Unit@StartDate defined (example, they are in an event unit status such as Planned in ODF1 Sports or UNSCHEDULED in ODF2 Sports), they will be listed at the end of the message. In this case, the sorting will be according to Discipline@Code, Gender@Code, Event@Code, Phase@Code and Unit @Code.

6.1.3. Competition schedule update

6.1.3.1. 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

The data to be sent follows the DT_SCHEDULE rules in relation to phase type and status (except where changing to status 1 as seen below)
Note that the status of Getting Ready (Status="3") for the ODF1 Disciplines, is applied just to the following ones: AT, CF, SW

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

6.1.3.2. 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

6.1.3.3. 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.

6.1.3.4. 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

6.1.3.5. 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	N, U, D	N-New event unit U-Update event unit D-Delete event unit If ModificationIndicator='N', then include new event unit to the previous bulk-loaded schedule If ModificationIndicator='U', then update the event unit to the previous bulk-loaded schedule If ModificationIndicator='D', then delete the event unit from the previous bulk-loaded schedule. The unit (identified by Discipline, Gender, Event, Phase and Unit) with ModificationIndicator='D' does not exist any more.

6.1.3.6. Message sort

The message is sorted by Unit@StartDate.

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 message. In this case, the sorting will be according to Discipline@Code, Gender@Code, Event@Code, Phase@Code and Unit @Code.

6.1.4. List of participants by discipline / List of participants by discipline Update

6.1.4.1. 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 change, the element Participant for it with all its children ant its attribute must me send.

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.

6.1.4.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline
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
Serial	Numeric	Refer to the ODF header definition

6.1.4.3. Trigger and Frequency

The DT_PARTIC message is sent as a bulk message one month before the Games. It is sent several times up to the date from what only DT_PARTIC_UPDATE messages are sent.

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

6.1.4.4. Message Structure

The following table defines the general structure of the Participants 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 (see Table Note)			
		Discipline			
			Code		
			InternationalFederationId		
			DisciplineEntry (0..N)		
				Code	
				Type	
				Pos	
				Value	
			RegisteredEvent (0..N)		
				Gender	
				Event	
				Bib	
				EventEntry (0..N)	
					Code
					Type
					Pos
					Value
		OfficialFunction (0..N)			
			FunctionId		

Table Note: “List of participants by discipline” and “List of participants by discipline update” share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the “List of participants by discipline update message”.

6.1.4.5. Message Values

Competition Element

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

Participant Element

Element	Attribute	M/O	Value	Comments
Participant	Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.

Element	Attribute	M/O	Value	Comments
	Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.
	Status	M/O	CC @AccreditationStatus	Participant's accreditation status this atribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
	GivenName	O	S(25)	Given name in WNPA format (mixed case)
	FamilyName	M	S(25)	Family name in WNPA format (mixed case)
	PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
	PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
	TVName	M	S(35)	TV name
	TVInitialName	M	S(18)	TV initial name
	Gender	M	CC @PersonGender	Participant's gender
	Organisation	M	CC @Organisation	Organisation ID
	BirthDate	O	YYYYMMDD	Date of birth. This information could be not known at the very beginning, but it will be completed for all participants after successive updates

Element	Attribute	M/O	Value	Comments
	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/M	CC @Function	Main function In the Case of Current="true" this attribute is Mandatory
	Current	M	boolean	It defines if a participant is participating in the games (True) or is a Historical participant (False)
	OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Movement program

Element	Attribute	M/O	Value	Comments
	ModificationIndicator	M	N, U	N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used

Discipline Element

Element	Attribute	M/O	Value	Comments
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. However, it will be listed the discipline of the message)	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)

DisciplineEntry Element

Element	Attribute	M/O	Value	Comments
DisciplineEntry (Send if there are specific official's discipline)	*See sport specific definition*			

RegisteredEvent Element

Element	Attribute	M/O	Value	Comments
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	Gender	M	CC @DisciplineGender	Discipline Gender Code
	Event	M	CC @Event	Event ID
	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. Send only in the Case of Current="true".

Element	Attribute	M/O	Value	Comments
athletes are not register to any event.	Class	O	*CC @SportClass*	Code to identify the handicap class in the case of events with handicapped athletes (e.g: 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”.
	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.: 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)

EventEntry Element

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
EventEntry (Send if there are specific athlete's event entries)	*See sport specific definition*			

OfficialFunction Element

Element	Attribute	M/O	Value	Comments
OfficialFunction (Send if the official has optional functions. Do not send, otherwise).	FunctionId	M	CC @Function	Optional officials' function code

6.1.4.6. Message sort

The message is sorted by Participant @Code

6.1.5. List of teams / List of teams update

6.1.5.1. 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 different teams.

An historical team can be 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.

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.

6.1.5.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS	List of participant teams
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
Serial	Numeric	Refer to the ODF header definition

6.1.5.3. Trigger and Frequency

The DT_PARTIC_TEAMS message is sent as a bulk message one month before the Games. It is sent several times up to the date from what only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in a DT_PARTIC_TEAMS bulk message sent before.

6.1.5.4. Message Structure

The following table defines the general structure of the Teams 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 (see Table Note)			
		Composition (0..1)			
			Athlete (1..N)		
				Code	
				Order	
		TeamOfficials (0..1)			
			Official (1..N)		
				Code	
				Function	
		Discipline			
			Code		
			InternationalFederationId		
			RegisteredEvent (0..1)		
				Event	
				Gender	

				Bib	
				EventEntry (0..N)	
					Code
					Type
					Pos
					Value

Table Note: “List of teams” and “List of teams update” share the same message structure and message attributes, except for the ModificationIndicator attribute, which is specific of the “List of teams by discipline update message”.

6.1.5.5. Message Values

Competition Element

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

Team Element

Element	Attribute	M/O	Value	Comments
Team	Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
	Organisation	M	CC @Organisation	Team organisation's ID
	Number	M/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	M/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)

Element	Attribute	M/O	Value	Comments
	ModificationIndicator	M	N, U, D	N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

Athlete Element

Element	Attribute	M/O	Value	Comments
Athlete (In the case of current teams the number of athletes is 2 or more)	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

Official Element

Element	Attribute	M/O	Value	Comments
Official (Send if there are specific team's officials. Not apply to historical teams)	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.

Discipline Element

Element	Attribute	M/O	Value	Comments
Discipline (Each team is assigned just to one discipline)	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)

RegisteredEvent Element

Element	Attribute	M/O	Value	Comments
RegisteredEvent (Each team is assigned at least to one event, except for a historical team, which will not registered to any event)	Gender	M	CC @DisciplineGender	Discipline Gender Code
	Event	M	CC @Event	Event ID
	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)

EventEntry Element

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
EventEntry (Send if there are specific team's event entries)	*See sport specific definition*			

6.1.5.6. Message sort

The message is sorted by Team @Code.

6.1.6. Historical records

6.1.6.1. Description

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

6.1.6.2. 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_HISTORIC_RECORD	Historical records
Version	1...V	Version 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
Serial	Numeric	Refer to the ODF header definition

6.1.6.3. Trigger and Frequency

"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.

6.1.6.4. Message Structure

The following table defines the general structure of the Historical Records 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					
				Equalled					
				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		
							Pos		
							Code		

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

6.1.6.5. Message Values

Competition Element

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

Record Element

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

Record /RecordType Element

Element	Attribute	M/O	Value	Comments
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).	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

Record /RecordType /RecordData Element

Element	Attribute	M/O	Value	Comments
Record /RecordType /RecordData	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)

Record /RecordType/ExtRecords /ExtRecord Element

Element	Attribute	M/O	Value	Comments
Record /RecordType/ExtRecords /ExtRecord (/ExtRecords /ExtRecord are optional elements according to competitors' rules.)	*See sport specific definition*			

Record /RecordType /Competitor Element

Element	Attribute	M/O	Value	Comments
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".	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

Record /RecordType /Competitor /ExtRecords /ExtRecord Element

Element	Attribute	M/O	Value	Comments

Element	Attribute	M/O	Value	Comments
Record /RecordType/ExtRecords /ExtRecord (/ExtRecords /ExtRecord are optional elements according to competitors' rules.)	*See sport specific definition*			

Record /RecordType / Competitor/ RecordData Element

Element	Attribute	M/O	Value	Comments
Record /RecordType /Competitor/ RecordData If Competitor @Type="T", always send. If Competitor @Type="A", do not use.	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)

Record /RecordType /Competitor /Composition /Athlete Element

Element	Attribute	M/O	Value	Comments
Record /RecordType / Competitor/ Composition /Athlete (Individual athlete / team member information should be in DT_PARTIC (@Current="false").	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".

Record /RecordType /Competitor /Composition /Athlete /ExtRecords /ExtRecord Element

Element	Attribute	M/O	Value	Comments
Record /RecordType / Competitor / Composition / Athlete /ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to competitors' rules.)	*See sport specific definition*			

Record /RecordType /Competitor /Composition /Athlete /RecordData Element

Element	Attribute	M/O	Value	Comments
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.	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 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)

6.1.6.6. Message sort

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

6.2. Sport Messages (PiT Feed)

6.2.1. Overall perspective

6.2.1.1. List of Messages

The following table lists the ODF sport messages.

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_CONFIG	Discipline configuration
DT_WEATHER	Event Unit Weather conditions
DT_SERIAL	List of Current PiT Serial
DT_PHOTOFINISH	Photofinish

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 overwriten, depending on the sport's specific requierements.

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 overwriten (e.g.: its trigger and frequency). If there are no specific requierements 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 requierements:

- 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_CUMULATIVE_RESULT	O	O	O
DT_PHASE_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_WEATHER	O	O	O
DT_MEDALLISTS	O		
DT_MEDALLISTS_DISCIPLINE			
DT_GM			

DT_GN			
DT_SERIAL			
DT_PHOTOFINISH			

M For mandatory definition
O For optional definition
Blank when the definition is the same that the general definition

6.2.1.2. PiT Messages definition

There are two types of ODF-PiT messages:

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

6.2.1.3. 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.

6.2.2. **Start List**

6.2.2.1. Description

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

The start list is a generic message for all sports, including as much generic information as possible, considering start lists may have substantial differences between different disciplines and events (example: mass start list, line-ups, 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, and may overwrite the use of mandatory attributes.

6.2.2.2. Header Values

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 complete the explanation regarding to this attribute
DocumentType	DT_START_LIST	Start list message
Version	1...V	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

6.2.2.3. Trigger and Frequency

The general rule is that this message is sent as soon as some of the information arriving in this message and associated to the event unit (PhaseInfos, UnitInfos, and

Officials) is known and also when all the competitors for one particular event unit are known.
For team event units this message should send as soon as the teams are available (maybe first teams, and after another message with team members).

Trigger also after any major change.

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

6.2.2.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

As well as the general rules described in the chapter 4.3 (Sport messages definition), it is important to point out in particular for the start list message the following: Athlete's (or team's) entries can be found in the list of athletes by discipline and list of teams messages (EventEntry elements) in the ODF Central Messages Interface Description Document. However, some event entries may be overwritten for a particular event unit by making use of EventUnitEntry elements in the start list message. Example, in Curling you may want to state that the Skip is for a particular game is one competitor, being different from the Skip in general for the event. Then, you may include the Skip information for the new competitor, and the remove the Skip information for the competitor assigned as skip in the rest of the games. However, for the rest of the games, if it is not stated the contrary, the skip remains the same competitor as the most recent ODF Central Message EventEntry element.

To summarize, any athlete or team entry not particularized in this start list message should be assumed from the List of athletes by discipline or List of teams, as they are defined in the ODF Central Messages Interface Document.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
PhaseInfos and its child element PhaseInfo
PhaseInfo /Extensions
UnitInfos and its child elements UnitDateTime and UnitInfo
UnitInfo /Extensions
UnitInfo /Competitor (UnitInfo /Competitor /Composition when Composition is not known for team event units)
Officials and its child element Official
ExtOfficial
Coaches and its child element Coach
Start /Competitor /EventUnitEntry
Start /Competitor /Composition /Athlete /EventUnitEntry (Start /Competitor /Composition when Composition is not known for team event units)

You must be aware the Start element is optional because according to the trigger, the start list could be sent with information about PhaseInfos, UnitInfos and Officials elements, without knowing the participants, yet. However, as soon as this information is known, the Start element should be included when event unit participants are known in any case.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
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			
		UnitInfo (0..N)				
			Type			
			Code			
			Pos			
			Value			
			Extensions (0,1)			
				Extension (1..N)		
					Type	
					Code	
					Pos	
					Value	
			Competitor (0,N)			
				Organisation		
				Order		
				Composition (0,1)		
					Athlete	
						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)		
					Code	

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
					Order	
					Bib	
					EventUnitEntry (0..N)	
						Type
						Code
						Pos
						Value

6.2.2.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Start List, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo (Phase info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of PhaseInfo.
	Code	M	*See table comment*	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort phase info items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitDateTime (Scheduled start date and time)	StartDate	M	DateTime	Scheduled start date-time. For multi-day units, the start date-time is that on the first day.
UnitInfo (Unit info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of UnitInfo.
	Code	M	*See table comment*	Key of the UnitInfo element, to uniquely identify this element.
	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).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	M	CC @Organisation	Organisation ID

Element	Attribute	M/O	Value	Comments
(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. There could be more than one competitor related.)	Order	O	N(3)	Order of the organisation associated to the UnitInfo, if more than one organisation associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (Send if the UnitInfo has a related person, or team member, person associated to this UnitInfo.-Organisation- In a different way to the competitors' rules in chapter 4.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete. For the same reason, it should also be sent @Organisation).	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 (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
	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 (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Official (Official associated to the event unit)	Code	M	*See table comment*	Key of the official, to uniquely identify this element
	Function	M	*See table comment*	Official's function (example: referee, etc.) particularized for the event unit. It may be different (more specific) to the function being sent in the DT_PARTIC (official) message as it is defined in the ODF Central Messages Interface Description Document
	Order	O	*See table comment*	Optionally, send official order if there is any specificity in the sport.
ExtOfficial (Extended official information)	Type	M	*See table comment*	Type (categorization) of ExtOfficial data.
	Code	M	*See table comment*	Key of the ExtOfficial element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort ExtOfficial data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtOfficial.
Start (For any start list,	StartOrder	O	Numeric *See table comment*	Start order of the competitor in a start list

Element	Attribute	M/O	Value	Comments
competitors will be sent as soon as known. First information regarding to UnitInfo, UnitActions, etc might be sent before competitors (either single athletes or teams) are known. For this reason, Start is optional (temporally not including any competitor information).	SortOrder	M	Numeric *See table comment*	Used to sort all start list competitors in an event unit (for example, if there is not StartOrder). It is mainly used for display purposes.
Start /Competitor (Competitor participating in the event unit. Refer to chapter 4.3 for competitors' rules 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)	Code	M	S(20) with no leading zeroes, TBD, BYE or Code	Competitor's ID, TBD in case that the competitor is not known, BYE in case of no competitor, or Code that define the Group (in case that the group has not identified as a team, this code will be defined in ODF Sport Data Dictionary for each of the disciplines).
	Type	M	T,A,G	T for team A for athlete G for groups that are not a team ID
	Bib	O	*See table comment*	Team competitor's bib number (Competitor @Type should be T). Bib number is in fact a special Event Unit 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 EventUnitEntry in the previous versions.
Coaches /Coach (Competitor's coach)	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	*See table comment*	Optionally, send official function
	Order	O	*See table comment*	Optionally, send coach order (if more than one coach is needed).
Start /Competitor /EventUnitEntry (Team competitor's event unit entry, according to the competitor's rules in chapter 4.3)	Code	M	*See table comment*	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Unit Entry.
	Pos	O	Numeric *See table comment*	An optional numerical value used for the Event Unit Entry items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Unit Entry.
Start /Competitor /Composition /Athlete (Individual athlete if Competitor @Type="A" or team member if	Code	M	S(20) with no leading zeroes or TBD or BYE	Athlete's ID, corresponding to either a team member or a single athlete participating in the event unit, TBD in case that the competitor is not known, or BYE in case of no competitor

Element	Attribute	M/O	Value	Comments
Competitor @Type="T" or "G" participating in the event unit, depending on Competitor @Type. In the case Competitor @Type="T", it may be empty at early stages of the competition, if the team members are not yet known. Refer to chapter 4.3 for competitors' rules). In case of the Competitor @Code="TBD" this element should not informed.	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T" or "G") or 1 if Competitor @Type="A".
	Bib	O	*See table comments*	Individual athlete's bib number (if Competitor @Type="A" or team member's bib number (if Competitor @Type="T" or "G"). Bib number is in fact a special Event Unit 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 EventUnitEntry in the previous versions.
Start /Competitor /Composition /Athlete /EventUnitEntry (Team member's or individual athlete's event unit entry, depending on whether Competitor @Type="T" or @Type="G" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Code	M	*See table comment*	Key of the Event Unit Entry, to uniquely identify the event entry.
	Type	M	*See table comment*	Type (categorization) of Event Unit Entry.
	Pos	O	Numeric *See table comment*	An optional numerical value used for the Event Unit Entry items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Event Unit Entry.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.2.6. Message sort

There is not any special sort order requirement for this message. Usually, Start @SortOrder will be the attribute used to sort the results, as the attribute @SortOrder is defined in each of the ODF Sport Data Dictionaries (if the start list is sent at the moment the competitors are known). 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.

6.2.3. **Event Unit Results**

6.2.3.1. Description

The Event Unit Results is a message containing the results for the list of competitors in one event unit, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The Event Unit 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.

6.2.3.2. Header Values

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 complete the explanation regarding to 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)
Version	1...V	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
DocumentSubtype	*To be defined in each ODF Data Dictionary*	It optional attribute only for special cases in result messages (for example TIE BREAK in GA,…) because there are a lot of data
Serial	Numeric	Please, refer to the ODF header definition

6.2.3.3. Trigger and Frequency

The general rule is that this message is sent as when the event unit finishes and the message becomes unofficial, and also afterwards when the message becomes official (when the event unit becomes official). The official/unofficial status can be seen in ODF headers (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.

There is special case that when finish the result there is a tie-break with a lot of data (for example in GA) and in this case we send a DT_RESULT with DocumentSubtype with only the data of the tie-break.

6.2.3.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
PhaseInfos and its child element PhaseInfo
PhaseInfo /Extensions
UnitInfos and its child elements UnitDateTime and UnitInfo
UnitInfo /Extensions
UnitInfo /Competitor
UnitInfo /Competitor /Composition and its child elements Athlete
Periods and its child element Period
Periods /ExtendedPeriods
UnitActions and its child element UnitAction
ExtendedAction
UnitAction /Competitor
UnitAction /Competitor /Composition and its child elements Athlete
RecordIndicators and its child element RecordIndicator
Competitor /EventUnitEntry
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults /ExtendedResult /Extension
Competitor /Stats and its child element Stat
Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension
Competitor /Composition /Athlete /Stats and its child element Stat

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)						
				Organisation					
				Order					
				Composition					
					Athlete				
						FamilyName			
						GivenName			
	Periods (0,1)								
		Period (1..N)							
			Code						
			HomeScore						
			AwayScore						
			HomePeriodScore						
			AwayPeriodScore						

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			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					
			Competitor (0..N)						
				Code					
				Type					
				Role					
				Order					
				Composition (0,1)					
					Athlete (1..N)				
						Code			
						Order			
						Role			
	Result (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		WLT							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		Competitor							

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
			Code						
			Type						
			Bib						
			EventUnitEntry (0,1)						
				Type					
				Code					
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Stats (0, 1)						
				Stat (1..N)					
					Type				
					Code				
					Pos				
					Value				
					ExtendedStat (0..N)				
						Code			
						Type			
						Pos			
						Value			
			Composition						
				Athlete (1..N)					
					Code				
					Order				
					Bib				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							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
									Type
									Code
									Pos
									Value
					Stats (0, 1)				
						Stat (1..N)			
							Type		
							Code		
							Pos		
							Value		
							ExtendedStat (0..N)		
								Code	
								Type	
								Pos	
								Value	

The elements Key are marked in bold for the Real Time. All the parents' elements key must to be sent if a child value has changed, also all the mandatory elements must be sent. In any case, all the Unit Actions wll always contain all related Extended Actions

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6.2.3.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Event Unit Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo (Phase info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of PhaseInfo.
	Code	M	*See table comment*	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort phase info items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitDateTime (Actual start –and/or end-dates and times)	StartDate	M	DateTime	Actual start date-time. For multi-day units, the start date-time is that on the first day.
	EndDate	O	DateTime *See table comment*	Actual end date-time (The attribute should be informed, when available, for ResultStatus UNOFFICIAL and OFFICIAL)
UnitInfo (Unit info item associated to the event unit)	Type	M	*See table comment*	Type (categorization) of UnitInfo.
	Code	M	*See table comment*	Key of the UnitInfo element, to uniquely identify this element.
	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).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitInfo.
UnitInfos /UnitInfo /Extensions /Extension	Type	M	*See table comment*	Type (categorization) of the Extension

Element	Attribute	M/O	Value	Comments
(Extensions of UnitInfos)	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitInfo /Competitor	Organisation	O	CC@Organisation	Organisation ID
	Order	O	N(3)	Order of the competitor associated to the UnitInfo, if more than one competitor associated. Do not send otherwise
UnitInfo /Competitor /Composition /Athlete (If the UnitInfo has a related person, person associated to this UnitInfo. In a different way to the competitors' rules in chapter 4.3, it will be sent FamilyName and GivenName because, in many cases, the person related to an UnitInfo may not be an athlete).	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 (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
	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 (ODF Central Messages Interface Description Document), and for this reason a @Code attribute is not possible.
Period (Period in which the event unit message is arriving)	Code	M	*See table comment*	Key of the Period element to uniquely identify this element.
	HomeScore	M	*See table comment*	Overall score of the home competitor at the end of the period
	AwayScore	M	*See table comment*	Overall score of the away competitor at the end of the period
	HomePeriodScore	O	*See table comment*	Score of the home competitor just for this period
	AwayPeriodScore	O	*See table comment*	Score of the away competitor just for this period
	Duration	O	*See table comment*	Duration of the period
ExtendedPeriod	Type	M	*See table comment*	Type (categorization) of the ExtendedPeriod

Element	Attribute	M/O	Value	Comments
(ExtendedPeriod information)	Code	M	*See table comment*	Key of the ExtendedPeriod, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedPeriod with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
UnitAction (UnitAction, like it could be a goal) The Actions can suffer a lot of modificatios during the competition an a Status attribute has been defined to control this	Type	M	*See table comment*	Type (categorization) of the UnitAction
	Code	M	*See table comment*	Key of the UnitAction, to uniquely identify this element.
	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.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitAction
	Status	M	*N, U, D*	Status of the action to indicate 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"
	Time	M	MM:SS 00:00 or *See table comment for some Sports*	Time in minutes and seconds in which the action occurred Example (02:05)
ExtendedAction (ExtendedAction information)	Type	M	*See table comment*	Type (categorization) of the ExtendedAction
	Code	M	*See table comment*	Key of the ExtendedAction, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedAction with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedAction
UnitAction /Competitor (Competitor participating in the UnitAction, if the UnitAction has an associated competitor. Refer to chapter 4.3 for competitors' rules).	Type	M	T,A	T for team A for athlete
	Code	M	S(20) with no leading zeroes	Competitor's ID
	Role	O	*See table comment*	Role of the competitor in the action
	Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor

Element	Attribute	M/O	Value	Comments
UnitAction /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID or team member related to the action
	Role	O	*See table comment*	Role of the competitor in the action
	Order	M	Numeric	Order in which either the single athlete or the team member (depending on Competitor @Type) should appear for the action, if there is more than one element of this kind associated to the action
Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text *See table comment*	Rank of the competitor in the result.
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The result of the competitor in the event unit
	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
	WLT	O	*See table comment*	The code whether a competitor won, lost or tied the match / game
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit
RecordIndicators /RecordIndicator (Result's record indicator)	Order	M	Numeric	Deprecated: For Baku 2015, Order is always '1'for records broken/equalled in this Event Unit.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.
Result /Competitor (Competitor related to one event unit result. Refer to chapter 4.3 for	Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown or not exists
	Type	M	T,A, H	T for team A for athlete

Element	Attribute	M/O	Value	Comments
competitors' rules)	Bib	O	*See table comment*	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
Result /Competitor/ EventUnitEntry	Type	M	EU_ENTRY	Only for Team Sport Type (categorization) of the EventUnitEntry.
	Code	M	E_HOME or E_AWAY	Only for Team Sport Key of the EventUnitEntry to uniquely identify if the Competitor is the Home or the Away Team
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Stats /Stat (Team competitor's statistics, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the Stat.
	Code	M	*See table comment*	Key of the Stat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Stat.
Result/Competitor /Stats /Stats /Stat /ExtendedStat (Extended information for the statistics)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat
Result /Competitor Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single 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	*See table comment*	Bib number Bib number is in fact a special Event Unit Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute.
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 in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor/ Composition/ Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete /Stats /Stat (Team member's or individual athlete's statistics, depending on whether Competitor	Type	M	*See table comment*	Type (categorization) of the Stat.
	Code	M	*See table comment*	Key of the Stat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.

Element	Attribute	M/O	Value	Comments
@Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Stat.
Result /Competitor/ Composition/ Athlete /Stats /Stat /ExtendedStat (Extended information for the statistics)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.3.6. 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.

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

6.2.4. **Phase Results**

6.2.4.1. Description

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

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.

6.2.4.2. Header Values

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
Version	1...V	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

6.2.4.3. Trigger and Frequency

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.

6.2.4.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
RecordIndicators and its child element RecordIndicator
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults /ExtendedResult /Extension
Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

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				
	Result (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		Competitor							
			Code						
			Type						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition (0,1)						

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

6.2.4.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Phase Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
PhaseInfo	Type	M	*See table comment*	Type (categorization) of PhaseInfo.
	Code	M	*See table comment*	Key of the PhaseInfo, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort phase info items with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced PhaseInfo.
PhaseInfos /PhaseInfo /Extensions /Extension (Extensions of PhaseInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result (For any Phase Results message, there should be at least one competitor being awarded a result for the phase)	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*	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
RecordIndicators /RecordIndicator (Phase result's record indicator)	Order	M	Numeric	Deprecated: For Baku 2015, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.

Element	Attribute	M/O	Value	Comments
Result /Competitor (Competitor related to one phase result. Refer to chapter 4.3 for competitors' rules)	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 the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single 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" according to competitors' rules in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.4.6. 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.

6.2.5. **Cumulative Results**

6.2.5.1. 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 as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

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. This information may be useful in some events, such as it could be in Athletics decathlon or in Bobsleigh.

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.

6.2.5.2. Header Values

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

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.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1...V	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

6.2.5.3. Trigger and Frequency

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

- If results are accumulating accross 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 DDGEEEPUU):

  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_CUMLATIVE_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 unofficials:
   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 officials:
   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.

6.2.5.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.
The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
/ExtendedInfos and its child element ExtendedInfo
/ExtendedInfos/ExtendedInfo/Extensions
/CumulativeResult /RecordIndicators and its child element RecordIndicator
/CumulativeResult /ResultsItems / ResultItem / /Result /RecordIndicators and its child element RecordIndicator
/CumulativeResult /Competitor /ExtendedResults and its child element ExtendedResult
/CumulativeResult /Competitor /ExtendedResults /ExtendedResult /Extension
/CumulativeResult /Competitor /Composition /Athlete /ExtendedResults and its child element ExtendedResult
/CumulativeResult /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension

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				
	CumulativeResult (1..N)								
		Rank							
		RankEqual							
		ResultType							
		Result							
		IRM							
		QualificationMark							
		SortOrder							
		RecordIndicators (0,1)							
			RecordIndicator (1..N)						
				Order					
				Code					
				RecordType					
		ResultItems							
			ResultItem (1..N)						
				Phase					
				Unit					
				Result					
					Rank				
					RankEqual				
					ResultType				
					Result				
					IRM				
					QualificationMark				
					WLT				
					SortOrder				
					RecordIndicators (0,1)				
						RecordIndicator			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
						(1..N)			
							Order		
							Code		
							RecordType		
		Competitor							
			Code						
			Type						
			ExtendedResults (0,1)						
				ExtendedResult (1..N)					
					Type				
					Code				
					Pos				
					Value				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1..N)					
					Code				
					Order				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value

The elements Key are marked in bold for the Real Time. All the parents' elements key must to be sent if a child value has changed, also all the mandatory elements must be sent.

6.2.5.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Cumulative Results message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ExtendedInfos/ExtendedInfo	Type	M	*See table comment*	Type (categorization) of the ExtendedInfo.
	Code	M	*See table comment*	Key of the ExtendedInfo, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedInfo.
ExtendedInfos/ExtendedInfo/Extensions/Extension	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
CumulativeResult (For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase)	Rank	O	Text *See table comment*	Rank of the competitor in the cumulative result
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute
	Result	O	*See table comment*	The cumulative result of the competitor
	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*	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
CumulativeResult/RecordIndicators/RecordIndicator (Cumulative result's record indicator)	Order	M	Numeric	Deprecated: For Baku 2015, Order is always '1' for the latest (best) record of each type broken/equalled up to the current phase.
	Code	M	*CC @RecordCode*	Code which describes the record broken by the CumulativeResult /Result value.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.

Element	Attribute	M/O	Value	Comments
CumulativeResult /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)	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.
	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.
CumulativeResult /ResultItems /ResultItem/ Result (For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit)	Rank	O	Text *See table comment*	Rank of the competitor in the result for the event unit or phase identified by /ResultsItems /ResultItem.
	RankEqual	O	Y or N	It identifies if a rank has been equalled. In PiT message only Y value has sense.
	ResultType	O	*See table comment*	Type of the @Result attribute for the event unit or phase identified by /ResultsItems /ResultItem
	Result	O	*See table comment*	The result of the competitor in the event unit for the event unit or phase identified by /ResultsItems /ResultItem
	IRM	O	*See table comment*	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultsItems /ResultItem
	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
	WLT	O	*See table comment*	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultsItems /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 /ResultsItems /ResultItem
CumulativeResult /ResultItems /ResultItem /Result	Order	M	Numeric	Deprecated: For Baku 2015, Order is always '1' for the latest (best) record of each type broken/equalled in this event unit.

Element	Attribute	M/O	Value	Comments
/RecordIndicators /RecordIndicator (result's record indicator)	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.
	RecordType	M	*CC @RecordType*	Code which specifies the level at which the record is broken.
Competitor (Competitor related to one cumulative result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes Or Organisation code in the case of NOC or NPC	Competitor's ID
	Type	M	T,A, N	T for team A for athlete N for NOC or NPC
CumulativeResult /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
CumulativeResult /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
CumulativeResult /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
CumulativeResult /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 in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.

Element	Attribute	M/O	Value	Comments
CumulativeResult / /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.5.6. Message sort

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

6.2.6. **Pool Standings**

6.2.6.1. Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, but the main difference is in the frequency and trigger of the message, because in this case the message is triggered after each event unit (game, match, etc.), while in the previous message the trigger is after the phase finishes. For this reason, the message will be at event unit level, in most of the sports, in order to provide with the information of at which moment the messasge was generated. Besides, pool standings' is used in competitions that have groups.

You should notice that 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, but also 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.

6.2.6.2. Header Values

The following table describes the ODF header attributes (please, be aware of DocumentSubtype attribute, used to inform the group / pool, and being part of the key to identify the message along with the DocumentCode and Type attributes).

Attribute	Value	Comment
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings
DocumentSubtype	*To be defined in each ODF Data Dictionary*	Please, refer to the ODF header definition
ResultStatus	CC @ResultStatus	Result status
Version	1...V	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

6.2.6.3. Trigger and Frequency

The general rule is that this message is sent as soon as one event unit for the corresponding phase finishes and the message becomes INTERIM just at the end of the event unit. At the end of the phase (when there are not more event units/games to compete), the message is then sent as 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.

6.2.6.4. Message Structure

The Pool Standings message has the same message structure as the Phase Results message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competitor /ExtendedResults and its child element ExtendedResult
Composition /Athlete /ExtendedResults and its child element ExtendedResult

6.2.6.5. Message Values

The message values are the same as those explained in the Phase Results message sent at phase level.

Be aware of all mandatory attributes that will have to appear in any ODF Pool Standings message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

6.2.6.6. Message sort

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

6.2.7. **Event Final Ranking**

6.2.7.1. Description

The event final ranking is a message containing the final results and ranking at the completion of one particular event, either competing as single athletes or as aggregated athletes according to the team definition as it can be seen in the List of teams' message in the ODF Central Messages Interface Document.

The final ranking message is a generic message for all sports, including the full event final result for all competitors that 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 it may include all competitors in the competition as all can be ranked (as in Marathon) or may only include this with a final ranking as other are unranked (as in tennis).

6.2.7.2. Header Values

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
ResultStatus	CC @ResultStatus	Result status
Version	1...V	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

6.2.7.3. Trigger and Frequency

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

Trigger also after any major change.

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.

6.2.7.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
EventInfos and its child element EventInfo
EventInfo /Extensions
Competitor /ExtendedResults and its child element ExtendedResult
Competitor /ExtendedResults //ExtendedResult /Extensions
Composition /Athlete /ExtendedResults and its child element ExtendedResult
Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions

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				
					Extensions (0,1)				
						Extension (1..N)			
							Type		
							Code		
							Pos		
							Value		
			Composition						
				Athlete (1..N)					
					Code				
					Order				
					ExtendedResults (0,1)				
						ExtendedResult (1..N)			
							Type		
							Code		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
							Pos		
							Value		
							Extensions (0,1)		
								Extension (1..N)	
									Type
									Code
									Pos
									Value

6.2.7.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Final ranking message, and of those attributes with an optional appearance. In this last situation, each of the ODF Sport Data Dictionaries will have to explicitly mention and define the use of the optional attributes.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
EventInfo (Event info item associated to the event)	Type	M	*See table comment*	Type (categorization) of EventInfo.
	Code	M	*See table comment*	Key of the EventInfo element, to uniquely identify this element.
	Pos	O	*See table comment*	An optional numerical value used to sort event info items with same type and code (the attribute Pos could be the period, as example).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced EventInfo.
EventInfos /EventInfo /Extensions /Extension (Extensions of UnitInfos)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result (For any event final ranking message, there should be at least one competitor being awarded a result for the event)	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*	Used to sort all results in an event (based on rank, but to break rank ties, etc.). It is mainly used for display purposes.
Result /Competitor (Competitor related to one final event result. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes ,NOC ID or TBD	Competitor's ID, In the case of NOC or NPC it will be the NOC ID, TBD in case that the competitor is unknown or not exists
	Type	M	T,A, N	T for team A for athlete N for NOC's or NPC's

Element	Attribute	M/O	Value	Comments
Result /Competitor /ExtendedResults /ExtendedResult (Team competitor's extended results, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of Team competitor's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.
Result /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to a single 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 in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtendedResult.
	Code	M	*See table comment*	Key of the ExtendedResult, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code like split time in race competition.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedResult.
Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extensions /Extension (Extensions of team member's or individual athlete's extended results)	Type	M	*See table comment*	Type (categorization) of the Extension
	Code	M	*See table comment*	Key of the Extension, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data's extensions
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Extension.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.7.6. Message sort

There is not any special sort order requirement for this message. Usually, 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.

6.2.8. **Official Communication**

6.2.8.1. 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.

6.2.8.2. Header Values

The following table describes the ODF header attributes (please, be aware of the DocumentSubtype attribute, used to identify the message along with the DocumentCode and DocumentType attributes).

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	NOTICE or SPORT_NOTICE or RINCIDENT	NOTICE: Used for Official Communications
		SPORT_NOTICE: Used for Sport Communications
		RINCIDENT: Race Incident type, for sports that have this type of information.
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Please, 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	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

6.2.8.3. Trigger and Frequency

The message should be generated not later than 15 minutes after the jury or any other body decision.

- In case of Race Indicent:
    - After each incident is logged

Trigger also after any major change.

6.2.8.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

There are not optional elements according to the rules detailed in chapter 5.1 and 4.3.

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	
		Protest(0,1)			
			Status		
			HearingTime		
			EventUnit (0,1)		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				Gender	
				Event	
				Phase	
				Unit	
			Protestor		
			Protestee		
			Witness		
			Interpreter		
			Type		
				-	
			Details		
				-	
			DecisionShort		
				-	
			DecisionLong		
				-	
			Description		
				-	
			FactsFound		
				-	
			Conclusion		
				-	
			Rule		
			Jury(1,N)		
				Code	
				FamilyName	
				GivenName	
				Order	
			SignedBy (0,1)		
				Code	
				FamilyName	
				GivenName	
				Function	
		ProtestR42(0,N)			
			Code		
			Infringement		
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			CompAction		
				-	
			Rule		
			JuryAction		
				-	
		Request(0,1)			
			Code		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			EventUnit (0,1)		
				Gender	
				Event	
				Phase	
				Unit	
			Details		
				-	
			Reply		
				-	
			ReplyDate		
		Limit(0,N)			
			EventUnit		
				Gender	
				Event	
				Phase	
				Unit	
			DateTime		
		RIncidents (0,1)			
			AfterDistance		
			RIncident (1,N)		
				Code	
				Distance	
				When	
				Incidence	
					-
	Note (0,1)				
		-			

6.2.8.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
OfficialCommunication	DateTime	M	DateTime	Date and time in which the official communication is published. *Example: 2006-02-26T10:00:00+01:00*
Mandatory for DocumentSubcode NOTICE and SPORT_NOTICE.	NewsItem	O	String *See table comment*	Sport dependent (e.g. Communique number in Cycling)
	AffectsRES	M	Y, N	'Y' – The jury decision affects to results 'N' – The jury decision does not affect to results
	AffectsSCH	M	Y, N	'Y' – The jury decision affects to schedules 'N' – The jury decision does not affect to schedules

Element	Attribute	M/ O	Value	Comments
	AffectsOTH	M	Y, N	'Y' – The jury decision affects to other areas 'N' – The jury decision does not affect to other areas
JuryDecision/ Subtitle	-	M	Free Text	Communication Subtitle (Title that will be placed in the report next to "Official Communication"
JuryDecision/ Heading	-	O	Free Text	Heading of the Official communication. Should contain the event description.
JuryDecision/ EventUnit (Do not send if official communication is used at discipline level)	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.
JuryDecision/ Decision	-	M	Free Text	Summary section of the Official communication. Details section of the Official Communication is included in the PDF only.
JuryDecision/ IssuedBy	-	M	Free Text	Communication author
JuryDecision/ IssuedOn	DateTime	M	DateTime	Decision date and time. *Example: 2006-02-26T10:00:00+01:00*
JuryDecision/ SignedBy	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
Protest	Status	M	CC @ProtestStatus	Status of protest
	HearingTime	O	DateTime	Hearing time *Example: 2012-07-26T10:00:00+01:00*
	Protestor	O	Free text	
	Protestee	O	Free text	

Element	Attribute	M/O	Value	Comments
	Witness	O	Free text	
	Interpreter	M	Y or N	Interpreter required
	Rule	M	String	Rule applicable
Protest /EventUnit	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.
Protest /Type	-	O	Free text	Type of protest. Denote the different options.
Protest /Details	-	M	Free text	Protest details
Protest /DecisionShort	-	M	Free text	Decision short
Protest /DecisionLong	-	M	Free text	Decision
Protest /Description	-	O	Free text	Description of the incident
Protest /FactsFound	-	M	Free text	Facts Found
Protest /Conclusion	-	M	Free text	Conclusion
Protest /Jury	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.
Protest / SignedBy	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
ProtestR42	Code	M	S(20) with no leading zeroes	Competitor ID
	Infringement	M	Numeric	Infringement number
	Rule	M	String	Rule applicable
ProtestR42 /EventUnit	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.

Element	Attribute	M/O	Value	Comments
	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.
ProtestR42 /CompAction	-	M	Free text	Competitor action
ProtestR42 /JuryAction	-	M	Free text	Jury action
Request	Code	M	S(20) with no leading zeroes	Competitor ID
	ReplyDate	M	DateTime	Replay date
Request /EventUnit	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.
Request /Details	-	M	Free text	Request details
Request /Reply	-	M	Free text	Request reply
Limit /EventUnit	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.

Element	Attribute	M/O	Value	Comments
	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.
Limit	DateTime	O	DateTime	Time Limit for the filing of protest
RIncidents	AfterDistance	O	Text	Description of the Current Distance of the last incident
RIncidents /RIncident	Code	M	Numeric	Sequencial 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, …”
RIncidents /RIncident/Incident	-	M	Free Text	Free text that includes a descpription of the incident.
Note (Include just if notes are added)	-	O	Free Text	Free text to include the different additional notes

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.8.6. Message sort

There are not specific sorting requirements

6.2.9. **Statistics**

6.2.9.1. Description

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

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.).

6.2.9.2. Header Values

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) DDGEEEPUU (sent at event unit level) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentSubcode	*To be defined in each ODF Data Dictionary*	This is an optional attribute Please, refer to the ODF header definition 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	*To be defined in each ODF Data Dictionary*	Please, refer to the ODF header definition
Version	1...V	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

6.2.9.3. Trigger and Frequency

Each ODF Sport Data Dictionary should specify when to make use of this report, if it is necessary for that sport.

6.2.9.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competition /Stats /StatsItems and its child element StatsItem
Competition /Stats /StatsItems /StatsItem /ExtendedStat
Stats /Competitor
Competitor /StatsItems and its child element StatsItem
Competitor /StatsItems /StatsItem
Competitor StatsItems /StatsItem /ExtendedStat
Competitor /Composition /Athlete /StatsItems and its child element StatsItem
Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat

As you can see, all the main message's root elements are basically optional, and therefore this message will be strongly related to each of the ODF Sport Data Dictionary documents and it can be changed very specifically for the different disciplines that may require this report.

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)				
					Code			
					Type			
					Pos			
					Value			
		Competitor (0..N)						
			Code					
			Type					
			Order					
			StatsItems (0, 1)					
				StatsItem (1..N)				
					Type			
					Code			

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

6.2.9.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Stats	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.
Competition /Stats /StatsItems /StatsItem (Statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competition /Stats /StatsItems /StatsItem /ExtendedStat (Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode-)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat

Element	Attribute	M/O	Value	Comments
Competitor (Competitor related to whom it is intended to detail one particular set of statistics Refer to chapter 4.3 for competitors' rules)	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 code of the report as seen 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
Competitor /StatsItems /StatsItem (Team competitor's stats item, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competitor /StatsItems /StatsItem /ExtendedStat (Team competitor's extended stat, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtendedStat
	Code	M	*See table comment*	Key of the ExtendedStat, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedStat with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedStat
Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
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 in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the Statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced Statistic.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort statistics with same type and code (the attribute Pos could be the period, as example).
Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (Team member's or	Type	M	*See table comment*	Type (categorization) of the extended statistic.
	Code	M	*See table comment*	Key of the Statistic, to uniquely identify this element.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended statistic.

Element	Attribute	M/O	Value	Comments
individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules in chapter 4.3.)	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended statistics with same type and code (the attribute Pos could be the period, as example).

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.9.6. Message sort

Sort according the @Order attributes.

6.2.10. Event's Medallists

6.2.10.1. Description

The "Event's Medallists" contains the list of medallists awarded for one particular event.

6.2.10.2. Header Values

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_MEDALLISTS	Event's Medallists
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial
Version	1...V	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

6.2.10.3. Trigger and Frequency

The message should be sent with ResultStatus=PARTIAL when the information of the medallist is know but the final event Unit is not finished.
The message should be sent with ResultStatus=OFFICIAL when the medallists are official known when the final event unit finishes. For some sports, bronze medals are known before the end of the final event unit, and in this case the message must be sent before: the first time to send the bronze medallists, and the second time to send all the medallists. In this situation, the ODF Data Dictionaries for those sports where it may happen will extend this message to indicate in their respective Trigger and Frequency chapters this possibility.

Trigger also after any major change.

6.2.10.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
Competitor /Officials and its child element Official
Competitor /ExtCompMedals and its child element ExtCompMedal
Competitor /Composition /Athlete /ExtAthleteMedals and its child element ExtAthleteMedal

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					
			Code				
			Type				
			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
							Value

6.2.10.5. Message Values

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

Element	Attribute	M/O	Value	Comments
	Phase	M	CC @Phase	Phase code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
	Unit	M	CC @Unit	Unit code in which this medal was awarded. It is used in case of some disciplines (e.g: Ice Hockey or Basketball), where the bronze medal and the gold medal are awarded in different event units.
Competitor (Refer to chapter 4.3 for competitors' rules).	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 for the IOC rules.
Competitor/ Officials /Official (Officials in the case there are officials receiving event's medals)	Code	M	S(20) with no leading zeroes	Official ID for the official code
	Function	O	*See table comment*	Optionally, send official function
	Order	O	*See table comment*	Optionally, send official order (if more than one official is needed).
Competitor /ExtCompMedals /ExtCompMedal (Team competitor's extended medals information, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtCompMedal.
	Code	M	*See table comment*	Key of the ExtCompMedal, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtCompMedal.
Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
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 in chapter 4.3.)	Type	M	*See table comment*	Type (categorization) of the ExtAthMedal.
	Code	M	*See table comment*	Key of the ExtAthMedal, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended data with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtAthMedal.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.10.6. Message sort

Message should be sorted by medal type. Moreover, in case of tie or for the team's members, the order will be according to a medal order (given by each sport rule).

6.2.11. Medallists by Discipline

6.2.11.1. Description

The “medallists by discipline” contains the list of medallists for one discipline, up to the moment of the message generation.

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.

6.2.11.2. 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_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1...V	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

6.2.11.3. Trigger and Frequency

“Medallists by discipline” 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. Therefore, it could be that 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 medallists by discipline information.

Trigger also after any major change.

6.2.11.4. Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
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

6.2.11.5. 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 a 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 be not 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 for 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

6.2.11.6. 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).

6.2.12. **Records**

6.2.12.1. 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.

6.2.12.2. Header Values

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 complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
DocumentType	DT_RECORD	Records
Version	1...V	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

6.2.12.3. Trigger and Frequency

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. Note that the results of this message are not really “officials” until after the games (in most sports), that’s why we will not use the “official or unofficial” status as it can be confused for the client.

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

Trigger also after any major change.

6.2.12.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtRecords and its child element
Composition (Only in the case of athletes of one Historical team are not known this element not will be sent)

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							
			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		
								Pos		
								Code		
								Value		
						RecordData (0,1)				
							Historical			
							RSC			
							Country			
							Place			
							Date			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							Time			
							Confirmed			
							Event			
						Composition (0,1)				
							Athlete (1..N)			
								Code		
								Order		
								ExtRecords (0,1)		
									ExtRecord (1..N)	
										Type
										Pos
										Code
										Value
								RecordData (0,1)		
									Historical	
									RSC	
									Country	
									Place	
									Date	
									Time	
									Confirmed	
									Event	

6.2.12.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Record	Code	M	CC @RecordCode	Record code. Send several record codes in the 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 have more than one element with the same type (as in the case of National Records).	Code	M	CC @RecordType	Record type.
	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, 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.	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 records holders that are invalidated (not valid anymore)
	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	ResultType	M	*See table comment*	It will be a result categorization, to indicate whether the result that is for the record is a distance, a time, etc.
	Result	M	*See table comment*	The result of the competitor for the record
Record /RecordType /RecordEntries/ RecordEntry/ ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).

Element	Attribute	M/O	Value	Comments
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ Competitor (Related competitor to whom it is intended to assign one particular record However, if Competitor /RecordData @Historical = Y be aware athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAM (Historic) if Competitor @Type="T". Refer to chapter 4.3 for competitors' rules)	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 the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ Competitor /RecordData (Team competitor's record data, according to the competitor's rules in chapter 4.3. <u>It will have to be sent always if Competitor @Type="T". However, if Competitor @Type="A", it should not be used</u>)	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'. It should 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	It should include the country code where the record was broken
	Place	M	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").

Element	Attribute	M/O	Value	Comments
	Date	M	YYYYMMDD	It should include the date where the record was broken (for the current competition, the date will be assumed as the date for the @RSC attribute according to its schedule)
	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 (Refer to chapter 4.3 for competitors' rules. However, if Competitor /RecordData @Historical = Y be aware individual athlete / team member information should be in DT_PARTIC (Historic).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single 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/ Athlete/ExtRecords/ ExtRecord (/ExtRecords /ExtRecord are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the extended record information
	Code	M	*See table comment*	Key of the extended record information to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort extended record information with same type and code (like split times).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced extended record data.
Record /RecordType /RecordEntries/ RecordEntry/ /Competitor/Composition /Athlete /RecordData (Individual athlete's record data, according to competitors' rules in chapter 4.3.	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

Element	Attribute	M/O	Value	Comments
It will have to be sent always if Competitor @Type="A". However, if Competitor @Type="T", it should not be used Therefore, it is not used for team members in this case, just single athletes)	RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. It should 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	It should include the country code where the record was broken
	Place	M	S(40)	It should include the place (town or city) where the record was broken (example: "Salt Lake City").
	Date	M	YYYYMMDD	It should include the date where the record was broken (for the current competition, the date will be assumed as the date for the @RSC attribute according to its schedule)
	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.).

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.12.6. 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).

6.2.13. **Brackets**

6.2.13.1. 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.

6.2.13.2. Header Values

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
ResultStatus	CC @ResultStatus	Result status
Version	1...V	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

6.2.13.3. Trigger and Frequency

In general, this message should be sent at the very beginning of a competition, as soon as a brackets graph can be established.
The message should be sent when a match/event unit is completed, both when at Unofficial and Official status. Therefore it is triggered twice for each event unit, once when Unofficial and once when Official. The message should be updated including the information of each of the competitors being placed in the different bracket items.

During the competition, the @ResultStatus attribute will vary depending on the competition status.

- State that 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)
- State that ResultStatus = "UNOFFICIAL" when DT_BRACKETS is sent when the last event unit for an event (GM match) has Unofficial status.
- State that ResultStatus = "OFFICIAL" when DT_BRACKETS is sent when the last event unit for an event (GM match) has Official status.

Trigger also after any major change.

6.2.13.4. Message Structure

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

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtBracketItems and its child element
ExtCompPlaces and its child element
CompetitorPlace/Competitor /ExtBracketComps and its child element
CompetitorPlace/Competitor /Composition
CompetitorPlace/Competitor /Composition /Athlete /ExtBracketAths and its child element

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 1
							Pos			
							Value			
					PreviousUnit (0,1)					
						Phase				
						Unit				
					Competitor (0,1)					
						Code				
						Type				
						ExtBracketComps (0,1)				
							ExtBracketComp (1..N)			
								Type		
								Code		
								Pos		
								Value		
						Composition (0[1],1)				
							Athlete (1..N)			
								Code		
								Order		
								ExtBracketAths (0,1)		
									ExtBracketAth (1..N)	
										Type
										Code
										Pos
										Value

[1] 0: In the case that the team members are not yet known.

6.2.13.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Bracket	Code	M	*See table comment*	Bracket code to identify a bracket item. (example, it could be finals and classification games)
BracketItems	Code	M	*See table comment*	Bracket code to identify a set of bracket items. It is usually referred to the phase of BracketItem /Unit @Phase
BracketItem	Code	O	*See table comment*	Bracket code to identify a bracket item. However, it is optional because depending on the sport it might make sense or not (example, it could be finals and classification games)
	Order	M	*Numeric*	Sequencial number inside of BracketItems to indicate the order, always start by 1
BracketItem /Unit (Unit related to the BracketItem)	Phase	M	CC @Phase	Phase code for which the current bracket item belongs to
	Unit	M	CC @Unit	Unit code for which the current bracket item belongs to
BracketItem /ExtBracketItems /ExtBracketItem (ExtBracketItems /ExtBracketItem are optional elements according to the general rule described in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtBracketItem information
	Code	M	*See table comment*	Key of the ExtBracketItem, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketItem with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketItem
BracketItem /NextUnit (Next event unit related to the current bracket item. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	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.
BracketItem /NextUnitLoser (Next event unit related to the current bracket item, but related to the loser competitor. It should be informed always except for those terminal bracket items, which do not have continuation according to the brackets graph)	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.
BracketItem /CompetitorPlace (This element is used to place the	Pos	M	*N(3)* *999*	This attribute is a sequential number to place the different competitors in the bracket (1, 2 …).

Element	Attribute	M/O	Value	Comments
different competitors in the bracket, or if the competitors are not yet known, the information in the place of the bracket regarding to the rule to access to this place, etc.)	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. However, it is sport dependent
BracketItem /CompetitorPlace/ ExtCompPlaces / ExtCompPlace	Type	M	*See table comment*	Type (categorization) of the ExtCompPlace information
	Code	M	*See table comment*	Key of the ExtCompPlace, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtCompPlace with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtCompPlace
BracketItem /CompetitorPlace /PreviousUnit (Previous event unit related to the CompetitorPlace @Pos competitor of the current bracket item. It should be informed always except for those bracket items whose CompetitorPlace @Pos competitor do not have preceding event units in the bracket graph)	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.
BracketItem /CompetitorPlace /Competitor (CompetitorPlace @Pos competitor related to the bracket item. It should be always as soon as this competitor is known. If the competitor is not yet known, it should not be included. Refer to chapter 4.3 for competitors' rules)	Code	M	S(20) with no leading zeroes	Competitor's ID
	Type	M	T, A	T for team A for athlete
BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (CompetitorPlace @Pos team competitor's extended bracket information, according to the competitor's rules in chapter 4.3)	Type	M	*See table comment*	Type (categorization) of the ExtBracketIComp information
	Code	M	*See table comment*	Key of the ExtBracketComp, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketComp
BracketItem /CompetitorPlace /Competitor /Composition /Athlete (Refer to chapter 4.3 for competitors' rules).	Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
	Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
BracketItem /CompetitorPlace /Competitor /Composition/Athlete /ExtBracketAths /ExtBracketAth	Type	M	*See table comment*	Type (categorization) of the ExtBracketIComp information
	Code	M	*See table comment*	Key of the ExtBracketComp, to uniquely identify this element.

Element	Attribute	M/O	Value	Comments
(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 in chapter 4.3.)	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtBracketComp with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtBracketComp

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.13.6. Message sort

The following order applies:

- Every ODF Sport Data Dictionary making use of this message should specify the order from Bracket @Code if it is possible more than one "@Code" attribute for this element.
- Every ODF Sport Data Dictionary should specify the order of 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, sort by the BracketItem /Unit @Unit attribute according to its scheduled start time.

6.2.14. Discipline/venue good morning

6.2.14.1. 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.
All messages produced centrally will share a single DT_GM (with DocumentCode GL0000000 and Venue PDC).

6.2.14.2. 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	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	Please, refer to the ODF header definition
Serial	Numeric	Please, refer to the ODF header definition

6.2.14.3. Trigger and Frequency

“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.

6.2.14.4. Message Structure

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

Competition		
	Code	
	Config	
		SDelay
		CompetitionDay

6.2.14.5. 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_SERIAL message will be generated. This value is set to 180 seconds
	CompetitionDay	O	Date	Competition date for that transmission, valid until the next DT_GN. This attribute will be optional and only requested during testing activities, in which the simulated date does not match the system date. In Games time and Test Events, this attribute will not be sent as the system date applies.

6.2.14.6. Message sort

There is no sort order for this message.

6.2.15. Discipline/venue good night

6.2.15.1. 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.
All messages produced centrally will share a single DT_GN (with DocumentCode GL0000000 and Venue PDC).

6.2.15.2. 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	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	Please, refer to the ODF header definition
Serial	Numeric	Please, refer to the ODF header definition

6.2.15.3. Trigger and Frequency

“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.

6.2.15.4. Message Structure

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

6.2.15.5. Message Values

There are not attributes to be defined in this message.

6.2.15.6. Message sort

There is no sort order for this message

6.2.16. Discipline Configuration

6.2.16.1. Description

This message defines various static data related to a discipline. The sum of all the data can be seen as a set of useful information and as a kind of configuration of one discipline (i.e.: Qualifying Rank Date, distance between intermediate points, etc). It is similar to the kind of information appearing in the UnitInfos elements of the DT_START_LIST and DT_RESULT messages in the case of Event Units, but with the particularity that the information in those messages is more oriented to PiT data (data that has traditionally been included in PiT reports), while the information in this message is more focused to other generals aspects of the discipline.

6.2.16.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	DD0000000	DD should be according to CC @Discipline
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1...V	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

6.2.16.3. Trigger and Frequency

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

Trigger also after any major change.

6.2.16.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 5.1 and 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
ExtendedConfigItem

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

6.2.16.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	Gender	O	*See table comment*	Event code of the RSC. It should be informed just in the case that the 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. It should be informed just in the case that the information is by Event, by Phase or by Event Unit. Otherwise, do not include.
	Phase	O	Numeric *See table comment*	Phase code of the. . It should be informed just in the case that the information is by Phase or by Event Unit. Otherwise, do not include.
	Unit	O	Numeric *See table comment*	Unit code of the RSC. It should be informed just in the case that the information is by Event Unit. Otherwise, do not include.
ExtendedConfig	Type	M	*See table comment*	Type (categorization) of the ExtendedConfig.
	Code	M	*See table comment*	Key of the ExtendedConfig, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedConfig with same type and code.
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedConfig.
ExtendedConfigItem	Type	M	*See table comment*	Type (categorization) of the ExtendedConfigItem.
	Code	M	*See table comment*	Key of the ExtendedConfigItem, to uniquely identify this element.
	Pos	O	Numeric *See table comment*	An optional numerical value used to sort ExtendedConfigItem with same type and code.

Element	Attribute	M/O	Value	Comments
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced ExtendedConfigItem.

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

6.2.16.6. Message sort

There is not a general message sorting rule, except for the ones that might be defined in each ODF Sport Data Dictionary

6.2.17. **Event Unit Weather Conditions**

6.2.17.1. Description

The weather result condition is a message containing the weather conditions in the Event Unit.

6.2.17.2. Header Values

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 complete the explanation regarding to this attribute
DocumentType	DT_WEATHER	Weather conditions in the match
Version	1...V	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

6.2.17.3. Trigger and Frequency

The general rule is that this message is sent when data of weather for a match change.

6.2.17.4. Message Structure

In this chapter it will be described the message structure from the OdfBody element for this message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition						
	Code					
	Weather					
		Conditions (1..N)				
			Code			
			Humidity			
			Wind_Direction			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
			Prec_Type			
			Condition (0,1,2,3)			
				Code		
				Value		
			Precipitation (0, N[2])			
				Unit		
				Value		
			Pressure (0, N[3])			
				Unit		
				Value		
			Temperature (0,N[4])			
				Code		
				Unit		
				Value		
				Type		
			Wind (0, N[5])			
				Code		
				Unit		
				Value		
				Type		

6.2.17.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Competition/Weather/Conditions	Code	M	*See table comment*	Weather Points
	Humidity	O	N(3)	Humidity in %
	Wind_Direction	O	CC @WindDirection or N(3)	Wind direction
	Prec_Type	O	CC @PrecType	Precipitation type
Competition/Weather/Conditions/Condition Send three times in the case of Winter conditions	Code	M	SKY, SNOW, ICE	Weather conditions type
	Value	M	CC @WeatherConditions	Codes that describe the Weather Condition, they depend on the @Code
Competition/Weather/Conditions/Precipitation	Unit	M	*See table comment*	Metric system unit for precipitation
	Value	M	N(4).N(1) 9990.0	Precipitation quantity
Competition/Weather/Conditions/Pressure	Unit	M	*See table comment*	Metric system unit for pressure
	Value	M	N(4) 9990	Air pressure
Competition/Weather/Conditions/Temperature Send with three different @Code in the case of Winter conditions	Code	M	AIR, SNOW, ICE, WAT, SAND	Air, Snow , Ice or Water temperature Snow and Ice temperature only Mandatory in Winter (if the information is available for the Event Unit) Water or Sand temperature is optional it depends on the Discipline
	Unit	M	*See table comment*	Metric system unit for temperature
	Value	M	±N(3).N(1) ±990.0	Temperature of the @Code
	Type	O	*See Table comment*	Type of Temperature (like Maximun, Minimum, Normal,…)
Competition/Weather/Conditions/Wind	Code	M	SPEED	Wind Speed
	Unit	M	*See table comment*	Metric system unit for Wind

[2] N depends on the @Unit
[3] N depends on the @Unit
[4] N depends on the @Code+@Unit+@Type
[5] N depends on the @Code+@Unit

Element	Attribute	M/O	Value	Comments
	Value	M	N(3).N(2) 990.00	Wind@Code
	Type	O	*See table comment*	Type of @Code

6.2.17.6. Message sort

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

6.2.18. Serial Message

6.2.18.1. Description

The 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.
All messages produced centrally will share a single DT_SERIAL (with DocumentCode GL0000000 and Venue PDC).

6.2.18.2. 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	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	Always "-1"

6.2.18.3. Trigger and Frequency

Send a DT_SERIAL message following the parameters as sent in the DT_GM message. It was a control message.

The last message before a DT_GN message must be a DT_SERIAL message.

6.2.18.4. Message Structure

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

Level 1	Level 2	Level 3
Competition		
	Code	
	Serial(0..N)	
		DocumentCode
		DocumentSubcode
		DocumentType
		DocumentSubtype
		DateTime
		Serial
		Version

6.2.18.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Serial	Documentcode	M	S(9)	Please, refer to the ODF header definition
	DocumentSubcode	O	S(10)	Please, refer to the ODF header definition
	DocumentType	M	S(30)	Please, refer to the ODF header definition
	DocumentSubtype	O	S(20)	Please, refer to the ODF header definition
	DateTime	M	DateTime	Date Time when meaasge has been sent
	Serial	M	Numeric	The last serial number of the PiT transmission for a DocumentCode +DocumentType message.
	Version	M	Numeric	Please, refer to the ODF header definition

6.2.18.6. Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.

6.2.19. Photofinish message

6.2.19.1. Description

The Photofinish message is an image file encapsulated in a XML message for one particular event unit. This Photofinish message is a generic message for all sports.

6.2.19.2. 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) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEPUU (sent at event unit level)
DocumentSubcode	*S(10)*	For those RSC that might require more than one picture, the picture number will be indicated here.
DocumentType	DT_PHOTOFINISH	Photofinish message
Version	1...V	Please, refer to the ODF header definition
ResultStatus	S(15)	Please, refer to the ODF header definition
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

6.2.19.3. Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in EGRIS.

Trigger also after any major change.

6.2.19.4. Message Structure

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

Level 1	Level 2	Level 3
Competition		
	Code	
	ImageData	
	PhotoFinish	
		Version
		Revision

6.2.19.5. Message Values

Be aware of all mandatory attributes that will have to appear in any ODF Photofinish message.

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
ImageData	-	M	Free Text	The ImageData element may have a body consisting of one Base64-encoded report (a jpeg file)
PhotoFinish	Version	M	Numeric	Document version: 1..9999
PhotoFinish	Revision	M	Numeric	Document revision: 1..9999

6.2.19.6. Message sort

There is not any message sorting requirement for this message.

7. Real Time Feed

7.1. Overall perspective

ODF-RT is the feed that provides real time data to the user.

7.1.1. Real Time feed 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_CUMULATIVE_RESULT	RT Cumulative Results
DT_RT_CLOCK	RT Clock
DT_RT_GM	RT Discipline/venue good morning
DT_RT_GN	RT Discipline/venue good night
DT_RT_KA	RT Discipline/venue keep alive

7.1.2. Real Time messages definition

There are two types of Real Time messages:

- RT Control messages
- RT Content messages

7.1.2.1. 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.

7.1.2.2. 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_CUMULATIVE_RESULT	DT_RT_CUMULATIVE_RESULT

7.1.3. **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 corrrect data.
- Message producer sends the "Live Last" message to indicate that no new "Live update" messages are expected.

7.2. RT Discipline/venue good morning

7.2.1. Description

The RT Discipline/venue good morning message is used to inform 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.

7.2.2. 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_RT_GM	RT Discipline/venue good morning
Version	1...V	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
RTSerial	1	This message should be the first message in a RT transmission. For each RT transmission, start always by 1.
Serial	Numeric	Please, refer to the ODF header definition

7.2.3. Trigger and Frequency

This message should be the first RT message to be sent, 5 minutes before the start of the first event unit of the RT session.

7.2.4. Message Structure

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

Level 1	Level 2	Level 3
Competition		
	Code	

	RTConfig	
		KADelay
		LFDelay
		DelayOffSet

7.2.5. **Message Values**

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
RTConfig	KADelay	M	Numeric	Delay in seconds for which a keep-alive message will be generated if there is not other real time activity. This value is set to 60 seconds
	LFDelay	M	Numeric	Delay in seconds for which a live full results message will have to be generated for resynchronization purposes.
	DelayOffSet	M	Numeric	Delay offset in seconds to be added to the KADelay and LFDelay parameters, for a final customer to assume the connection is broken (including perhaps the loss of a live full message). It considers the delay time from the moment when a keep alive or a live full message is generated, and it successfully arrives to the client. This value is set to 60 seconds

7.2.6. **Message sort**

There is not any message sorting requirement for this message.

7.3. RT Discipline/venue good night

7.3.1. **Description**

The RT Discipline/venue good night message is used to inform that the RT transmission for one discipline taking place in one venue is finished. It is assumed that a RT transmission is finished if there are not expected any new RT messages including content (DT_RT_RESULT/DT_RT_CUMULATIVE_RESULT) for the next 10 minutes and one event unit is finished in the venue. No other RT messages are expected for a particular discipline/venue until the next RT Discipline/venue good morning message.

7.3.2. **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_RT_GN	RT Discipline/venue good night
Version	1...V	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
RTSerial	Numeric	The last serial number of the RT transmission. Next RT Discipline/venue good morning message will start by 1
Serial	Numeric	Please, refer to the ODF header definition

7.3.3. **Trigger and Frequency**

Trigger when an event unit has completed (that is, a LIVE_LAST has been sent) and the next scheduled event unit does not start for an hour or more, send a DT_RT_GN message to end the current real-time session.

7.3.4. **Message Structure**

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

7.3.5. **Message Values**

There are not attributes to define in this message.

7.3.6. **Message sort**

There is not any message sorting requirement for this message.

7.4. RT Discipline/venue keep alive

7.4.1. Description

The RT Discipline/venue keep-alive message is used to inform that the RT transmission for one discipline taking place in one venue is still working, whenever there is not an activity of RT content messages (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT).

7.4.2. 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_RT_KA	RT Discipline/venue keep alive
Version	1...V	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
RTSerial	Numeric	Always “-1”
Serial	Numeric	Please, refer to the ODF header definition

7.4.3. Trigger and Frequency

Send a DT_RT_KA message following the parameters as sent in the DT_RT_GM message. Therefore, the message will be triggered according to these parameters, after the last RT message; no matter it was a RT control message or a RT content message (DT_RT_RESULT / DT_RT_CUMULATIVE_RESULT). Opposite, this message should not be triggered if there is a frequency of RT messages higher than these predefined parameters.

7.4.4. **Message Structure**

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

Level 1	Level 2	Level 3
Competition		
	Code	
	Config	
		L_RTSerial

7.4.5. **Message Values**

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Config	*L_RTSerial*	M	Numeric	The last RT serial number of the RT transmission.

7.4.6. **Message sort**

There is not any message sorting requirement for this message.

7.5. RT Event Unit Results

7.5.1. **Description**

This message is analogous to the Event Unit Results (DT_RESULT) message, having the following main differences:

- The codes used in the extended data in both, DT_RESULT and DT_RT_RESULT messages might be the same, but each message could have more or less codes. However, if the same codes are used, they both are referring to the same data.
- The "Result" element is optional because there is data such as the weather information known before any result is awarded and other information that might be sent not related to any results.

ResultStatus should be always any "LIVE_FULL" "LIVE_MANDATORY", "LIVE_LAST" or "LIVE_UPDATE", according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

- It will be an incremental message, and therefore, it is not full self-content. This message is used to update information. For this reason, no data will be reset/updated unless it is clearly identified and resent in this message (and therefore, modifying its old value) in exception of statistic related data which will always include the latest value for all available statistics attributes even if certain statistics attributes didn't change after the last action.
- For one particular trigger, several data could be updated at the same time for one particular trigger. In order to avoid big messages that might have a negative impact in the performance, all systems should be able to be configured to generate several smaller messages, with clusters of data, instead of one single big message, according to a particular configuration (message size). Each ODF Sport Data Dictionary should give more information about it.
- In general, it will not contain data unless there is a data modification in exception of the statistic related data.

If the message is sent as LIVE_FULL:

- It will be a self-content message. If a system decides to process this message (because of a connection break), resetting previous live information.

7.5.2. **Header Values**

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 complete the explanation regarding to this attribute
DocumentType	DT_RT_RESULT	Event Unit Real Time Results message
ResultStatus	"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	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
RTSerial	Numeric	Incremental and unique number for each RT message.
Serial	Numeric	Please, refer to the ODF header definition

7.5.3. **Trigger and Frequency**

- 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 sent when a correction in the previous messages has to be done.

- For ResultStatus=LIVE_LAST

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

7.5.4. **Message Structure**

The structure of this message is the same as for the Event Unit Results (DT_RESULT) message, having also the optional message elements, which should be referenced in each ODF Sport Data Dictionary, with the following considerations:

- For the LIVE_UPDATE message:
  - Send just the extended information being updated and all athletes with some kind of information updated.
  - The Result element is optional (to allow sending some information at PhaseInfos, UnitInfos, etc., level, (such as weather), not depending including results for a particular competitor.
  - In the case some information is updated for one athlete, include the Result element (with no attributes if no Result information is informed: i.e: after the pass through an intermediate point).
  - Include all Result attributes if Result information is updated
  - Do not include the Result information, if there are not athletes included in the message with some information updated (i.e: for weather).
  - Depending on the performance, a LIVE_UPDATE message that should be generated for one specific trigger could be split in several messages in order not to make a too big message for some triggering conditions.
- For the LIVE_FULL message:
  - Include all the RT data known up to the moment of the message's generation.
- For the LIVE_MANDATORY message:
  - Include all the RT data known up to the moment of the message's generation.
- For the LIVE_LAST message:
  - Include all the RT data known up to the moment of the message's generation.

7.5.5. **Message Values**

The message values for this message are the same as for the EventUnit Results (DT_RESULT) message, with the specific definition in the table below:

Element	Attribute	M/O	Value	Comments
Result	ResultType	O	*See table comment*	Type of the @Result attribute When the Result message arrives (to include some extended results for a particular kind of competitor, either team or athlete), no attributes at Result element level will be included if ResultType attribute is empty. In this case, it means it is not being sent data for the Result element. On the contrary, if ResultType is informed, and the other attributes are blank, it is assumed these attributes are being reset.
	SortOrder	O	Numeric *See table comment*	It is now optional, because it should not be informed if ResultType is empty, as defined for the ResultType attribute. Used to sort all results in an event unit

(Table comment: Attribute to be set Mandatory from Optional, redefined or extended according to the explanations in chapter 5.1 and 4.3. Please, refer to the ODF Sport Data Dictionary for each of the disciplines)

7.5.6. **Message sort**

Please, follow the same definition as in the case of the Event Unit Results (DT_RESULT) message.

7.6. RT Cumulative Results

7.6.1. **Description**

This message is analogous to the Cumulative Results (DT_CUMULATIVE_RESULT) message, having the following main differences:

- The codes used in the extended data in both, DT_CUMULATIVE_RESULT and DT_RT_CUMULATIVE_RESULT messages might be the same, but each message could have more or less codes. However, if the same codes are used, they both are referring to the same data.
- The "ResultItems" and CumulativeResult" elements are optional because information may need to be sent before any result is awarded (for example, weather information) or the information to be sent is not related to any results.
- The RT 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.

ResultStatus should be always any "LIVE_FULL" "LIVE_MANDATORY", "LIVE_LAST" or "LIVE_UPDATE", according to the definition in chapter 6.1 and ResultStatus codes as seen in chapter 3.

If the message is sent as LIVE_UPDATE:

- It will be an incremental message, and therefore, it is not full self-content. This message is used to update information. For this reason, no data will be reset/updated unless it is clearly identified and resent in this message (and therefore, modifying its old value).
- For one particular trigger, several data could be updated at the same time for one particular trigger. In order to avoid big messages that might have a negative impact in the performance, all systems should be able to be configured to generate several smaller messages, with clusters of data, instead of one single big message, according to a particular configuration (message size). Each ODF Sport Data Dictionary should give more information about it.
- In general, it will not contain data unless there is a data modification

If the message is sent as LIVE_FULL:

- it will be a self-content message. If a system decides to process this message (because of a connection break), resetting previous live information.

7.6.2. **Header Values**

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_RT_CUMULATIVE_RESULT	Event Unit Real Time Results message
DocumentSubtype	CC @Phase or CC @Unit	It is the RSC code up to the moment the cumulative message contains information: E.g.: DDGEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
ResultStatus	“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	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

Attribute	Value	Comment
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
RTSerial	Numeric	Incremental and unique number for each RT message.
Serial	Numeric	Please, refer to the ODF header definition

7.6.3. **Trigger and Frequency**

- 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)).

7.6.4. **Message Structure**

The structure of this message is the same as for the Cumulative Results (DT_CUMULATIVE_RESULT) message, having also the optional message elements, which should be referenced in each ODF Sport Data Dictionary, with the following difference:

- For the LIVE_UPDATE message:
  - Send just the extended information being updated and all athletes with some kind of information updated.

- The “ResultItems” element is optional, and will not be included unless it is specified in one particular ODF Sport Data Dictionary.
- In the case some information is updated for one athlete, include the CumulativeResult element (with no attributes if no Cumulative Result information is informed: i.e: after the pass through an intermediate point).
- Include all CumulativeResult attributes if CumulativeResult information is updated
- Depending on the performance, a LIVE_UPDATE message that should be generated for one specific trigger could be split in several messages in order not to make a too big message for some triggering conditions.

- For the LIVE_FULL message:
  - Include all the RT data known up to the moment of the message’s generation.
- For the LIVE_MANDATORY message:
  - Include all the RT data known up to the moment of the message’s generation.
- For the LIVE_LAST message:
  - Include all the RT data known up to the moment of the message’s generation.

7.6.5. **Message Values**

Please, follow the same definition as in the case of the Cumulative Results message (DT_CUMULATIVE_RESULT).

7.6.6. **Message sort**

Please, follow the same definition as in the case of the Cumulative Results message (DT_CUMULATIVE_RESULT).

7.7. RT Clock

7.7.1. **Description**

This message is sent to provide accurate information about the running time while the competition is live in some sports.

7.7.2. **Header Values**

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 complete the explanation regarding to this attribute
DocumentType	DT_RT_CLOCK	Event Unit Real Time Clock message
Version	1...V	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
RTSerial	Numeric	Incremental and unique number for each RT message.

Attribute	Value	Comment
Serial	Numeric	Please, refer to the ODF header definition

7.7.3. **Trigger and Frequency**

Please refer to each ODF Sport Data Dictionary for details on the Triggering and Frequency for that Sport.

7.7.4. **Message Structure**

In this chapter it will be described the message structure from the OdfBody element for this message.

The elements that are optional in this message according to the rules detailed in chapter 4.3 (and should be included in each ODF Sport Data Dictionary, if necessary) are:

Optional message elements referenced in each ODF Sport Data Dictionary
UnitInfo
Periods and its child element Period
Result

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	

7.7.5. **Message Values**

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Clock	*Time*	M	MM:SS 90:00	Value of the clock
Clock	*Running*	M	Y or N	Indicates if the clock is currently running.
UnitInfo	Type	M	*See table comment*	Type (categorization) of UnitInfo.

Element	Attribute	M/O	Value	Comments
(Unit info item associated to the event unit)	Code	M	*See table comment*	Key of the UnitInfo element, to uniquely identify this element.
	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).
	Value	O	*See table comment*	Value of the @Code (+ @Pos) referenced UnitInfo.
Period (Period in which the event unit message is arriving)	Code	M	*See table comment*	Key of the Period element to uniquely identify this element.
	HomePeriodScore	O	*See table comment*	Score of the home competitor just for this period
	AwayPeriodScore	O	*See table comment*	Score of the away competitor just for this period
	Duration	O	*See table comment*	Duration of the period
Result	Result	O	*See table comment*	The result of the competitor in the event unit
	SortOrder	M	Numeric *See table comment*	Used to sort all results in an event unit

7.7.6. **Message sort**

There is not any message sorting requirement for this message.

8. PDF feed

8.1. Overall perspective

ODF-PDF is the feed that provides Official Results Reports in PDF format to the user.

8.1.1. **PDF feed list of messages**

The following table lists the ODF-PDF feed messages

Message Type	Message name
DT_PDF	PDF Message
DT_PDF_GM	PDF Discipline/venue good morning
DT_PDF_GN	PDF Discipline/venue good night
DT_PDF_SERIAL	PDF Serial Message

8.1.2. **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)

8.1.3. **PDF message triggers**

Content message triggers are defined in EGRIS.

8.2. PDF Feed Messages

8.2.1. **PDF message**

8.2.1.1. Description

The PDF message is a message containing an encapsulated PDF file. This PDF message is a generic message for all sports.

8.2.1.2. Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
DocumentCode	@ RSC	Depending on the PDF the RSC could be: SS0000000 (sent at Sport level) DD0000000 (Discipline level) DD0VVV000 (Venue level) DDG000000 (Gender level) DD0EEE000 (All Gender Event level) DD0EEEP00 (All Gender Phase level) DD0000Ydd (Daily level where dd is the Day) DDG000Ydd (Gender Day level) DDGEEEYdd (Style Day level) DD0EEEYdd (Event Day level) DD0000Znn (Session level where nn is the session number) DDGEEEZnn (Style Session level) DDGEEE0nn (Team level) DDGEEE000 (Event level) DDGEEEP00 (Phase level) DDGEEEPUU (Event unit level)
DocumentSubcode	S(10)	Optional attribute defined in the Header Values section of the Common Codes document. Identifies PDF reports by NOC or by Day or by Session or Official or Sport Communications pdf by Item Number
DocumentType	DT_PDF	PDF message
DocumentSubtype	EGRIS Type	EGRIS output type (C51A, C73R, etc.)
Version	1...V	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition. The attribute is mandatory when the *EI_PDF* Type value of the element *ExtendedInfo* is *RESULT*.
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

Attribute	Value	Comment
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

8.2.1.3. Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in EGRIS.

8.2.1.4. Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition			
	Code		
	ExtendedInfos		
		ExtendedInfo (1..N)	
			Type
			Code
	PDFData		
		-	

8.2.1.5. Message Values

All mandatory attributes 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	*EI_PDF or EI_PDF_ITEM*	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	Base64-encoded file (a PDF file)

8.2.1.6. Message sort

There is not any message sorting requirement for this message.

8.2.2. **PDF Discipline/venue good morning**

8.2.2.1. Description

The “PDF 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.

8.2.2.2. 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

8.2.2.3. 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 PDF message for that logical day.

8.2.2.4. Message Structure

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

Level 1	Level 2	Level 3
Competition		
	Code	
	Config	
		SDelay

8.2.2.5. 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_PDF_SERIAL messages. This value is 3600.

8.2.2.6. Message sort

There is no sort order for this message.

8.2.3. **PDF Discipline/venue good night**

8.2.3.1. Description

The “PDF discipline/venue good nighy” is a message to indicate the end of day of the operations for one specific discipline in one specific venue within a logical day.

8.2.3.2. 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

8.2.3.3. 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.

8.2.3.4. Message Structure

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

8.2.3.5. Message Values

There are not attributes to be defined in this message.

8.2.3.6. Message sort

There is no sort order for this message

8.2.4. **PDF Serial Message**

8.2.4.1. Description

The PDF Serial Message is a message containing last serial numbers of today's messages.

8.2.4.2. 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"

8.2.4.3. Trigger and Frequency

Message producer will send this message when the delay defined in the SDelay parameter of the DT_PDF_GM expires.

DT_PDF_SERIAL message will be provided just before the DT_PDF_GN message, too.

8.2.4.4. Message Structure

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

Level 1	Level 2	Level 3
Competition		
	Code	
	Serial(0..N)	
		DocumentCode
		DocumentSubcode
		DocumentType
		DocumentSubtype
		DateTime
		Serial
		Version

8.2.4.5. Message Values

Element	Attribute	M/O	Value	Comments
Competition	Code	M	CC @Competition	Unique ID for competition
Serial	Documentcode	M	S(9)	This four attributes identify a PDF message.
	DocumentSubcode	O	S(10)	
	DocumentType	M	S(20)	
	DocumentSubtype	O	S(20)	
	DateTime	M	DateTime	Time when the PDF message was sent for the last time.
	Serial	M	Numeric	Last serial number of the PDF message.
	Version	M	Numeric	Last version of the PDF message.

8.2.4.6. Message sort

Order by Documentcode + DocumentSubcode + DocumentType + DocumentSubtype.

DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 v1.0	15 August 2014	First version
R-SEG-2015 v1.1	22 August 2014	First revision
R-SEG-2015 v1.2	4 September 2014	Submitted for approval
R-SEG-2015 v1.3	5 September 2014	1st Approved Version
R-SEG-2015 v1.4	9 September 2014	2nd Approved Version
R-SEG-2015 v1.5	4 December 2014	3rd Approved Version
R-SEG-2015 v1.6	4 March 2015	Submitted for approval
R-SEG-2015 v1.7	11 March 2015	4th Approved Version

File reference: ODF/INT402 R-SEG-2015 V1.7 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 v1.0	SFR	• First version
R-SEG-2015 v1.1	SFR	• Updated Introduction chapter • Added chapter 5 Message Operation and Use
R-SEG-2015 v1.2	SFA	• Minor changes
R-SEG-2015 v1.3	APP	• Minor changes
R-SEG-2015 v1.4	APP	• Removed DT_GLOBAL_GM and DT_GLOBAL_GN: are general messages sent by GL and not by discipline and for this reason will only be generated in ODF2 format. • Updated the Common code document reference with COD404
R-SEG-2015 v1.5	APP	• §1.1: The table's disciplines are updated according to the latest information available. AR, B3, BX are added • DT_SCHEDULE and DT_SCHEDULE_UPDATE messages: A clarification related to the Status="3" (GETTING_READY) is added in the messages' Description
R-SEG-2015 v1.6	SFA	• §1.1 - The disciplines' number is corrected to '12' • The message DT_PRESSPHOTOFINISH_LK is removed
R-SEG-2015 v1.7	APP	• Minor changes

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