

Olympic Data Feed

Baku 2015

ODF2 General Messages Interface Document

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Technology and Information Department

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Baku 2015
1ST EUROPEAN GAMES

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1. Introduction

1.1. This document

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 **ODF2 standard**:

ODF2 Disciplines (18 disciplines)
Beach Soccer
Beach Volleyball
Cycling BMX
Cycling Mountain Bike
Cycling Road
Fencing
Gymnastics Artistic
Gymnastics Acrobatic
Gymnastics Aerobic
Gymnastics Rhythmic
Trampoline
Judo
Karate
Sambo
Shooting
Volleyball
Water Polo
Wrestling

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, 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. 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.

1.3. 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

1.4. 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.

1.5. Related Documents

Document Reference	Document Title	Document Description
ODF/INT401	ODF Principles for Baku 2015 European Games	This document lays the foundation for creating and using ODF.
ODF/COD404	ODF Common Codes Document	This document describes the ODF codes used across of the ODF documents
ODF/COD405	ODF Header Value	This document details the header values, showing which RSCs are used in which messages
ODF/SCH002	ODF2 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 <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> The entity's attribute to be used is Id
CC @Language	S(3)	Defined in ODF Common Codes Document See entity Language <ul style="list-style-type: none"> The entity's attribute to be used is Id
CC @Location	S(3)	Defined in ODF Common Codes Document See entity Location <ul style="list-style-type: none"> The entity's attribute to be used is Id It will be related to Venue

Code Entity	Format	Code Entity Set of Values	
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 lfs and NOCs See entity Organization <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @PersonGender	S(1)	Defined in ODF Common Codes Document See entity Person Gender <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @Phase	S(1)	Defined in ODF Common Codes Document See entity Phase <ul style="list-style-type: none"> The entity's attribute to be used is Phase It will be related to Discipline, Gender and Event 	
CC @PhaseType	S(1)	Defined in ODF Common Codes See entity Phase Type <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @RecordCode	S(12)	Defined in ODF Common Codes Document See entity Record <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @RecordType	S(4)	Defined in ODF Common Codes Document See entity Record Type <ul style="list-style-type: none"> The entity's attribute to be used is RecordType 	
CC @SessionType	S(3)	Defined in ODF Common Codes See entity Session Type <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @Unit	S(2)	Defined in ODF Common Codes See entity Event Unit <ul style="list-style-type: none"> 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

Code Entity	Format	Code Entity Set of Values	
		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 <ul style="list-style-type: none"> The entity's attribute to be used is Id 	
CC @VenueCode	S(3)	Defined in ODF Common Codes Document See entity Venue <ul style="list-style-type: none"> The entity's attribute to be used is Id 	

3.2. Sport Codes

Please refer to each ODF Sport Data Dictionary for the sport specific codes entities.

4. Message Definition

4.1. Introduction

The objective of this section is to present the general XML structure of the ODF Messages based on which each ODF Sport Data Dictionary is further developed.

Some important considerations for the ODF messages:

- ODF messages are full messages and as such replace the previous version of the same message (same unit etc.) with the exception of **.._UPDATE** and **DT_CURRENT** messages which only update some information.
- Mandatory attributes must always be sent. If they do not have any value then they must be sent empty (Attribute = "")
- Known optional elements must always be sent (e.g.Place of Birth).
- Empty optional attributes must be sent either empty (Attribute = "") or not sent. However to reduce implementation variations and message size it is expected that empty optional elements are not sent. It is expected that ODF clients will be able to process messages either way without any restriction.
- ODF messages contain elements further refined by one or more attributes used to provide additional information about the element. A one-attribute element could for instance be Code for a Competitor element; a multiple-attribute element could for instance add the name of the competitor.
- Elements must be listed in the order stated in the corresponding ODF message definition. The XML structure should be defined according to a schema (XSD) to ensure full conformance to XML (not more, not less). Any order or other constraints is represented in the schema to ensure a maximum of automatic validation. A schema reference containing all those constraints is provided concurrently with the dictionary.
- The order of attributes is not important.
- ODF is designed in such way that elements and attributes are organized to minimize redundancy and dependency. However, to reduce re-processing data and simplify its rendering, information may be repeated in different messages.

4.2. Encoding

The character set to be used in all information exchange is the standard Unicode UTF-8 which is declared in each message.

```
<?xml version="1.0" encoding="utf-8"?>
```

4.3. ODF Message Structure

The ODF General Messages Interface Document defines the structure of the ODF messages in details.

ODF messages are data structures based on standard XML:

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

4.3.1. ODF Declaration

The start of an ODF message is the XML declaration. It defines the XML version and the encoding used, UTF-8.

4.3.2. ODF Header

The ODF header is the root element of the message and it always has the element name OdfBody.

Header attributes identify ODF messages uniquely and provide standard information about each message. The header can be used to easily apply filtering of messages.

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

- CompetitionCode
- DocumentCode
- DocumentSubcode
- DocumentType
- DocumentSubtype
- Source
- Version

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

Attribute	M/O	Value	Comment
CompetitionCode	M	CC @Competition	Unique ID for competition
DocumentCode	M	S(9)	<p>DocumentCode can have different values depending on the nature of the message.</p> <p>RSC is used for Results messages and is structured as DDGEEPUU, where</p> <ul style="list-style-type: none"> • DD=discipline; • G=discipline gender; • EEE=event; • P=phase; • UU-unit <p>The other possible values include (depending on the message) the ID of an athlete (for biographies), sequential numbers (for background imports) etc. Full details are documented in the ODF General Data Dictionary.</p>
DocumentSubcode	O	S(10)	Extension for the DocumentCode Used when the 9 characters of the RSC are not sufficient to uniquely identify the content of the XML message.
DocumentType	M	S(30)	Message Type (e.g. DT_RESULT)
DocumentSubtype	O	S(20)	Attribute used to extend DocumentType for some messages.

Attribute	M/O	Value	Comment
Version	M	1.. <u>V</u>	Version of the message, sequential number with the highest indicating the most recent version. Increments when the unique identifier fields without version are the same. (Positive integer)
ResultStatus	O	CC @ResultStatus	Defines the status of the result included in the message.
Language	O	CC @Language	Language used for message content. If the message is distributed in multiple languages then this attribute should always be included. Where a message is not defined in multiple languages, this attribute must not be included. In this case of a single language then the language of the message is English.
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	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

Attribute	M/O	Value	Comment
LogicalDate	M	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	O	CC @Source	Code indicating the system which generated the message.

Attribute	M/O	Value	Comment
StartListMod	O	S(1)	<p>For DT_RESULT only.</p> <p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST.</p> <p>Do not send the attribute if it is not Y.</p> <p>Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> • Competitors or athletes are added, changed or removed including in <UnifInfos> • Any change in <Officials> • Any change in StartOrder or StartSortOrder • Any changes in <Coaches> • Any changes in <EventUnitEntry>
Serial	M	Numeric	<p>Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.</p>

Sample

```
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="EG2015" DocumentCode="JUM200101"
DocumentType="DT_RESULT" Version="3" ResultStatus="OFFICIAL" FeedFlag="P"
Date="2012-08-03" Time="162843056" LogicalDate="2012-08-03" Source="AT1"
Serial="649">
```

.....

4.3.3. Message Body

The message body of ODF messages follows the ODF Header.

```
<?xml version="1.0" encoding="UTF-8"?>
<OdfBody DocumentType=... >
  <Competition Code= ...>
    ...
  </Competition>
  <Note> Athlete nnnn disqualified...</Note>
</OdfBody>
```

Declaration
ODF Header
Message Body

4.3.3.1. <Competition> Element

All ODF messages contain a mandatory element <Competition>.

Element	Attribute	M/O	Value	Comment
Competition	Code	M	CC @Competition	Unique ID for the competition. Note: Code is deprecated as the information also appears in the header. It will be removed after Rio.

```
<Competition Code="EG2015" >
```

4.3.3.2. <Note> Element

Any ODF message can contain an optional element <Note> to include non-formatted free text (to provide additional non-structured information if needed). This is typically used for explaining modifications to results (disqualified etc.)

<Note> element follows the <Competition> element.

Example:

```
<Note>PARK Taehwan (KOR) reinstated after protest.</Note>
```

4.3.3.3. <Competitor> Element

Certain ODF messages contain an optional element <Competitor> to include information about Athletes, Teams or Groups. Group is used when competitors of same or different organisations participate in an event together but 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 ID
	Type	M	T, A, G	T = Team A = Athlete G = Group
	Organisation	M	CC @Organisation	Competitor's organisation. (MIXn is used in the case of Type G.)

If Competitor is an Athlete:

- <Competitor> element contains:
 - The mandatory attribute Type = "A";
 - The mandatory attribute Code which contains the AthleteID. This attribute links to an athlete listed in the DT_PARTIC message;
 - The attribute Organisation provides the organisation of the athlete;
 - The mandatory element <Composition>.
- <Composition> element contains the mandatory element <Athlete>
- <Athlete> element contains:
 - The mandatory attribute Code which contains the AthleteID (which is the same as in the <Competitor> element);
 - The mandatory attribute Order ="1";
 - The optional attribute Bib;
 - Sport specific extensions as defined in the ODF Discipline Data Dictionary;
 - In some messages the <Athlete> element contains the mandatory element <Description> which contains description information about the athlete.
- <Description> element contains:
 - The optional attribute GivenName which contains the athlete's given name in mixed case;
 - The mandatory attribute FamilyName which contains the athlete's family name in mixed case;
 - The mandatory attribute Gender;
 - The mandatory attribute Organisation which contains the athlete's organisation which will be the same as Organisation in the Competitor element;
 - The optional attribute Birthdate which contains the athletes birth date in the format YYYY-MM-DD;
 - The optional attribute IFId which contains the international federation id of the athlete and should be the same as listed in DT_PARTIC;
 - The optional attribute Class which contains the sport class for athletes in the Paralympic Games.

```
<Competitor Code= "878987" Type="A" Organisation="SUI">
  <Composition>
    <Athlete Code="878987" Order="1" Bib="10">
      <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1976-12-15" IFId="123423" />
    </Athlete>
  </Composition>
</Competitor>
```

If Competitor is a Team:

- <Competitor> element contains:
 - The mandatory attribute Type = "T";
 - The mandatory attribute Code = TeamCode. This attribute links to a team listed in the DT_PARTIC_TEAMS message;
 - The optional attribute Bib which is the Bib of the team;
 - The attribute Organisation provides the organisation of the team;
 - The optional element <Composition>. This element is optional because there are situations where the team members are not known when the message is generated.
 - Team sport specific extensions as defined in the ODF Discipline Data Dictionary;
 - The optional element <Description> which is mandatory in the case of a team (optional as it is not sent when the competitor is an individual).
- <Description> element contains:
 - The optional attribute TeamName which contains the name of the team;
 - The optional attribute IFId which contains the international federation id of the team.
- <Composition> element contains the mandatory element <Athlete>.
- <Athlete> element contains:
 - The list of athletes that are the team members for the applicable event unit;
 - The mandatory attribute Code which contains the AthleteID. This attribute links to an athlete listed in the DT_PARTIC message;
 - The mandatory attribute Order with the team members sort order starting at 1;
 - The optional attribute Bib;
 - Team members' sport specific extensions as defined in the ODF Discipline Data Dictionary.
 - The mandatory element <Description> as described above (when the Competitor is an athlete).

```
<Competitor Code="T2145" Type="T" Organisation="SUI">
  <Description TeamName="Switzerland"/>
  <Composition>
    <Athlete Code="4357627" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="SUI" BirthDate="1976-12-15" IFId="123456" />
    </Athlete>
    <Athlete Code="4333627" Order="2">
      <Description GivenName="Jenny" FamilyName="Jones" Gender="W"
Organisation="SUI" BirthDate="1976-09-15" IFId="123234" />
    </Athlete>
    ...
  </Composition>
</Competitor>
```

Note: Although team members for the event are listed in the DT_PARTIC_TEAMS message, specific ODF Sport messages will also include the team members for each particular event unit.

If the Competitor is a Group the message is the same as for a Team, except for:

- <Competitor> element contains
 - the mandatory attribute Type = "G"
 - the mandatory attribute Code = NOC when the athletes belong to the same organisation, otherwise MIXn to indicate the participants are from different organisations. (Defined as MIX followed by numeric)

Here is an example of the use of "G" in Modern Pentathlon. Note the members of the group receive individual results.

```
.....  
<Result SortOrder="4" StartOrder="4" StartSortOrder="4">  
  <Competitor Code="MIX4" Type="G" Organisation="MIX">  
    <Composition>  
      <Athlete Code="1065564" Order="1" Bib="227" >  
        <Description GivenName="Jane" FamilyName="Smith" Gender="W"  
Organisation="SUI" BirthDate="1997-07-15" IFId="12345443" />  
      </Athlete>  
      <Athlete Code="1087051" Order="2" Bib="219" >  
        <Description GivenName="Jenny" FamilyName="Jones" Gender="W"  
Organisation="ESP" BirthDate="1998-06-15" IFId="324522" />  
      </Athlete>  
    </Composition>  
  </Competitor>  
</Result>  
.....
```

4.4. ODF Data Types and Formats

This chapter describes data types and formats used in ODF messages.

4.4.1. Format Strings

The following table describes the custom numeric format specifiers and displays sample output produced by each format specifier. These specifiers and designators are used in defining specific formats. See the example section for an illustration of their use.

Format specifier or designator	Name	Description	Example
Y	Year	Represents a digit used in the time element "year". Usually used as fixed number of characters, YYYY or YY	For the year 2016: in YYYY = 2016 in YY = 16
M	Month	Represents a digit used in the time element "month". In ODF it is always used as MM.	For the month July: in MM = 07 For the month December: in MM = 12
D	Day	Represents a digit used in the time element "day"	For the 5 th of the month: in DD = 05 in D = 5 For the 15 th of the month: in DD = 15 in D = 15
h	hour	Represents a digit used in the time element "hour"	For 5am or 5 hours: in hh = 05 in h = 5 For 3pm or 15 hours: in hh = 15 in h = 15
m	minute	Represents a digit used in the time element "minute".	For 5 minutes in mm = 05 For 5 minutes in m = 5 For 15 minutes in mm = 15
s	second	Represents a digit used in the time element "second". In ODF it is always used as ss.	For 5 seconds in ss = 05 For 15 seconds in ss = 15
f	fraction of second	Represents a digit used in the time element "fractions of a second" The final display of time can vary by sport rules and any variations are described in the sport specific data dictionaries.	For 0.5 seconds in ff = 50 in f = 5 For 0.18 seconds in ff = 18
0	Positive integer	Data numeral. Replaces the zero with the corresponding digit if one is present; otherwise, zero appears in the result string	For 1546 in 0000 = 1546 in 00000 = 01546 For 1234.5678 in 00000 = 01235 For 0.45678 in 0.00 = 0.46 (See rounding rules below)

Format specifier or designator	Name	Description	Example
#	Digit placeholder	Data numeral. Replaces the “#” symbol with the corresponding digit if one is present; otherwise, no digit appears in the result string except where it is in the digit to the left of a decimal which must be shown as zero if applicable.	For 1546 in ###0 = 1546 For 1234.5678 in #####0 = 1235 For 0.45678 in 0.## or #.## = 0.46 (see rounding rules below)
.	Decimal point	Determines the location of the decimal separator in the result string.	
Z		Is used as UTC designator.	
-	Hyphen	to separate the time elements “year”, “month” and “day”.	2016-12-15
:	Colon	to separate the time elements “hour”, “minute” and “second”	12:15

4.4.2. Formats used in ODF

The following is the list of most common formats used in ODF.

Format	Format 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.
String	Text strings without a predetermined length used in attributes without html
S(n)	Text strings with a length of up to n characters
Date	YYYY-MM-DD
Time	hhmmssfff <ul style="list-style-type: none"> • hh: hour • mm: minutes • ss: seconds • fff: milliseconds <p>All formatted with leading and trailing zeros (example: 090303020, 150712530).</p>
DateTime	YYYY-MM-DDThh:mm:ssTZD (e.g.: 2006-02-06T13:00:00+01:00) <ul style="list-style-type: none"> • YYYY: year • MM: Month • DD: day • hh: hour • mm: minutes • ss: seconds <p>TZD is 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</p>

Format	Format Description
Other Time Formats	Other time formats are also described in the Data Dictionaries. For example h:mm:ss for hour, minutes and seconds. Where such formats are used, unless specifically defined any leading zeros are removed. If the format is h:mm:ss and the data is 5 minutes and 20 seconds it is written 5:20.
Boolean	'true' or 'false'
Numeric	Number with no predetermined length where the full value must be sent and displayed without leading zeros. Where a specific format is known then it is described as below (next row) in specific patterns.
Specific Numeric Pattern	Attributes with a specific pattern not specified in this table. Some examples include: 0000 = Number with length up to 4 digits, all digits displayed including leading zeros ###0 = Number with length up to 4 digits, do not display leading zeros. #0.00 = Number with length up to 2 digits and 2 decimals, do not display leading zeros. #0.## = Number with length up to 2 digits and 2 decimals, do not display leading zeros or trailing zeros after decimal. 0 = Number with a single digit s.ff = time in seconds and hundredths of seconds h:mm:ss = Time in hours, minutes and seconds. Hh:mm:mm = Time in hours, minutes and seconds with leading zero for hours.
Free text	Free text is never used in a message attribute, but it can be used inside the element content. Free text is usually longer and explanatory compared to a string. Example <element>Free text goes here</element>. Free text can include HTML if escaped.

More formats may be defined in the Sport Data Dictionaries using the specifiers defined in section 3.4.1.

4.4.3. Common Number and Time formats

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

Measure	Format	Example
Height/Distance	#0.00m ##0cm #'#0''	1.83m 183cm 6'0''
Weight	##0kg ##0lbs	100kg 220lbs
Temperature	#0°C ##0°F	35°C 95°F
Distance	#0.000km #0.000mi	1.789km 6.123mi
Speed	#0.000m/s #0.000mph #0.000km/h	1.789m/s 6.123mph 3.890km/h
Precipitation	#0mm #0in	2mm 1in

4.4.4. Rules for measurement conversion

These are the conversion rules to use in all messages, unless other rules are specified in the sport documentation. When using these conversions for athlete heights and weights the rounding rules must also be applied.

Measure	Conversion Rules
Distance	1in = 0.0254m 1ft = 12in = 0.3048m 1yd = 3ft = 36in = 0.9144m 1mi = 1,760yd = 5,280ft = 63360in = 1609.344m 1nmi (nautical mile) = 1,852m 1m = 39.37007874in = 3 ft 3.37007874in = 1 yd 3.37007874in 1 km = 0.62137119224mi = 0.8689762419nmi
Speed	1m/sec = 3.6km/hr 1km/h = 0.27777777778m/sec 1kt = 1nmi/h
Weight	1lbs = 0.453 592 37kg 1kg = 2.2046226218lbs
Temperature	$T[°F] = 1.8 \times T[°C] + 32$ $T[°C] = (T[°F] - 32) / 1.8$

4.4.5. Rules for rounding numbers

This chapter describes the rules for rounding numbers to use in all messages, unless otherwise specified in the sport documentation or sport specific rules. Note: sport rules are applied before the transmission of the data and always take priority over these rules.

- Last digit in the number decimal part < 5 (0, 1, 2, 3, 4) → rounding down or truncation (i.e. 1.544 = 1.54)
- Last digit in the number decimal part ≥ 5 (5, 6, 7, 8, 9) → rounding up (i.e. 1.545 = 1.55)

4.4.6. Decimals and separators

Decimal numbers must be indicated using a point (full stop or period).

The use of thousands separators must never be used in messages but if desirable users may insert such separators in display.

For example

- 65.43
- 1003.45

ODF users may choose to translate points to commas for display purposes.

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_LOCAL_ON message and;
- end the transmission with a DT_LOCAL_OFF message.

The DT_LOCAL_ON and DT_LOCAL_OFF (**generated only for disciplines provided in ODF2 format**) are the control messages to start and end the keep alive messages (DT_KA) from an OVR system. As some disciplines may be scheduled over multiple sessions on the same day there may be multiple DT_LOCAL_ON / DT_LOCAL_OFF messages for the same system on the same day when long breaks exist between sessions. This will also be the case if multiple disciplines are scheduled at the same venue on the same day.

In cases of multi-sports competitions the DT_GLOBAL_GM message is sent prior to sending the first DT_LOCAL_ON of the day and the DT_GLOBAL_GN message is sent after sending the last DT_LOCAL_OFF 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.

5.4.1. Point-in-Time vs Real-Time

As described earlier ODF can be delivered either as a real time data feed or a point-in-time feed. In cases where it is delivered in real time, as in the Baku 2015 European Games, ODF users can use the ResultStatus (as defined in ODF Principles for Baku 2015 European Games document) of the ODF header to effectively make it a point-in-time feed by only using messages with particular statuses (ResultStatus). A typical way to make the feed point-in-time might be to use START_LIST, INTERMEDIATE (at each break in play) and OFFICIAL. Alternately users could just ignore all messages with ResultStatus = LIVE. This can either be done by ODF users filtering the messages themselves or requesting providers to only distribute particular messages.

ODF users wishing to render the ODF data “live” must use, without limitation, all messages with ResultStatus = LIVE.

6. Data Feed

6.1. Central Messages

6.1.1. Overall Perspective

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

ODF2 Central Messages	
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_MEDALS	Medal standings
DT_MEDALLISTS_DAY	Medallists of the day
DT_HISTORIC_RECORD	Historical records
DT_GLOBAL_GM	Global good morning
DT_GLOBAL_GN	Global good night
DT_BIO_PAR	Biography (published) of one Participant
DT_BIO_NOC	Biography (published) of one EOC
DT_PIC	Picture message
DT_NEWS	News' report

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

The following situations can occur:

- Situation 1:
When one discipline must extend in its ODF document a particular element of the message definition (e.g.: the header of the message). If this extension is not done, the definition of the message for that sport will not be complete. This extension is considered mandatory for the sport that makes use of this particular message.
- Situation 2:
When the message's general definition contains elements that can be overwritten (e.g.: its trigger and frequency). If there are no specific requirements for the sport using the message the general rule of the message as described in this document should be followed.
- Situation 3:
When one message could be extended by the use of optional message elements, which should not be included in general, unless it is specifically requested for a particular sport in its ODF Sport Data Dictionary document.
- Situation 4:

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

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

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

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

Redefinition (in Message Type vs. Message Parts)	Trigger and Frequency	Message Structure (message elements)	Message Values (message attributes)
DT_SCHEDULE			
DT_SCHEDULE_UPDATE			
DT_PARTIC		Optional	
DT_PARTIC_UPDATE		Optional	
DT_PARTIC_TEAMS		Optional	Optional
DT_PARTIC_TEAMS_UPDATE		Optional	Optional
DT_MEDALS			
DT_MEDALLISTS_DAY			
DT_HISTORIC_RECORD		Optional	Optional
DT_GLOBAL_GM			
DT_GLOBAL_GN			
DT_BIO_PAR			
DT_BIO_NOC			
DT_PIC			
DT_NEWS			

Blank indicates the definition is the same that 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.

All event units in codes which have the 'schedule' flag set to 'Y' are included in schedule messages (and have status UNSCHEDULED or SCHEDULED for the disciplines provided in ODF2 format).

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= UNSCHEDULED) unless a scheduled event unit must be sent to change a scheduled event unit (Status= SCHEDULED) into a planned event unit (Status= UNSCHEDULED).

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

The StartList component of the message is only included in the case that the Unit Type is one of HATH, HCOUP, HNOC or HTEAM and at least one of the competitors are known.

The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

- HATH Individual Head to Head units (e.g. AR, BD etc)
- HCOUP Pairs/Couples Head to Head units (e.g. BD, BV etc)
- HNOC NOC Head to Head units (e.g. AR)
- HTEAM Teams Head to Head units (e.g. B3, BS, VO etc)

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	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.2.3. Trigger and Frequency

The competition schedule will be sent by CRS as a bulk message (DocumentType="DT_SCHEDULE") approximately 2-3 weeks before the Baku 2015 European 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 from the CRS to OVR.

6.1.2.4. Message Structure

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

Message Structure: DT_SCHEDULE and DT_SCHEDULE_UPDATE

Competition	Code	Unit (1,N)	Code	PhaseType	Unit_No	ScheduleStatus	StartDate	EstimatedStartDate	EndDate	EstimatedEndDate	Medal	Venue	SessionType	EstimatedStartText (0,N)	Language	Value	ItemName (0,N)	Language	Value	VenueDescription	VenueName	LocationName	StartList (0,1)	Start (1,N)	SortOrder	StartOrder	Competitor	Code	Type	Organisation	Bib	Description (0,1)	TeamName	IFId	ExtendedDescription (0,N)	Type	Code	Pos	Value	Composition (0,1)	Athlete (1,N)	Code	Bib	Order	Description	GivenName	FamilyName	Gender	Organisation	BirthDate	IFId	ExtendedDescription (0,N)	Type	Code	Pos	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: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Unit (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RSC	Full RSC for the unit
PhaseType	M	CC @PhaseType	Include the phase type for those competition, official training phases, Technical Meetings, Medal / Flower Ceremonies and Draw phases
Unit_No	O	Numeric ###	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	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	S(1)	Send 'Y' if StartDate (scheduled start time) is an estimation. Do not send if StartDate (scheduled start time) is not an estimation as the StartDate is correct. Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'. When the flag is set to "Y" then the time is used for sorting purposes but should not be displayed.
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
EstimatedEndDate	O	S(1)	Send 'Y' if EndDate scheduled end time is an estimation. Do not send 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 or tennis matches, etc.) in these cases this field is set to "Y" and should not be displayed.
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

Element: Competition /Unit /EstimatedStartText (0,N)			
Attribute	M/O	Value	Description
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")

Element: Competition /Unit /ItemName (0,N)			
Attribute	M/O	Value	Description
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.

Element: Competition /Unit/ VenueDescription			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element: Competition /Unit/ StartList (0,1)/Start (1,N)			
StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOOC or HTEAM and at least one of the competitors are known. (Sent as soon as known for applicable units)			
Attribute	M/O	Value	Description
StartOrder	O	Numeric	Competitor's start order Send 1 for Home competitor / team, 2 for Away competitor / team
SortOrder	M	Numeric	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes. Send 1 for Home and 2 for Visitor

Element: Competition /Unit/ StartList /Start/ Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NONCOMP.	Competitor's ID, TBD in case that the competitor is not known at this time AND the other competitor is known. NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Bib	O		Team competitor's bib number (Competitor @Type is T).
Organisation	O	CC @Organisation	Should be sent when known

Element: Competition /Unit/ StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available, particularly for example H2H team sports including Beach Volleyball.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit/ StartList /Start /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition /Unit/ StartList/ Start /Competitor /Composition (0,1) /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (AR, BD, TE etc) or HCOUP (BD, TE etc), In case of the Competitor @Code="TBD" this element should not be sent.			
Attribute	M/O	Value	Description

Element: Competition /Unit/ StartList/ Start /Competitor /Composition (0,1) /Athlete (1,N)			
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
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	Same as in the Start List message for each discipline	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").

Element: Competition /Unit/ StartList/ Start /Competitor /Composition /Athlete /Description			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case). Send if not null.
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.

Element: Competition /Unit/ StartList/ Start /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

6.1.2.6. Message sort

The message is sorted by Unit@StartDate then Unit@Code.

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

Examples:

6.1.2.6.1. Non Head-to-Head

```
<Competition Code="EG2015"...>
  <Discipline Code="AT" >
    <Unit Code="ATM001101" PhaseType="3" SessionStatus="SCHEDULED"
      StartDate="2012-08-12T15:00:00+01:00" EndDate="2012-08-12T17:00:00+01:00"
      Medal="1" Venue="NGA" Location="BK2" >
      <ItemName Language="ENG" Value="Men's 100m Final"/>
      <VenueDescription VenueName="Olympic Stadium" LocationName="Olympic
      Stadium"/>
    </Unit>
  </Competition>
```

6.1.2.6.2. Team Head-to-Head

```
<Competition Code="EG2015">
```

```

<Unit Code="B3M400A01" PhaseType="3" Unit_No="11" ScheduleStatus="SCHEDULED"
StartDate="2012-08-12T15:00:00+01:00" EndDate="2012-08-12T17:00:00+01:00"
Medal="1" Venue="NGA" Location="BK2" >
  <ItemName Language="ENG" Value="Men's Preliminary Round Pool A"/>
  <VenueDescription VenueName="Green Arena" LocationName="Green Arena"/>
  <StartList>
    <Start SortOrder="1" StartOrder="1">
      <Competitor Code="B3W400CZE01" Type="T" Organisation="CZE">
        <Description TeamName="Czech Republic" />
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="B3W400ITA01" Type="T" Organisation="ITA">
        <Description TeamName="Italy" />
      </Competitor>
    </Start>
  </StartList>
</Unit>
</Competition>

```

6.1.2.6.3. Individual Head-to-Head

```

<Competition Code="EG2015">
  <Unit Code="BDM001101" PhaseType="3" Unit_No="11" ScheduleStatus="SCHEDULED"
StartDate="2012-08-05T13:00:00+01:00" EstimatedStartDate="Y" EndDate="2012-08-
05T13:30:00+01:00" EstimatedEndDate="Y" Medal="1" Venue="WEM" Location="TE0">
    <EstimatedStartText Language="ENG" Value="followed by"/>
    <ItemName Language="ENG" Value="Men's Singles Gold Medal Match"/>
    <VenueDescription VenueName="Wimbledon" LocationName="Centre Court"/>
    <StartList>
      <Start SortOrder="1" StartOrder="1">
        <Competitor Code="1051631" Type="A" Organisation="BLR">
          <Composition>
            <Athlete Code="1051631" Order="1">
              <Description GivenName="Barry" FamilyName="Smith" Gender="M"
Organisation="BLR" BirthDate="1983-07-23" IFId="397806" />
            </Athlete>
          </Composition>
        </Competitor>
      </Start>
      <Start SortOrder="2" StartOrder="2">
        <Competitor Code="1131104" Type="A" Organisation="ITA">
          <Composition>
            <Athlete Code="1131104" Order="1">
              <Description GivenName="Bobby" FamilyName="Jones" Gender="M"
Organisation="ITA" BirthDate="1969-10-23" IFId="573006" />
            </Athlete>
          </Composition>
        </Competitor>
      </Start>
    </StartList>
  </Unit>
</Competition>

```

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 contained in the message.

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

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

6.1.3.2. Header Values

OdfBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
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	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
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 or update message including the addition of start list details (H2H).

Generally start list details for H2H should be sent immediately when known and usually soon after the preceding unit changes to Official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

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

Competition /Unit			
Attribute	M/O	Value	Description
ModificationIndicator	M	N, U	<p>N-New event unit U-Update event unit</p> <p>If ModificationIndicator='N', then include new event unit. It will be rarely used as most added units were available in 'UNSCHEDULED' status.</p> <p>If ModificationIndicator='U', then update the event unit.</p> <p>If both L and U apply then U is sent.</p>

6.1.3.6. Message sort

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

In case that an event unit has no Unit@StartDate defined (for example, it has a ScheduleStatus of UNSCHEDULED), it will be listed at the end of the corresponding Phase element.

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

6.1.4.1. Description

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

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, 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 note 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 in this message. The historical athletes will be used to match historical athlete information as it appears 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.

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline.

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

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list of participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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

6.1.4.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
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 approximately one 2-3 weeks before the Games. It is sent several times, by the CRS, up to the date of transfer of control from CRS to OVR after which only DT_PARTIC_UPDATE messages are sent.

The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

6.1.4.4. Message Structure

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

Message Structure: DT_PARTIC & DT_PARTIC_UPDATE			
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	
		ModificationIndicator	
		Discipline	
			Code
			IFId
			DisciplineEntry (0,N)
			Code
			Type
			Pos
			Value
			RegisteredEvent (0,N)
			Gender
			Event
			Bib
			EventEntry (0,N)
			Code
			Type
			Pos
			Value
		OfficialFunction (0,N)	
			FunctionId

6.1.4.5. Message Values

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Participant (1,N)			
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ Accreditation Status	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
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	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
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.

Element: Competition /Participant (1,N)			
MainFunctionId	O	CC@Function	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
ModificationIndicator	M	N, U	Attribute is mandatory in the DT_PARTIC_UPDATE message only N-New participant (in the case that this information comes as a late entry) U-Update participant If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants To delete a participant, a specific value of the Status attribute is used.

Element: Competition /Participant /Discipline			
All participating athletes will be assigned at least one discipline, it could be more. Each official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

Element: Competition /Participant /Discipline /DisciplineEntry (0,N)			
Send if there is specific discipline information.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Participant /Discipline /RegisteredEvent (0,N)			
All active athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be active without any associated event.			
Historical athletes are not registered to any event.			
Attribute	M/O	Value	Description
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".

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

Element: Competition /Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Participant /OfficialFunction (0,N)			
Send if the official has optional functions. Do not send, otherwise.			
Attribute	M/O	Value	Description

Element: Competition /Participant /OfficialFunction (0,N)

FunctionId	M	CC @Function	Additional official's function code
------------	---	--------------	-------------------------------------

6.1.4.6. Generic Example

```

<Competition Code="EG2015"...>
  <Participant Code="1004625" Parent="1004625" Status="ACCRED" GivenName="Karolina"
  FamilyName="Szczepaniak" PrintName="SZCZEPANIAK Karolina"
  PrintInitialName="SZCZEPANIAK K" TVName="Karolina SZCZEPANIAK" TVInitialName="K.
  SZCZEPANIAK" Gender="W" Organisation="POL" BirthDate="1992-08-12" Height="174"
  Weight="62" PlaceofBirth="WARSZAWA" CountryofBirth="POL" Nationality="POL"
  MainFunctionId="AA01" Current="true" >
    <Discipline Code="DD" IFId="2042543" >
      <RegisteredEvent Gender="W" Event="054" >
        <EventEntry Type="ENTRY" Code="QUAL_MARK" Value="4:48.59" >
          <EventEntry Type="ENTRY" Code="QUAL_DATE" Value="2012-05-12" />
          <EventEntry Type="ENTRY" Code="QUAL_CITY" Value="Olsztyn" />
          <EventEntry Type="ENTRY" Code="QUAL_COUNTRY" Value="POL" />
        </RegisteredEvent>
        <RegisteredEvent Gender="W" Event="412" >
          </RegisteredEvent>
      </Discipline>
    </Participant>
    <Participant Code="1004626" Parent="1004626" Status="ACCRED" GivenName="Mahfuza"
    FamilyName="Tania" PrintName="TANIA Mahfuza" PrintInitialName="TANIA M"
    TVName="Mahfuza TANIA" TVInitialName="M. TANIA" Gender="W" Organisation="BAN"
    BirthDate="19751207" PlaceofBirth="TANGAIL" CountryofBirth="BAN" Nationality="BAN"
    MainFunctionId="COACH" Current="true" >
      <Discipline Code="DD" >
        </Discipline>
      </Participant>
    .....
  </Competition>

```

6.1.4.7. 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 be different teams.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

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 data of a team being modified.

6.1.5.2. Header Values

The following table describes the ODF header attributes

Element: ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS_UPDATE / DT_PARTIC_TEAMS	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.5.3. Trigger and Frequency

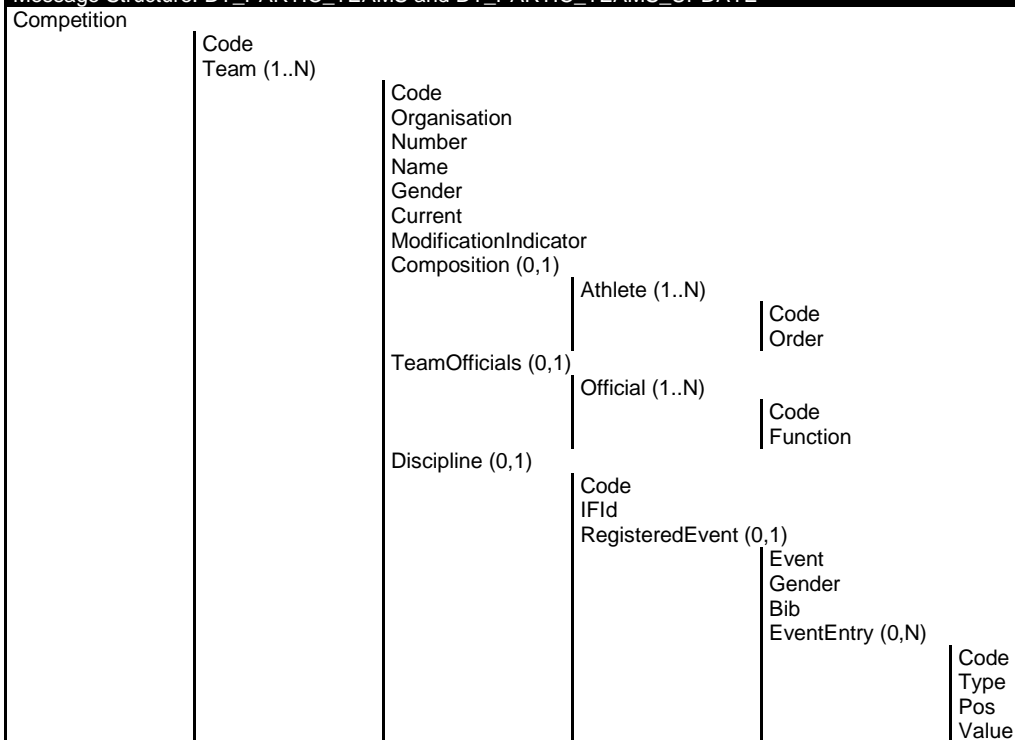
The DT_PARTIC_TEAMS message is sent as a bulk message approximately 2-3 weeks before the Games. It is sent several times up to the date of transfer of control from CRS to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

6.1.5.4. Message Structure

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

Message Structure: DT_PARTIC_TEAMS and DT_PARTIC_TEAMS_UPDATE



6.1.5.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Team (1,N)			
Attribute	M/O	Value	Description
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 Number	M O	CC @Organisation Numeric #0	Team organisation's ID Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73) see table comment	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ ModificationIndicator=D
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

Element: Competition /Team /Composition (0,1) /Athlete (1,N)			
In the case of current teams the number of athletes is 2 or more.			
Attribute	M/O	Value	Description
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

Element: Competition /Team /TeamOfficials (0,1) /Official (1,N)			
Send if there are specific officials for the team. Does not apply to historical teams.			
Attribute	M/O	Value	Description
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.

Element: Competition /Team /Discipline (0,1)			
Each team is assigned just to one discipline.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute
IFld	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Competition /Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			

Element: Competition /Team /Discipline /RegisteredEvent (0,1)			
Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	O	See table comment	Bib number.

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

Element: Competition / Team /Discipline /RegisteredEvent (0,1) /EventEntry (0,N)			
Send if there are entries for the team.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

6.1.5.6. Generic Example

```
<Competition Code="EG2015"...>
  <Team Code="DDW400ITA01" Organisation="ITA" Number="1" Name="Italy" Gender="W"
  Current="true">
    <Composition>
      <Athlete Code="1131078" Order="1" />
      <Athlete Code="1131214" Order="2" />
      <Athlete Code="1131345" Order="3" />
      <Athlete Code="1131492" Order="4" />
    .....
    </Composition>
    <TeamOfficials>
      <Official Code="1132970" Function="COACH" />
      <Official Code="1133207" Function="AST_COA" />
      <Official Code="1133359" Function="AST_COA" />
    </TeamOfficials>
    <Discipline Code="DD" IFId="7235346">
      <RegisteredEvent Gender="W" Event="400">
        <EventEntry Type="ENTRY" Code="UNIFORM" Pos="1" Value="Blue" />
        <EventEntry Type="ENTRY" Code="UNIFORM" Pos="2" Value="White" />
        <EventEntry Type="ENTRY" Code="SEED" Value="3" />
      </RegisteredEvent>
    </Discipline>
  </Team>
</Team>
.....
</Team>
.....
</Competition>
```

6.1.5.7. Message Sort

The message is sorted by Team @Code.

6.1.6. Medal Standings

6.1.6.1. Description

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

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

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

6.1.6.2. Header Values

The following table describes the ODF header attributes

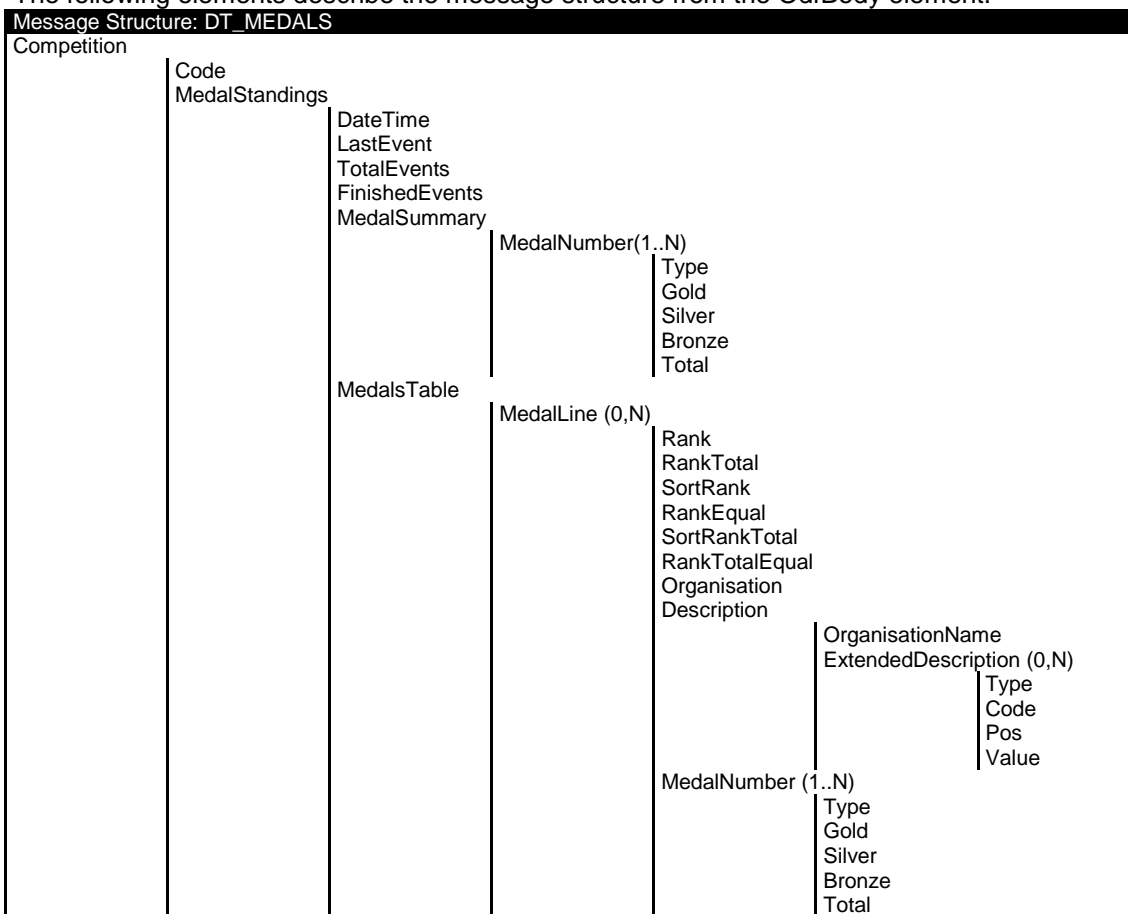
ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	Global message for all disciplines
DocumentType	DT_MEDALS	Medal standings
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.6.3. Trigger and Frequency

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

6.1.6.4. Message Structure

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



6.1.6.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition / MedalStandings			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and Time when the content has been updated Example: 2006-02-26T10:00:00+01:00
LastEvent	M	RSC in the format DDGEEE000 as result of the concatenation of CC @Discipline, CC @DisciplineGender, CC @Event, 0 00	Last event updating the medal standings message
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: Competition /MedalStandings /MedalSummary /MedalNumber (1,N)			
The general definition states that MedalNumber 1..N, it will be fixed to four, for Type=(M, W, X, TOT)			
Attribute	M/O	Value	Description
Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
Gold	M	Numeric	Number of gold medals for MedalSummary /MedalNumber @Type event categorization
Silver	M	Numeric	Number of silver medals for MedalSummary /MedalNumber @Type event categorization
Bronze	M	Numeric	Number of bronze medals for MedalSummary /MedalNumber @Type event categorization
Total	M	Numeric	For all the finished competition events: Total number of medals for MedalSummary /MedalNumber @Type event categorization

Element: Competition /MedalStandings /MedalSummary /MedalTable /MedalLine (0,N)			
Attribute	M/O	Value	Description
Rank	M	Numeric	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
RankTotal	M	Numeric	Organisation's rank according to the total number of medals
SortRank	M	Numeric	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be defined by the IOC rules.
RankEqual	M	Y, N	Y: If there are more organisations with the same @Rank N: If there are no more organisations with the same @Rank
SortRankTotal	M	Numeric	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
RankTotalEqual	M	Y, N	Y: If there are more organisations with the same @RankTotal N: If there are no more organisations with the same @RankTotal
Organisation	M	CC @Organisation	Organisation's code.

Element: Competition /MedalStandings /MedalSummary /MedalTable /MedalLine /Description			
Attribute	M/O	Value	Description
OrganisationName	M	S(60)	Name of the Organisation in text. Long Description from common codes.

MedalLine /Description /ExtendedDescription			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		
Pos	O		
Value	O		

Element: Competition /MedalStandings /MedalSummary /MedalTable /MedalLine /MedalNumber (1,N)			
(However the general definition states that MedalNumber 1..N, it will be fixed to four, for Type=(M, W, X, TOT)			
Attribute	M/O	Value	Description
Type	M	CC @MedalSummaryType	Type of medal summarization (categorize by event gender and all events).
Gold	M	Numeric	For the MedalLine @Organisation: Number of gold medals for MedalSummary /MedalNumber @Type event categorization
Silver	M	Numeric	For the MedalLine @Organisation: Number of silver medals for MedalSummary /MedalNumber @Type event categorization
Bronze	M	Numeric	For the MedalLine @Organisation: Number of bronze medals for MedalSummary /MedalNumber @Type event categorization
Total	M	Numeric	For the MedalLine @Organisation: Total number of medals for MedalSummary /MedalNumber @Type event categorization

6.1.6.6. Message sort

Message should be sorted by the SortRank @Value attribute

6.1.7. Medallists of the Day

6.1.7.1. Description

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

The arrival of this message resets the entire previous “medallists of the day” information, only in case where the DocumentSubtype is the same.

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

6.1.7.2. Header Values

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

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_MEDALLISTS_DAY	Medallists by day
DocumentSubtype	YYYY-MM-DD	Refer to the ODF header definition
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

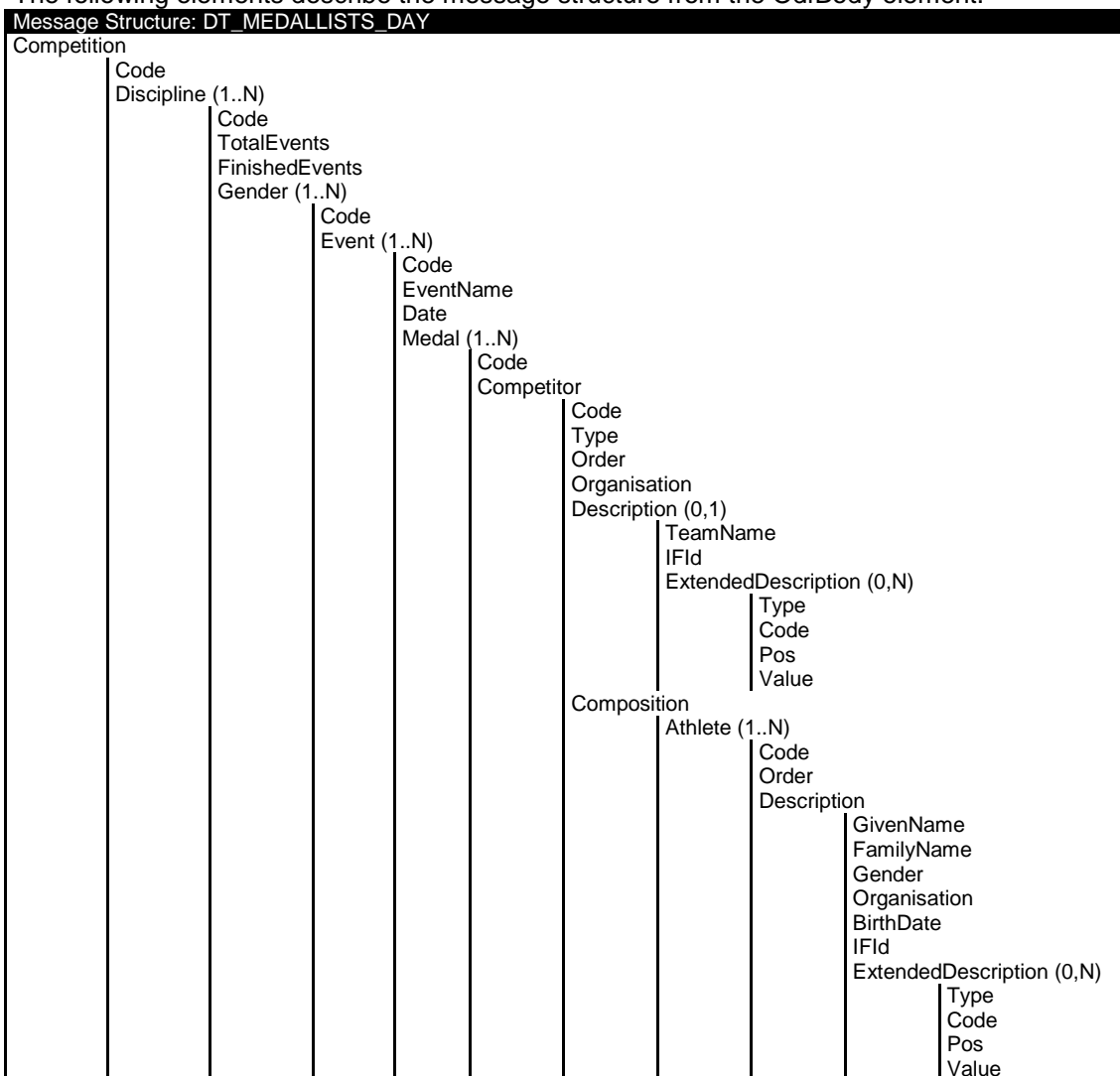
6.1.7.3. Trigger and Frequency

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

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

6.1.7.4. Message Structure

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



6.1.7.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Discipline (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline Code
TotalEvents	O	Numeric	Total number of competition events (events that award medals) Mandatory in the case of DT_MEDALLISTS_DISCIPLINE
FinishedEvents	O	Numeric	Number of competition events that have awarded any type of medal, out of the total Mandatory in the case of DT_MEDALLISTS_DISCIPLINE

Element: Competition /Discipline /Gender (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @DisciplineGender	Discipline Gender Code

Element: Competition /Discipline /Gender /Event (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Event	Event ID
EventName	M	S(40)	Event name (not code) from Common Codes

Element: Competition /Discipline /Gender /Event (1,N)			
Date	O	YYYY-MM-DD	Date of the Gold medal match. Mandatory in the case of DT_MEDALLISTS_DISCIPLINE

Element: Competition /Discipline /Gender /Event /Medal (1,N)			
Attribute	M/O	Value	Description
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: Competition /Discipline /Gender /Event /Medal /Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type		M	See sport descriptions
Code		M	See sport descriptions
Pos		O	See sport descriptions
Value		O	See sport descriptions

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
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

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

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type		M	See sport descriptions
Code		M	See sport descriptions
Pos		O	See sport descriptions
Value		O	See sport descriptions

6.1.7.6. Example

```

<Competition Code="EG2015">
  <Discipline Code="BD">
    <Gender Code="M">
      <Event Code="001" EventName="Men's Singles">
        <Medal Code="ME_GOLD">
          <Competitor Code="1101716" Type="A" Order="1" Organisation="ESP">
            <Composition>
              <Athlete Code="1101716" Order="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ESP" BirthDate="1992-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
        <Medal Code="ME_SILVER">
          <Competitor Code="1110004" Type="A" Order="" Organisation="ESP">
            <Composition>
              <Athlete Code="1110004" Order="1"/>
            </Composition>
          </Competitor>
        </Medal>
        .....
      </Event>
    </Gender>
  </Discipline>
  <Discipline Code="DV">
    <Gender Code="W">
      <Event Code="202" EventName="Women's 3m Synchronized Diving">
        <Medal Code="ME_GOLD">
          <Competitor Code="DVW202CHN01" Type="T" Order="1" Organisation="CHN">
            <Description TeamName="China" />
            <Composition>
              <Athlete Code="1072148" Order="1">
                <Description GivenName="Joan" FamilyName="Smith" Gender="W"
Organisation="CHN" BirthDate="1992-12-15" />
              </Athlete>
              <Athlete Code="1072150" Order="2">
                <Description GivenName="Emily" FamilyName="Brown" Gender="W"
Organisation="CHN" BirthDate="1992-12-13" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
        .....
      </Event>
    </Gender>
  </Discipline>
  .....

```

6.1.7.7. 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).

6.1.8. Historical Records

6.1.8.1. Description

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

6.1.8.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_HISTORIC_RECORD	Historical records message
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

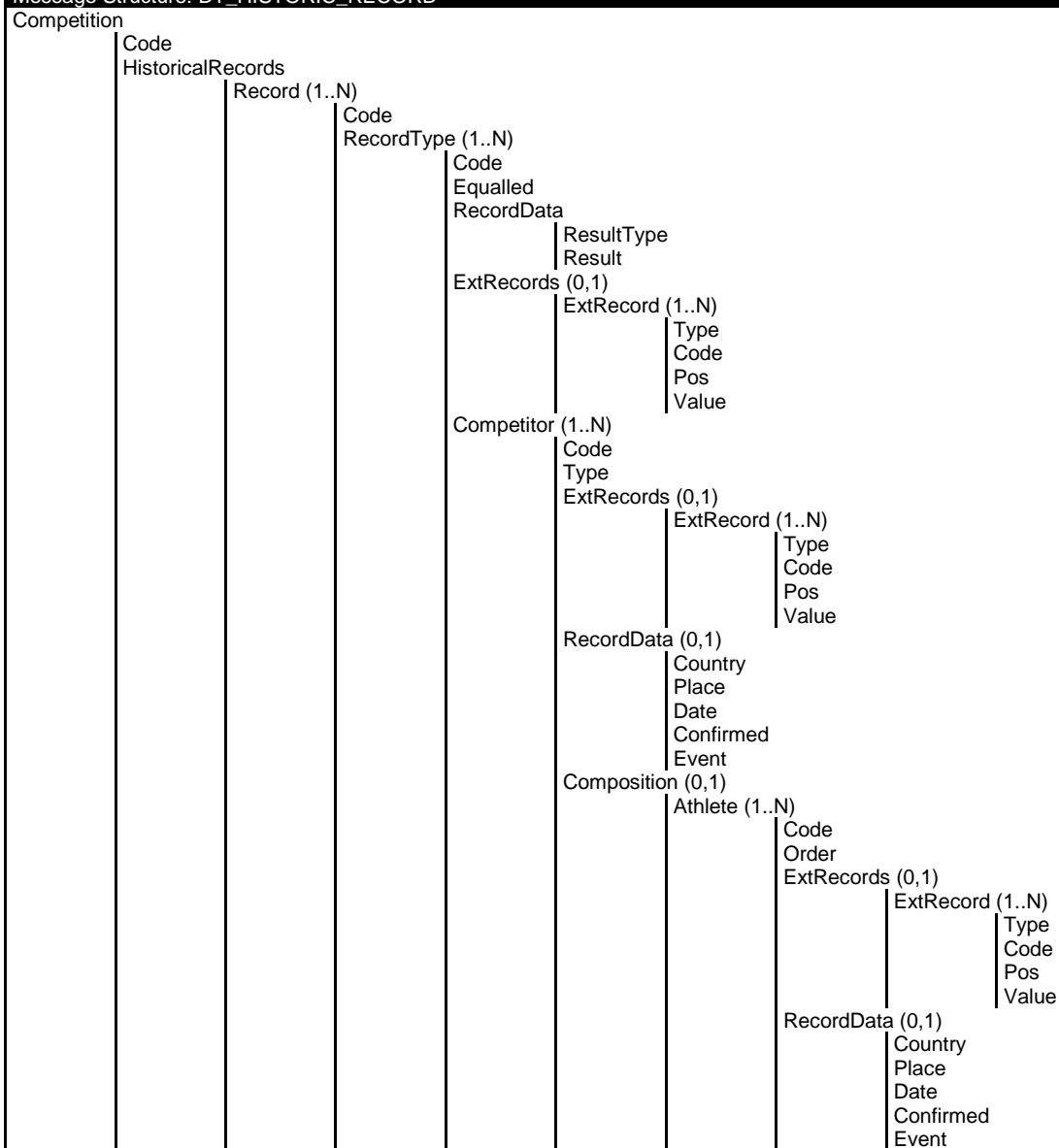
6.1.8.3. Trigger and Frequency

“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.

6.1.8.4. Message Structure

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

Message Structure: DT_HISTORIC_RECORD



6.1.8.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /HistoricalRecords /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send several record codes in the case several record codes are available in the historical records message.

Element: Competition /HistoricalRecords /Record /RecordType (1,N)			
Send several elements when several records were broken for the current event unit (specified in ODF header). It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Code	M	CC @RecordType	Record type.

Element: Competition /HistoricalRecords /Record /RecordType (1,N)			
Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record

Element: Competition /HistoricalRecords /Record /RecordType /RecordData			
Attribute	M/O	Value	Description
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)

Element: Competition /HistoricalRecords /Record /RecordType /ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition /HistoricalRecords /Record /RecordType /Competitor (1,N)			
Competitor to whom the record is assigned. Athlete's or team's information should be in DT_PARTIC (@Current="false") if Competitor @Type="A" or DT_PARTIC_TEAMS (@Current="false") if Competitor @Type="T".			
Attribute	M/O	Value	Description
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

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /RecordData (0,1)			
If Competitor @Type="T", always send. If Competitor @Type="A", do not use.			
Attribute	M/O	Value	Description
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)

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /Athlete (1,N)			
Individual athlete / team member information should be in DT_PARTIC (@Current="false").			
Attribute	M/O	Value	Description
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".

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			
Attribute	M/O	Value	Description
Type	M		See sport descriptions

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete ExtRecords (0,1) /ExtRecord (1,N)

Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition /HistoricalRecords /Record /RecordType /Competitor /Composition /Athlete /RecordData (0,1)

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

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

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

Attribute	M/O	Value	Description
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	YYYY-MM-DD	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)

6.1.8.6. Message Sort

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

6.1.9. Global Good Morning

6.1.9.1. Description

The “global good morning” is a message to indicate the start of day of the operations for all the disciplines with some messages to be sent within a logical day.

All the messages defined in this document should send between DT_GLOBAL_GM/DT_GLOBAL_GN messages.

6.1.9.2. Header Values

The following table describes the ODF header attributes.

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GM	Global good morning
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.9.3. Trigger and Frequency

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

6.1.9.4. Message Structure

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

6.1.9.5. Message Values

There are no attributes defined in this message.

6.1.9.6. Example

```
<OdfBody CompetitionCode="EG2015" DocumentCode="GL0000000" Serial="676515"
Time="054040632" Date="2012-07-27" FeedFlag="P" LogicalDate="2012-07-27"
DocumentType="DT_GLOBAL_GM" Source="CRS" Version="1" />
```

6.1.9.7. Message sort

There is no sort order for this message.

6.1.10. Global Good Night

6.1.10.1. Description

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

6.1.10.2. Header Values

The following table describes the ODF header attributes.

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GN	Global good night
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	MillisTime	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.10.3. Trigger and Frequency

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

6.1.10.4. Message Structure

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

6.1.10.5. Message Values

There are no attributes defined in this message.

6.1.10.6. Example

```
<OdfBody CompetitionCode="EG2015" DocumentCode="GL0000000" Serial="677915"
Time="234040632" Date="2012-07-27" FeedFlag="P" LogicalDate="2012-07-27"
DocumentType="DT_GLOBAL_GN" Source="CRS" Version="1" />
```

6.1.10.7. Message sort

There is no sort order for this message.

6.1.11. Participant's Biography

6.1.11.1. Description

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

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

6.1.11.2. Header Values

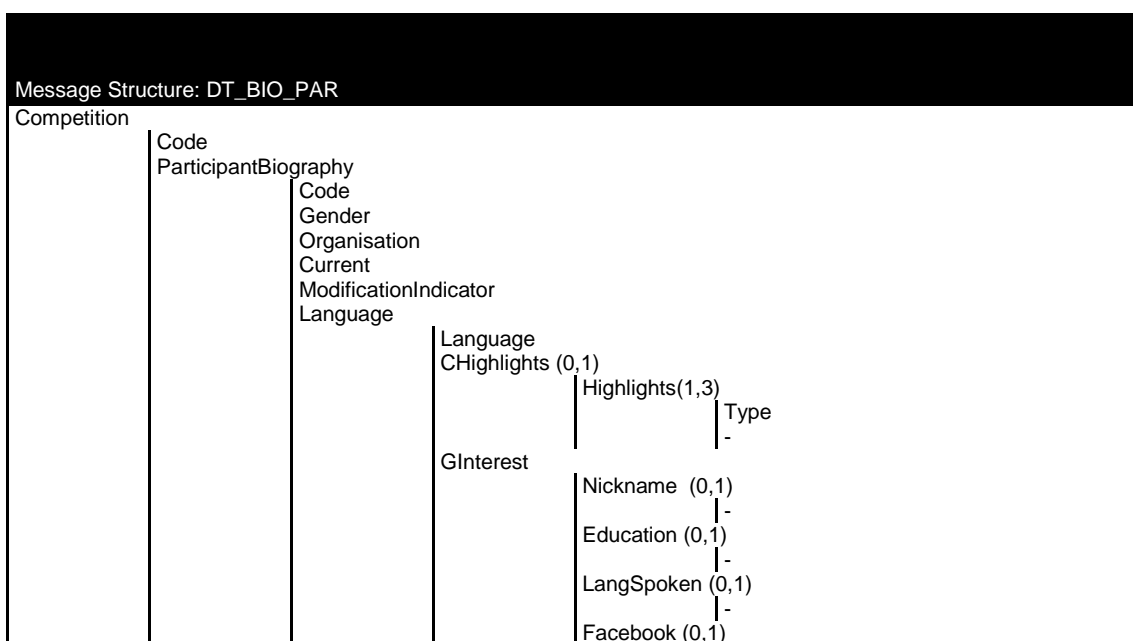
The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGTYP000	DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF) For example ATMCOA000: Athletics Male Coach.
DocumentSubCode	S(20) with no leading zeroes	Participant's ID
DocumentType	DT_BIO_PAR	Participant's Biography
Version	1...V	Refer to the ODF header definition
Language	S(3)	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.11.3. Trigger and Frequency

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

6.1.11.4. Message Structure



Message Structure: DT_BIO_PAR

					Twitter (0,1)	-
					Instagram (0,1)	-
					Website (0,1)	-
					Club_Name (0,1)	-
					Coach (0,1)	-
					Debut (0,1)	-
					Achievement (0,1)	-
					Memorable (0,1)	-
					Hobbies (0,1)	-
					Ambition (0,1)	-
					ExtendedBios (0,1)	-
					ExtendedBio (1..N)	Type Code Pos Value Extension(0,N)
					OfficialFunction (0,N)	Code Pos Value
					FunctionId	
					Main_Function_Flag	

6.1.11.5. Message Values

Field are mandatory or optional depending on the biography type.

Element: Competition						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Code	M	M	M		CC @Competition	Competition's ID Code is deprecated and value is duplicated in the header.

Element: Competition /ParticipantBiography						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Code	M	M	M		S(20) with no leading zeroes	Participant's ID
Gender	M	M	M		CC @PersonGender	Participant's gender
Organisation	M	M	O		CC @Organisation	Organisation's ID Mandatory for ATH or COA
Current	M	M	M		boolean	true – For participants in the current event false – For historical participants
ModificationIndicator	O	O	O		S(1)	Send only to delete a biography, when needed send D for Delete.

Element: Competition / ParticipantBiography /Language						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Language	M	M	M		CC @Language	Language code

Element: Competition / ParticipantBiography /Language /CHighlights (0,1) /Highlights (1,3)						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Type	M	M	M		ATH or COA or OFF	ATH – Highlights are for an athlete COA – Highlights are for a coach OFF – Highlights are for an official

Element: Competition / ParticipantBiography /Language /GInterest /Nickname						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 60 characters.	Nickname

Element: Competition / ParticipantBiography /Language /GInterest /Education						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 100 characters.	Education

Element: Competition / ParticipantBiography /Language /GInterest /LangSpoken						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 100 characters.	Languages spoken

Element: Competition / ParticipantBiography /Language /GInterest /Facebook						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 100 characters.	Facebook URL

Element: Competition / ParticipantBiography /Language /GInterest /Twitter						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 100 characters.	Twitter URL

Element: Competition / ParticipantBiography /Language /GInterest /Instagram						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 100 characters.	Instagram URL

Element: Competition / ParticipantBiography /Language /GInterest /Website						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 120 characters.	Website URL

Element: Competition / ParticipantBiography /Language /GInterest /Club_Name							
Attribute	M/O					Value	Description
	ATH	COA	OFF	BIO			
-	O				O	RTF text with a maximum length of 100 characters.	Club the athlete belongs to

Element: Competition / ParticipantBiography /Language /GInterest /Coach							
Attribute	M/O					Value	Description
	ATH	COA	OFF	BIO			
-	O				O	RTF text with a maximum length of 60 characters.	Coach name

Element: Competition /ParticipantBiography /Language /GInterest /Debut						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				YYYY	Debut (year)

Element: Competition /ParticipantBiography /Language /GInterest /Achievement						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 600 characters.	Major sporting achievements

Element: Competition /ParticipantBiography /Language /GInterest /Memorable						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 600 characters.	Most memorable sporting performance

Element: Competition / ParticipantBiography /Language /GInterest /Hobbies						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 200 characters.	Hobbies

Element: Competition /ParticipantBiography /Language /GInterest /Ambition						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
-	O				RTF text with a maximum length of 2500 characters.	Ambitions / Other info that the athlete wants people to know about

Element: Competition /ParticipantBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio (1,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Type	M	M	M			See sport descriptions
Code	M	M	M			
Pos	O	O	O			
Value	O	O	O			

Element: Competition /ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio /Extension (0,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
Code	M	M	M			See sport descriptions
Pos	O	O	O			
Value	O	O	O			

Element: Competition / ParticipantBiography /OfficialFunction						
Attribute	M/O				Value	Description
	ATH	COA	OFF			
FunctionId			M		CC @Function	Optional officials' function code
Main_Function_Flag			O		Y, N	Y - @FunctionId is main function N - @FunctionId is not main function

6.1.11.6. Example

```

<ParticipantBiography Code="1090269" Gender="M" Organisation="AUS" Current="true"
>
  <Language Language="ENG">
    <CHighlights>
      <Highlights>
.....
      </Highlights>
    </CHighlights>
    <GInterest>
      <Nickname>
        <![CDATA[Steve, Hobbsy, Hooksy. (vis.org.au, 16 Jul 2007)]]>
      </Nickname>
      <Education>
        <![CDATA[Business - Royal Melbourne Institute of Technology, Melbourne, VIC,
AUS]]>
      </Education>
      <LangSpoken>
        <![CDATA[English]]>
      </LangSpoken>
      <Facebook>
        <![CDATA[https://www.facebook.com/Hooksy]]>
      </Facebook>
      <Club_Name>
        <![CDATA[Box Hill Athletics Club and WAIS, Melbourne, VIC, AUS]]>
      </Club_Name>
      <Coach>
        <![CDATA[Alex Parnov (RUS) (sbs.com.au, 12 May 2012)]]>
      </Coach>
      <Hobbies>
        <![CDATA[He enjoys managing property, playing golf, reading, listening to
music and skydiving. (vis.org.au, 16 Jul 2007; athletics.com.au, 13 Aug 2011)]]>
      </Hobbies>
    </GInterest>
  </Language>
</Participant>

```

6.1.11.7. Message sort

There is no specific sorting for this message.

6.1.12. NOC Biography

6.1.12.1. Description

The NOC Biography odf message contains for Baku 2015 European Games the **EOC** information.

The message resets the previous ECO information.

There is only one ECO per message.

6.1.12.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	Global message for all Organisation biographies
DocumentSubCode	S(3)	Organisation Code
DocumentType	DT_BIO_NOC	NOC/NPC
Version	1...V	Refer to the ODF header definition
Language	CC @Language	Language related to the content of the message.
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.12.3. Trigger and Frequency

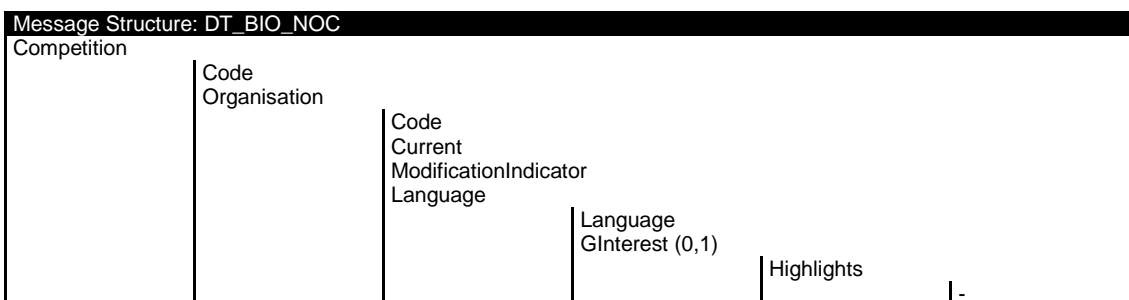
These messages will be available the first day of the press operations, including the complete bulk information known up to that moment.

6.1.12.4. Message Structure

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

The elements that are optional in this message are:

- GInterest
- Anthem and its child element
- Membership and its child element
- Officials and its child element
- Participation and its child element



6.1.12.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Competition's ID Code is deprecated and value is duplicated in the header.

Element: Competition /Organisation			
Attribute	M/O	Value	Description
Code	M	CC @ Organisation	Organisation's ID
Current	M	Boolean	true – Organisation participating in the event false – Historical organisation

Element: Competition /Organisation			
ModificationIndicator	O	S(1)	Send only to delete oa biography, when needed send D for Delete.

Element: Competition /Organisation /Language			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language code

Element: Competition /Organisation /Language /GInterest (0,1) /Highlights			
Attribute	M/O	Value	Description
-	O	RTF text with a maximum length of 4000 characters.	RTF text with highlights

6.1.12.6. Message sort

There is no specific sorting for this message.

6.1.13. Pictures

6.1.13.1. Description

The Pictures message contains pictures of athletes, coaches or officials. Their dimensions are set to 425x531 pixels with aspect ratio set on 0.8.

6.1.13.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	Global message for all messages
DocumentSubCode	S(20) with no leading zeroes	Participant's ID (for an athlete, coach or official)
DocumentType	DT_PIC	Picture message
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.13.3. Trigger and Frequency

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

6.1.13.4. Message Structure

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

Message Structure: DT_PIC		
Competition	Code Picture	ModificationIndicator -

6.1.13.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Competition's ID Code is deprecated and value is duplicated in the header.

Element: Competition /Picture			
Attribute	M/O	Value	Description
ModificationIndicator	O	S(1)	Send only to delete or unpublish an image, when needed send D for Delete.
-	M	Free Text	The Picture element may have a body consisting of one Base64-encoded image.

6.1.13.6. Example

```
<Competition Code="EG2015">
  <Picture>/9j//2wBDAQcHBwoIChMKChMoGhYaKCgoKCgoKCgoKCgoKCgoKCgoKCgoKCgoKCgoKCgoKCgoKCg
oRCgoKCgoKCgoKCgoKCgoKCj/.....kik+UaZmiiqtj/2Q==</Picture>
</Competition>
```

6.1.13.7. Message sort

There is no message sorting requirement for this message.

6.1.14. News Document

6.1.14.1. Description

The News Document message contains individual news.
The message resets the previous news. Each message includes one news document.

6.1.14.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD – Discipline associated to the document
DocumentSubCode	Numeric	News' ID
DocumentType	DT_NEWS	News Document
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.1.14.3. Trigger and Frequency

Trigger every time that a news document is published.

6.1.14.4. Message Structure

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

Message Structure: DT_NEWS																																			
Competition	Code	Document	Parent	Category	CategoryName																														
						Item	ItemName	ModificationIndicator	Event (0,1)	Gender																									
											Event	Phase	Unit	Realted (0,1)	Athlete (0,N)																				
																Code	Order	Bib	Description (0,1)	GivenName															
																					FamilyName	Gender	Organisation	BirthDate	IFid										
																										Title	-	-	-	-					
																															Body	-	-	-	-

6.1.14.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description

Element: Competition			
Code	M	CC @Competition	Competition's ID Code is deprecated and value is duplicated in the header.

Element: Competition /Document			
Attribute	M/O	Value	Description
Parent	M	Numeric	Parent's ID If the report has no parent ID then it takes value 0 News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubCode of the English version for translated messages. Example: English version → DocumentSubCode = "1230", then French translation → @Parent="1230"
Category	M	CC @Discipline	Code of application Criteria level 1. Send Discipline Code.
CategoryName	M	S(40)	Discipline Name
Item	M	"NA" for news article or 'FQ' for flash quotes	Code of application Criteria level 2
ItemName	M	S(40)	Send "News Article" or "Flash Quotes"
ModificationIndicator	O	S(1)	Send only to delete or unpublish an article, when needed send D for Delete.

Element: Competition /Document /Event (0,1)			
Attribute	M/O	Value	Description
Gender	M	CC@DisciplineGender	Discipline Gender ID
Event	M	CC@Event	Event ID
Phase	O	CC@Phase	Phase Code
Unit	O	CC@Unit	Unit Code

Element: Competition /Document /Related (0,1) /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Order attribute used to sort the athletes
Bib	O	String	Bib number
Unit	O	CC@Unit	Unit Code

Element: Competition /Document /Related (0,1) /Athlete (0,N)/ Description (0,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Document /Title			
Attribute	M/O	Value	Description
-	M	S(100)	Text describing Document Title

Element: Competition /Document /Body			
Attribute	M/O	Value	Description
-	M	Free text	RTF text containing the Body of the HTML article. Codified in UTF-8.

6.1.14.6. Example

```
<Competition Code="EG2015">
  <Document Parent="0" Category="CF" CategoryName="Canoe Sprint" Item="NA"
  ItemName="News Article">
    <Title>Slovenian legend COP announces retirement</Title>
    <Body>
      <![CDATA[<p>Baku, 3 June - Comments from Iztok COP (SLO) at a media conference
      where he announced his retirement from the sport.</p>
      <p>COP won a bronze medal in yesterday's final of the men's double sculls behind
      New Zealand and Italy. COP has won four Olympic medals, including gold at Sydney
      2000, and has participated at six Olympic Games, starting in Barcelona 1992 when
      he won a bronze medal in the men's pair.</p>
      <p><strong>Iztok COP (SLO)</strong></p>
      <p><em>On his retirement:</em><br />"(My retirement has) been in the news with
      FISA (international rowing federation) in the last few years, but I never
      officially said (I was going to retire)."</p>
      <p>"Today it is 27 years ago since I started rowing. It's been a long, difficult,
      but nice journey. I've met nice people, made lots of friends, and grew with the
      sport as well as my career."</p>
      <p>"I want to thank everybody in the sport. I still think that there can be
      improvements - within the national federation and with (general) regulations.
      Looking back to my career, I still think we attract youngsters. Rowing is a life
      experience. It's a tough sport, but those who get to know it better get to
      appreciate it."</p>]]></Body>
    </Document>
  </Competition>
```

6.1.14.7. Message sort

There is no specific sorting for this message.

6.2. Sport Messages

6.2.1. Overall perspective

6.2.1.1. List of Messages

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

ODF2 Sport Messages	
Message Type	Message Name
DT_BRACKETS	Brackets
DT_COMMUNICATION	Official Communication
DT_CONFIG	Configuration
DT_CUMULATIVE_RESULT	Cumulative Results
DT_CURRENT	Current Information
DT_LOCAL_ON	Discipline/venue start transmission good morning
DT_LOCAL_OFF	Discipline/venue stop transmission good night
DT_KA	Keep Alive
DT_MEDALLISTS	Medallists of one event
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
DT_PHASE_RESULT	Phase Results
DT_IMAGE	Image
DT_PLAY_BY_PLAY	Play by Play
DT_POOL_STANDING	Pool standings of group in a team competition
DT_RANKING	Event Final ranking
DT_RECORD	Records
DT_RESULT	Event Unit Start List and Results
DT_RESULT_ANALYSIS	Result Analysis
DT_STATS	Statistics table
DT_PDF	PDF Message
DT_WEATHER	Event Unit Weather conditions

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

The following situations can occur:

Situation 1:

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

Situation 2:

When the message's general definition contains elements that can be overwritten (e.g.: its trigger and frequency). If there are no specific requirements for the sport using the

message the general rule of the message as described in this document should be followed. Situation 3:

Situation 3:

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

Situation 4:

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

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

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

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

Redefinition (in Message Type vs. Message Parts)	Trigger and Frequency	Message Structure (message elements)	Message Values (message attributes)
DT_BRACKETS		O	O
DT_COMMUNICATION			
DT_CONFIG		O	O
DT_CUMULATIVE_RESULT	O	O	O
DT_CURRENT	O	O	O
DT_LOCAL_ON			
DT_LOCAL_OFF			
DT_KA			
DT_MEDALLISTS	O		
DT_MEDALLISTS_DISCIPLINE			
DT_PHASE_RESULT	O	O	O
DT_IMAGE			
DT_PLAY_BY_PLAY	M	O	O
DT_POOL_STANDING	O	O	O
DT_RANKING	O	O	O
DT_RECORD		O	
DT_RESULT	O	O	O
DT_RESULT_ANALYSIS	O	O	O
DT_STATS	M	M	
DT_WEATHER	O	O	O

M For mandatory definition

O For optional definition

Blank when the definition is the same that the general definition

6.2.1.2. Messages definition

There are two types of ODF data messages:

- Control messages: DT_LOCAL_ON, DT_LOCAL_OFF
- Content messages: Rest of Messages

6.2.1.3. 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. Event Unit Start List and Results

6.2.2.1. Description

The Event Unit Start List and Results is a message containing both the start list and results information of the competitors in one (individual or team) event unit.

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

This is always a full message and all applicable elements and attributes are always sent.

6.2.2.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases in result messages
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL . It may be sent multiple times if modifications are required and the status has not changed) Note: For the use of UNCONFIRMED/UNOFFICIAL/OFFICIAL there will be variations defined in the sport data dictionaries as some statuses may not apply in some sports. PROTESTED
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system

ODFBody		
StartListMod	S(1)	Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus. The Start List is considered to be changed if any of the following changes: <ul style="list-style-type: none"> • Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> • Any change in <Officials> • Any change in StartOrder or StartSortOrder • Any changes in <Coaches> • Any changes in <EventUnitEntry>
Serial	Numeric	Refer to the ODF header definition

6.2.2.3. Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the expected information is available and any changes to the information. Possible information is:

- Event Unit related information like ExtendedInfos and Officials
- Event Unit competitors
- Addition of IRMs prior to the start of the unit

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

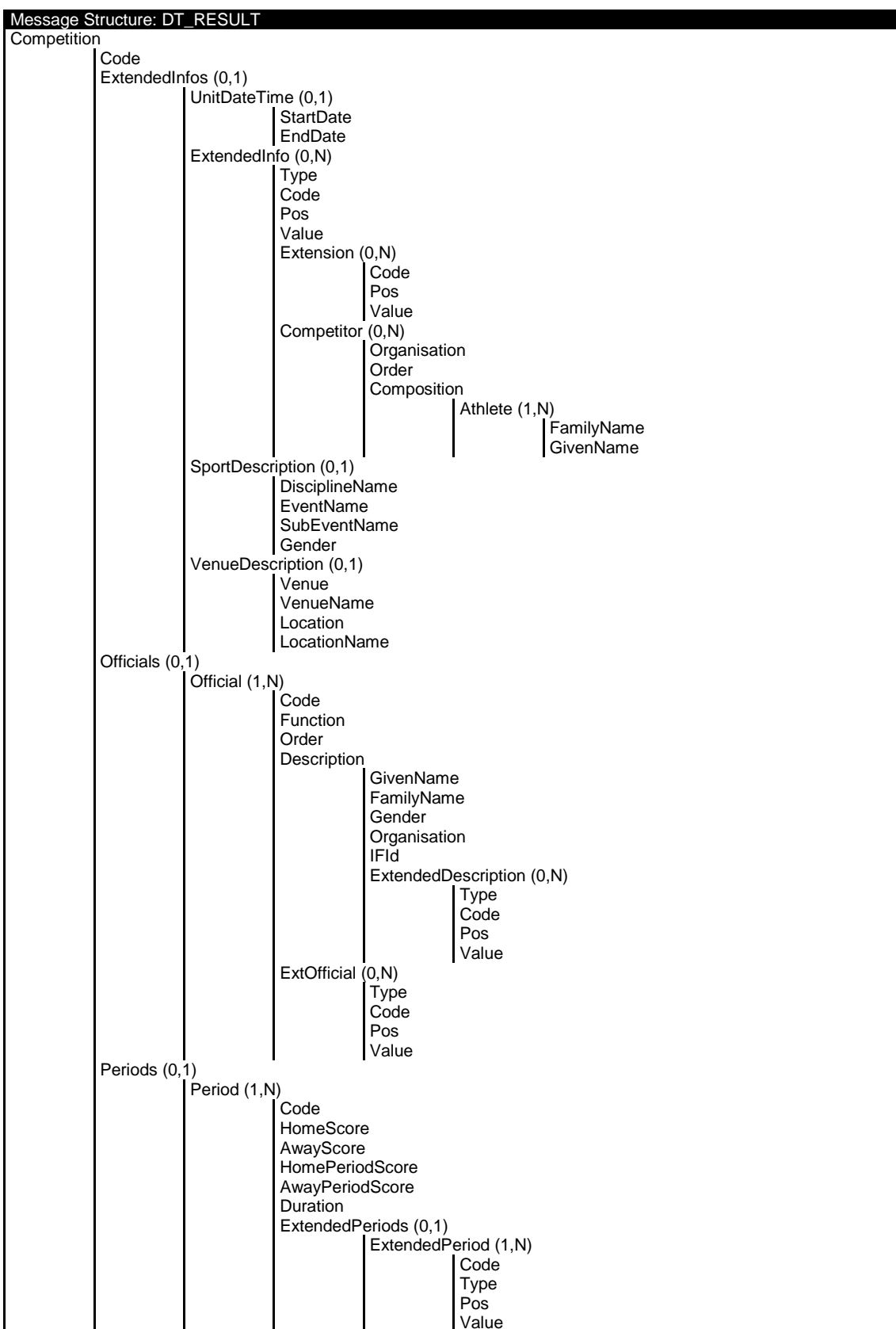
The use and triggers of UNCONFIRMED, UNOFFICIAL and OFFICIAL is sport dependant and defined in the sport data dictionaries.

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks. Trigger also after any change.

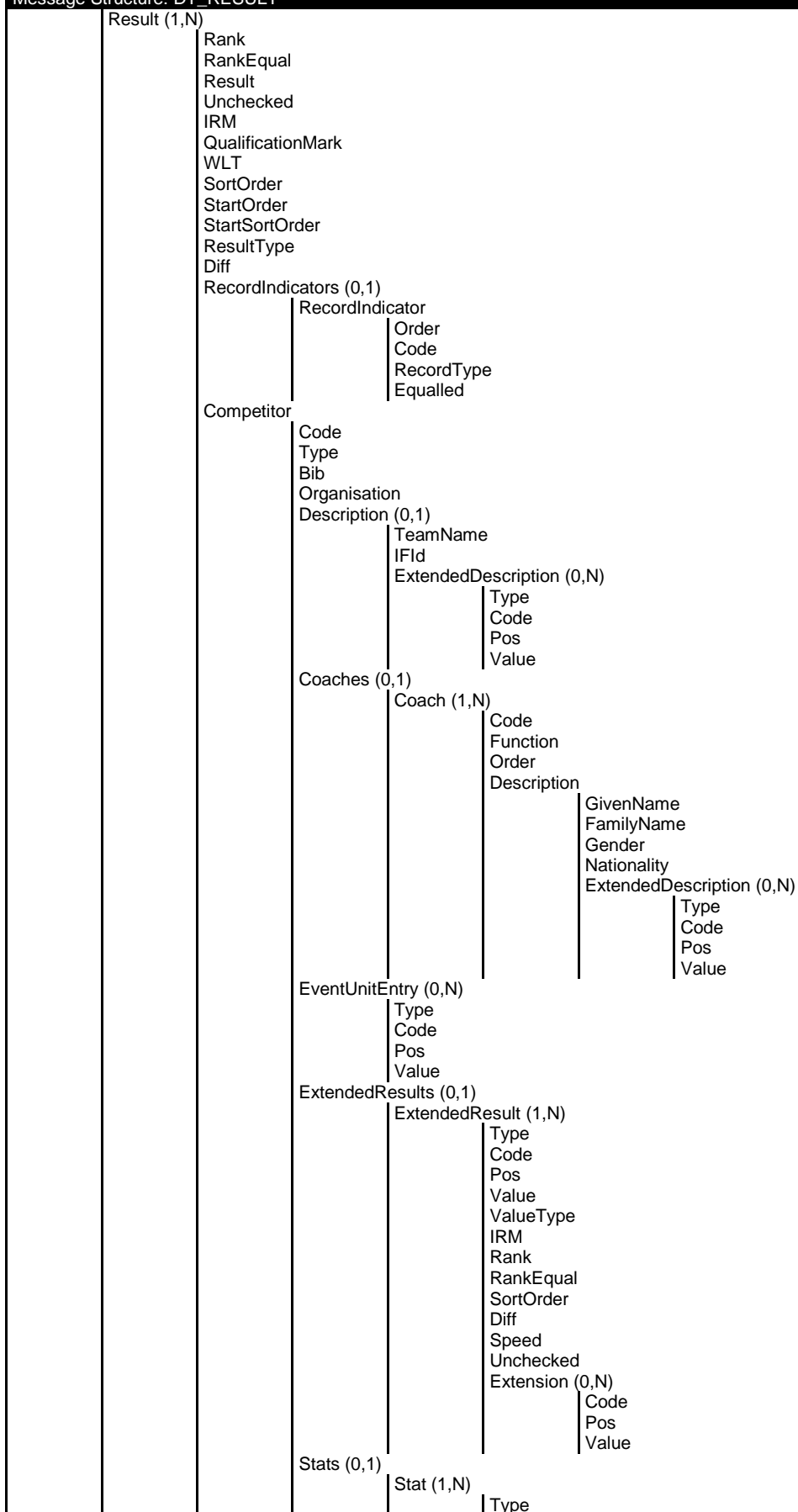
If there is any kind of sport specific rule, this can be overwritten in the corresponding ODF Sport Data Dictionaries.

6.2.2.4. Message Structure

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



Message Structure: DT_RESULT



Message Structure: DT_RESULT				
				Code
				Pos
				Value
				ExtendedStat (0,N)
				Code
				Pos
				Value
			Composition (0,1)	
			Athlete (1,N)	
				Code
				Order
				StartSortOrder
				Bib
				Description
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
				ExtendedDescription (0,N)
				Type
				Code
				Pos
				Value
			EventUnitEntry (0,N)	
				Type
				Code
				Pos
				Value
			ExtendedResults (0,1)	
				ExtendedResult (1,N)
				Type
				Code
				Pos
				Value
				ValueType
				IRM
				Rank
				RankEqual
				SortOrder
				Diff
				Speed
				Unchecked
				Extension (0,N)
				Code
				Pos
				Value
			Stats (0,1)	
				Stat (1,N)
				Type
				Code
				Pos
				Value
				ExtendedStat (0,N)
				Code
				Pos
				Value

6.2.2.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /UnitDateTime			
Scheduled start date and time.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: Competition /ExtendedInfos (0,1) /UnitDateTime			
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally do not include.
		See table comment	

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Competitor (0,N)			
Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisation's ID
Order	O	Numeric	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Do not send otherwise

Element: Competition /ExtendedInfos /ExtendedInfo /Competitor /Composition /Athlete (1,N)			
Used when the ExtendedInfo is related to a person or a team member.			
The FamilyName and GivenName because, in many cases, the person related to the ExtendedInfo is not an athlete.			
Attribute	M/O	Value	Description
FamilyName	M	S(25)	Family name of the person associated to the ExtendedInfo. This person may not be appearing in the List of athletes by discipline message. For this reason a @Code attribute is not possible.
GivenName	O	S(25) See table comment	Given name of the person associated to the ExtendedInfo This person may not be appearing in the List of athletes by discipline message. For this reason a @Code attribute is not possible.

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

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Competition /Officials (0,1) /Official (1,N)			
Official associated to the event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	See table comment	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	See table comment	Official's order (if the discipline specificity required it).

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

Element: Competition /Officials /Official /Description			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation
IFld	O	S(16)	International Federation ID

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Periods (0,1) /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	See table comment	Period's code
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

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

Element: Competition /Periods /Period /ExtendedPeriods (0,1) /ExtendedPeriod (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result (1,N)			
For each Event Unit Results message, there must be at least one competitor being awarded with a result element in the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	See table comment	The result of the competitor in the event unit
Unchecked	O	See table comment	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	Indicates 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 the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not.
ResultType	O	See table comment	Type of the @Result attribute.
StartOrder	O	Numeric See table comment	Competitor's start order
StartSortOrder	M	Numeric See table comment	Used to sort all start list competitors in an event unit.
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.

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

Element: Competition /Result /RecordIndicators (0,1) /RecordIndicator			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. Order=1 is the most important one.
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. Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Bib	O	See table comment	Bib number
Organisation	O	CC @Organisation	Competitor's organisation

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (badminton and beach volleyball are the exceptions).
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Coaches (0,1) /Coach (1,N)			
Competitor's Coach			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official code. This code is normally expected though there may be rare exceptions.
Function	O	See table comment	Official function
Order	O	See table comment	Coach order (if more than one coach is needed).

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

Element: Competition /Result /Competitor /Coaches /Coach /Description			
Coach extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender Code
Nationality	M	CC @Country	Coach's nationality

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			
ValueType			ValueType should be used to describe the type of data @Value
IRM			Send appropriate IRM code if IRM at this ExtendedResult
Rank			Rank of the competitor for this specific ExtendedResult.
RankEqual		Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder			Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff			Time/Points etc behind leader at this ExtendedResult
Speed			Speed at this ExtendedResult
Unchecked		Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Stats (0,1) /Stat (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Stats /Stat /ExtendedStat (0,N)			
Extended information for the statistics.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
StartSortOrder	O	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
Bib	O	See table comment	Bib number

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

Element: Competition /Result /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athlete's entry information.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
ValueType			ValueType should be used to describe the type of data @Value
IRM			Send appropriate IRM code if IRM at this ExtendedResult
Rank			Rank of the competitor for this specific ExtendedResult.
RankEqual		Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder			Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff			Time/Points etc behind leader at this ExtendedResult
Speed			Speed at this ExtendedResult
Unchecked		Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /Stats (0,1) /Stat(1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /Stats /Stat /ExtendedStat (0,N)			
Extended information for the statistics.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.2.6. Message Sort

Sort by Result @SortOrder

6.2.3. Play by Play

6.2.3.1. Description

The Play by Play is a message containing official raw data from the results provider. The message contains a generic definition that can be used to provide results data of different nature as well as all of the actions in a unit.

6.2.3.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	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
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
ResultStatus	CC @ResultStatus	Status of the message. Possible values are: LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results official)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

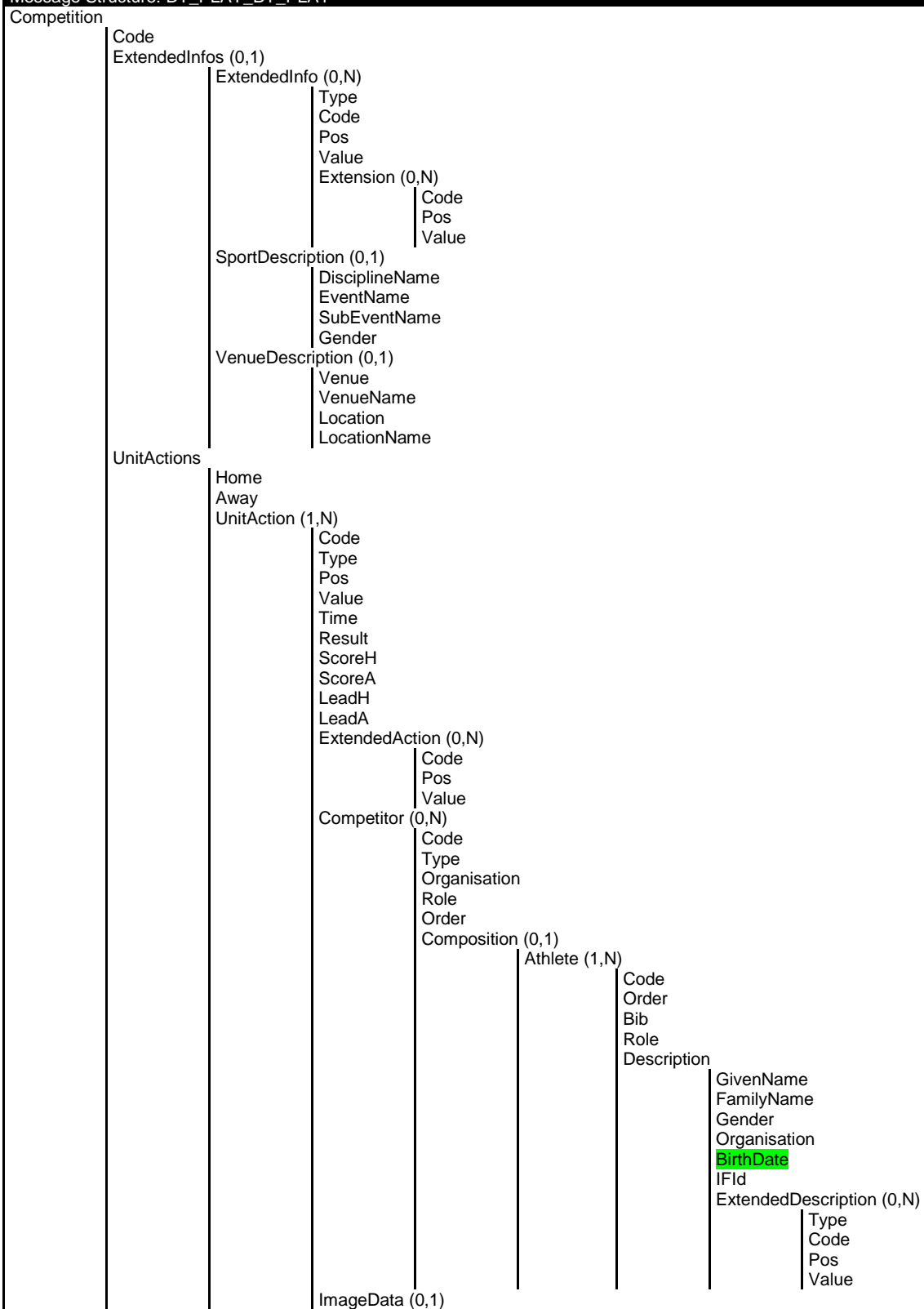
6.2.3.3. Trigger and Frequency

Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

6.2.3.4. Message Structure

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

Message Structure: DT_PLAY_BY_PLAY



6.2.3.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Competition /UnitActions			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID in head-to-head sports
Away	O	S(20) with no leading zeroes	Away Competitor ID in head-to-head sports

Element: Competition /UnitActions /UnitAction (1,N)			
Attribute	M/O	Value	Description
Code	M	See table comment	Period of the action. (1,2,3,4,...)
Type	M	See table comment	Type (categorization) of the UnitAction
Pos	O	Numeric	Unique sequential number for all the actions of the period, from 1 to n
		See table comment	It is used to sort UnitAction
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitAction
Time	O	mm:ss or See table comment for some Sports	Action's time in minutes and seconds Example (02:05)
Result	O	Result of the Action	See sport documents, usually a fixed list of results
ScoreH	O	Score of the Home team	Numeric, home team score after action
ScoreA	O	Score of the Away team	Numeric, away team score after action
LeadH	O	Lead of the Home Team	Lead by Home team, may be negative
LeadA	O	Lead of the Away team	Lead by Away team, may be negative

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

Element: Competition /UnitActions /UnitAction /ExtendedAction (0,N)			
Extended Action information			

Element: Competition /UnitActions /UnitAction /ExtendedAction (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /UnitActions /UnitAction /Competitor (0,N)			
Competitor participating in the UnitAction. Used when the the UnitAction is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors' organisation
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

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

Element: Competition /UnitActions /UnitAction /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	See table comment	Bib number
Role	O	See table comment	Role of the competitor in the action

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

Element: Competition /UnitActions /UnitAction /Competitor /Composition /Athlete /Description			
Athletes extended information			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /UnitActions /UnitAction /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: UnitActions /UnitAction /ImageData			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file.

6.2.3.6. Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).

6.2.4. Results Analysis

6.2.4.1. Description

The Results Analysis is a message containing additional information for the start list and/or results.

Results Analysis is only used in sports where the results can be split and may not need to be updated as frequently. For example detailed splits in triathlon and diving details.

6.2.4.2. Header Values

6.2.4.2.1. Header

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RESULT_ANALYSIS	Event Unit Start List and Results message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used when the competition is not finished but not currently live) LIVE (used during the competition when nothing else applies) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages.
Serial	Numeric	Refer to the ODF header definition

6.2.4.3. Trigger and Frequency

6.2.4.3.1. Triggers

The triggered is defined on a sport by sport basis but in principle is updated each time there is a change.

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

If there is any kind of sport specific rule, this can overwrite in the corresponding ODF Sport Data Dictionaries the general trigger rule.

6.2.4.4. Message Structure

The message structure is the same as in the DT_RESULTS message

6.2.4.5. Message Values

Message values are the same as in the DT_RESULTS message

6.2.4.6. Message Sort

Message sorting is the same as in the DT_RESULTS message

6.2.5. Current Information

6.2.5.1. Description

The Current message is a message containing the current information in a competition which is live. The message is used to send the latest applicable information and in team with a running clock, also the clock.

6.2.5.2. Header Values

6.2.5.2.1. Header

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEUU	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
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute.
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.5.3. Trigger and Frequency

6.2.5.3.1. Triggers

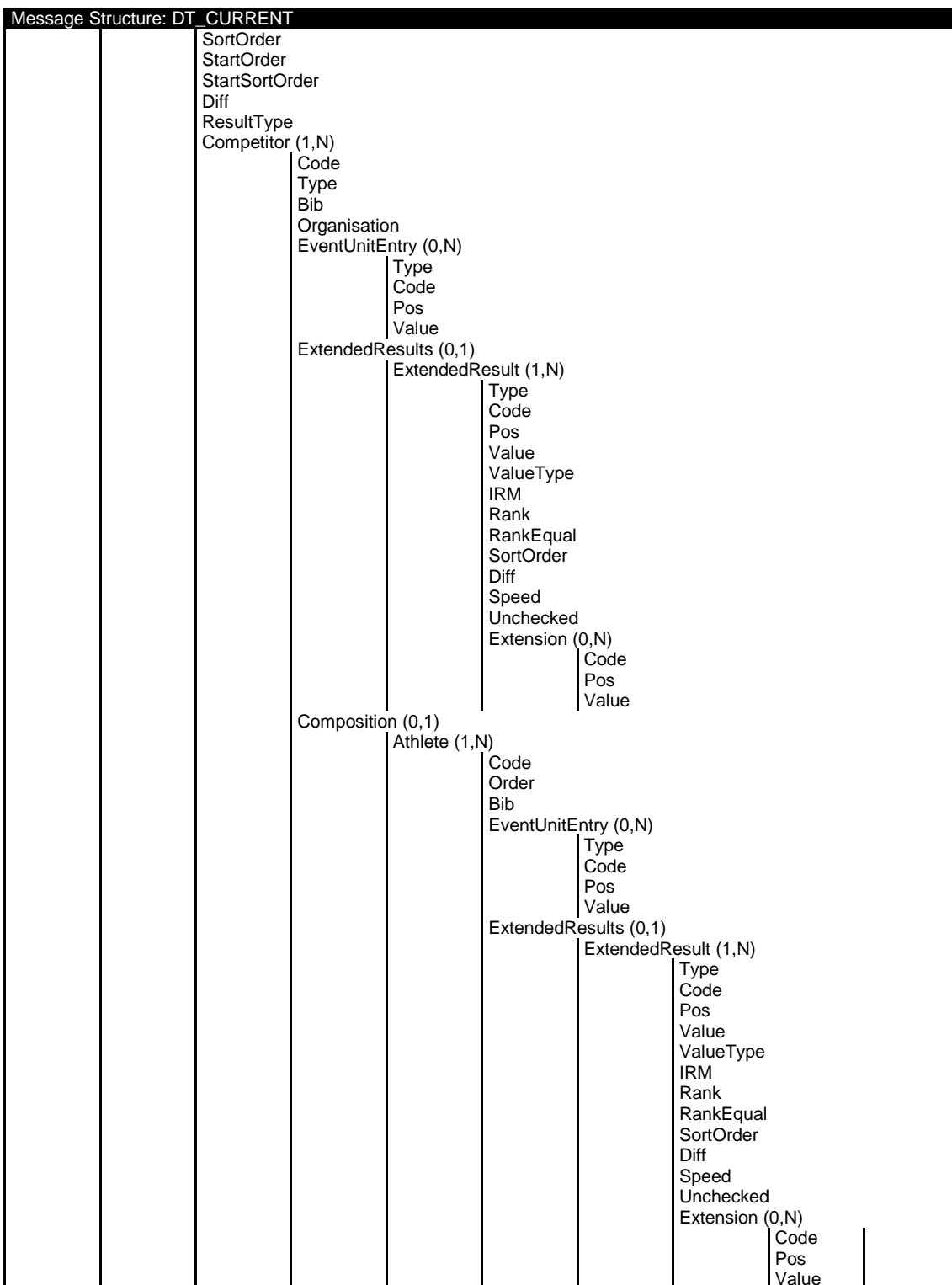
Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

6.2.5.4. Message Structure

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

Message Structure: DT_CURRENT

Competition	Code								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
	Clock (0,1)								
		Period							
		Time							
		Running							
	Periods (0,1)								
		Home							
		Away							
		Period (1,N)							
			Code						
			HomeScore						
			AwayScore						
			HomePeriodScore						
			AwayPeriodScore						
			Duration						
			ExtendedPeriods (0,1)						
				ExtendedPeriod (1,N)					
					Code				
					Type				
					Pos				
					Value				
	UnitActions (0,N)								
		Home							
		Away							
		UnitAction (1,N)							
			Code						
			Type						
			Pos						
			Value						
			Time						
			Result						
			ScoreH						
			ScoreA						
			LeadH						
			LeadA						
			ExtendedAction (0,N)						
				Code					
				Pos					
				Value					
		Competitor (0,N)							
			Code						
			Type						
			Role						
			Order						
			Composition (0,1)						
				Athlete (1,N)					
					Code				
					Order				
					Bib				
					Role				
	Result (0,N)								
		Rank							
		RankEqual							
		Result							
		IRM							
		QualificationMark							
		WLT							



6.2.5.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Clock (0,1)			
Clock Information			
Attribute	M/O	Value	Description
Period	O	See sport specific	Current Period
Time	M	MM:SS (90:00)	Value of the clock
Running	M	Y or N	Indicates if the clock is currently running.

Element: Competition /Periods(0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID in head-to-head sports
Away	O	S(20) with no leading zeroes	Away Competitor ID in head-to-head sports

Element: Competition /Periods (0,1) /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	See table comment	Period's code
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

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

Element: Competition /Periods /Period /ExtendedPeriods (0,1) /ExtendedPeriod (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /UnitActions			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID in head-to-head sports
Away	O	S(20) with no leading zeroes	Away Competitor ID in head-to-head sports

Element: Competition /UnitActions /UnitAction (1,N)			
Attribute	M/O	Value	Description
Code	M	See table comment	Period of the action. (1,2,3,4,...)
Type	M	See table comment	Type (categorization) of the UnitAction
Pos	O	Numeric See table comment	Unique sequential number for all the actions of the period, from 1 to n It is used to sort UnitAction
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitAction
Time	O	mm:ss or See table comment for some Sports	Action's time in minutes and seconds Example (02:05)
Result	O	Result of the Action	See sport documents, usually a fixed list of results
ScoreH	O	Score of the Home team	Numeric, home team score after action
ScoreA	O	Score of the Away team	Numeric, away team score after action
LeadH	O	Lead of the Home Team	Lead by Home team, may be negative
LeadA	O	Lead of the Away team	Lead by Away team, may be negative

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

Element: Competition /UnitActions /UnitAction /ExtendedAction (0,N)			
Extended Action information			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /UnitActions /UnitAction /Competitor (0,N)			
Competitor participating in the UnitAction. Used when the the UnitAction is related to a competitor.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
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

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

Element: Competition /UnitActions /UnitAction /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (individual athlete or team member) related to the action
Order	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action.
Bib	O	See table comment	Bib number
Role	O	See table comment	Role of the competitor in the action

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

Element: Competition /Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y or N	It identifies if a rank has been equalled. Send Y of equal or do not send.
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	Indicates 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

Element: Competition /Result (0,N)			
SortOrder	M	Numeric	Used to sort all the results of an event unit
		See table comment	Before the competition this will be the same as the StartSortOrder and is used as the primary sort.
ResultType	O	See table comment	Type of the @Result attribute.
StartOrder	O	Numeric	Competitor's start order
		See table comment	
StartSortOrder	O	Numeric	Used to sort all start list competitors in an event unit (for example, when the StartOrder is missing). This attribute is used for resorting after some results are available.
		See table comment	
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.

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

Element: Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	T,A	T for team A for athlete
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			
ValueType			ValueType should be used to describe the type of data @Value
IRM			Send appropriate IRM code if IRM at this ExtendedResult
Rank			Rank of the competitor for this specific ExtendedResult.
RankEqual		Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder			Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff			Time/Points etc behind leader at this ExtendedResult
Speed			Speed at this ExtendedResult
Unchecked		Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

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

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

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athlete's entry information.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			
ValueType			ValueType should be used to describe the type of data @Value
IRM			Send appropriate IRM code if IRM at this ExtendedResult
Rank			Rank of the competitor for this specific ExtendedResult.
RankEqual		Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder			Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff			Time/Points etc behind leader at this ExtendedResult
Speed			Speed at this ExtendedResult
Unchecked		Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.5.6. Message Sort

Sort by Result @SortOrder

6.2.6. Image

6.2.6.1. Description

The "Image message" is a message containing an image or images file(s) in .jpg or .png format encapsulated in a XML message.

The type of image may vary from discipline to discipline and could be a photofinish image or some other type of image to support the results of the discipline.

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos) hence only one description. Unrelated images should be sent separately.

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

6.2.6.2. Header Values

The following table describes the message header attributes.

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
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) DDGEEEP00 (sent at event unit level)
DocumentSubcode	S(10)	Picture number or may be redefined by discipline as needed.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	This is defined by the needs of the sport and defined in the sport data dictionary. Possibilities are: PHOTOFINISH STROKETRAIL SHOTCHART PHOTO
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	S(15)	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. 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 message will all 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 day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

ODFBody		
Attribute	Value	Description
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

6.2.6.3. Trigger and Frequency

Trigger and frequency defined in ORIS (or PRIS) or may be varied in the sport specific data dictionary.

Trigger also after any change.

6.2.6.4. Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value Extension (0,N)	Code Pos Value
	RightsInfo (0,1)	CopyrightHolder Notice Usage Extension (0,N)	Code Pos Value	
	ContentInfo (0,1)	Title Description Extension (0,N)	Code Pos Value	
	Image (1,N)	Pos Version Revision ImageType ImageTitle (0,1)	-	

	ImageDescription (0,1)
	-
	ImageData (1,1)
	-

6.2.6.5. Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /RightsInfo (0,1)			
Attribute	M/O	Value	Description
CopyrightHolder	O	S(50)	Name of the copyright holder
Notice	O	S(50)	The appropriate copyright notice
Usage	O	String	Usage rules

Element: Competition /RightsInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M	N/A	See sport specific definition
Pos	O	N/A	See sport specific definition
Value	O	N/A	See sport specific definition

Element: Competition /ContentInfo (0,1)			
Attribute	M/O	Value	Description
Title	O	S(50)	Title of the image(s)
Description	O	String	Any Description of the image

Element: Competition /ContentInfo /Extension (0,N)			
--	--	--	--

Attribute	M/O	Value	Description
Code	O	N/A	See sport specific definition
Pos	O	N/A	See sport specific definition
Value	O	N/A	See sport specific definition

Element: Competition /Image (1,N)

Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message. In the case of different holes in golf the numbers 1..18 could be used.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

Element: Competition /Image /ImageTitle (0,1)

Attribute	M/O	Value	Description
-	O	Free Text	Image title if applicable.

Element: Competition /Image /ImageDescription (0,1)

Attribute	M/O	Value	Description
-	O	Free Text	Image description if applicable.

Element: Competition /Image /ImageData (1,1)

Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

Sample (Photofinish)

```
<OdfBody CompetitionCode="OG2012" Date="2012-08-08" Time="120830417" DocumentType="DT_IMAGE"
DocumentSubtype="PHOTOFINISH" LogicalDate="2012-08-08" Source="ATSTA1" FeedFlag="P" DocumentCode="ATW008904"
Version="1" Serial="148">
  <Competition Code="OG2012">
    <Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
  </Competition>
</OdfBody>
```

6.2.6.6. Message sort

Sort by Competition /Image /Pos

6.2.7. Phase Results

6.2.7.1. Description

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

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

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 explain further details of the optional attributes or optional elements of the message.

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

6.2.7.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	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 (usually 00) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the phase message contains information: E.g.: DDGEEEEPUU would be phase results up to the end of the referenced event unit
ResultStatus	CC @ResultStatus	It indicates whether the result is official or unofficial. INTERMEDIATE (used after each unit in the phase) LIVE OFFICIAL UNOFFICIAL PROTESTED
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.7.3. Trigger and Frequency

The general rule is that this message is sent after every unit in a phase as intermediate and then as soon as the last event unit for the corresponding phase finishes and again when 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). Depending on the nature of the units the message may also be sent as LIVE.

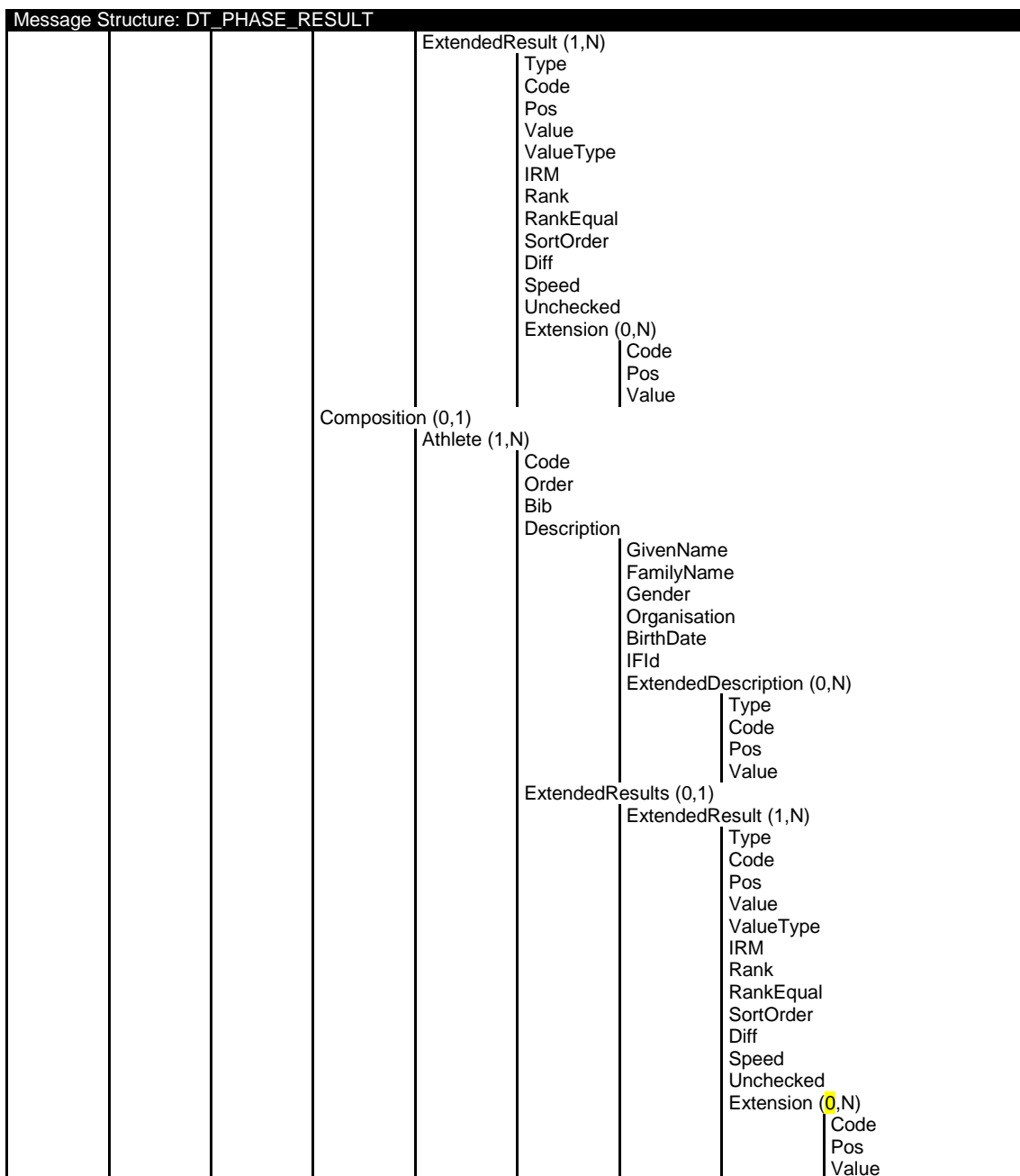
Trigger also after any change.

However, if there is any kind of sport specific rule, it may be overridden in each of the ODF Sport Data Dictionaries.

6.2.7.4. Message Structure

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

Message Structure: DT_PHASE_RESULT	
Competition	
	Code
	ExtendedInfos (0,1)
	ExtendedInfo (0,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)
	Code
	Pos
	Value
	SportDescription (0,1)
	DisciplineName
	EventName
	SubEventName
	Gender
	VenueDescription (0,1)
	Venue
	VenueName
	Location
	LocationName
	Result (1,N)
	Rank
	RankEqual
	ResultType
	Result
	IRM
	QualificationMark
	Diff
	SortOrder
	RecordIndicators (0,1)
	RecordIndicator
	Order
	Code
	RecordType
	Equalled
	Competitor
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
	IFId
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	ExtendedResults (0,1)



6.2.7.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)

Attribute	M/O	Value	Description
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Competition /Result (1,N)

For any Phase Results message, there should be at least one competitor being awarded a result for the phase.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor in the phase.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
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
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
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.

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

Element: Competition /Result /RecordIndicators (0,1) /RecordIndicator

Phase result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. Order=1 is the most important one.
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. Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor

Competitor related to one phase result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /Result /Competitor /Description (0,1)

Competitors extended information.			
Attribute	M/O	Value	Description

Element: Competition /Result /Competitor /Description (0,1)			
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team competitor's extended results.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of Team competitor's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
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

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

Element: Competition /Result /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of team member's or individual athlete's extended results.			
Attribute	M/O	Value	Description

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Code			See sport specific definition
Pos			
Value			

6.2.7.6. 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.

6.2.8. Cumulative Results

6.2.8.1. Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over a number of phases. This message is used when the competitor scores accumulate over the different units.

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 is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The Cumulative Results message is be used to send an intermediate 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.

6.2.8.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
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 the status of the results: LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
DocumentSubtype	To be defined in each ODF Data Dictionary	It is the DocumentCode code up to the moment the cumulative message contains information: E.g.: DDGEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.

ODFBody		
LogicalDate	Date	<p>Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced</p>
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.8.3. Trigger and Frequency

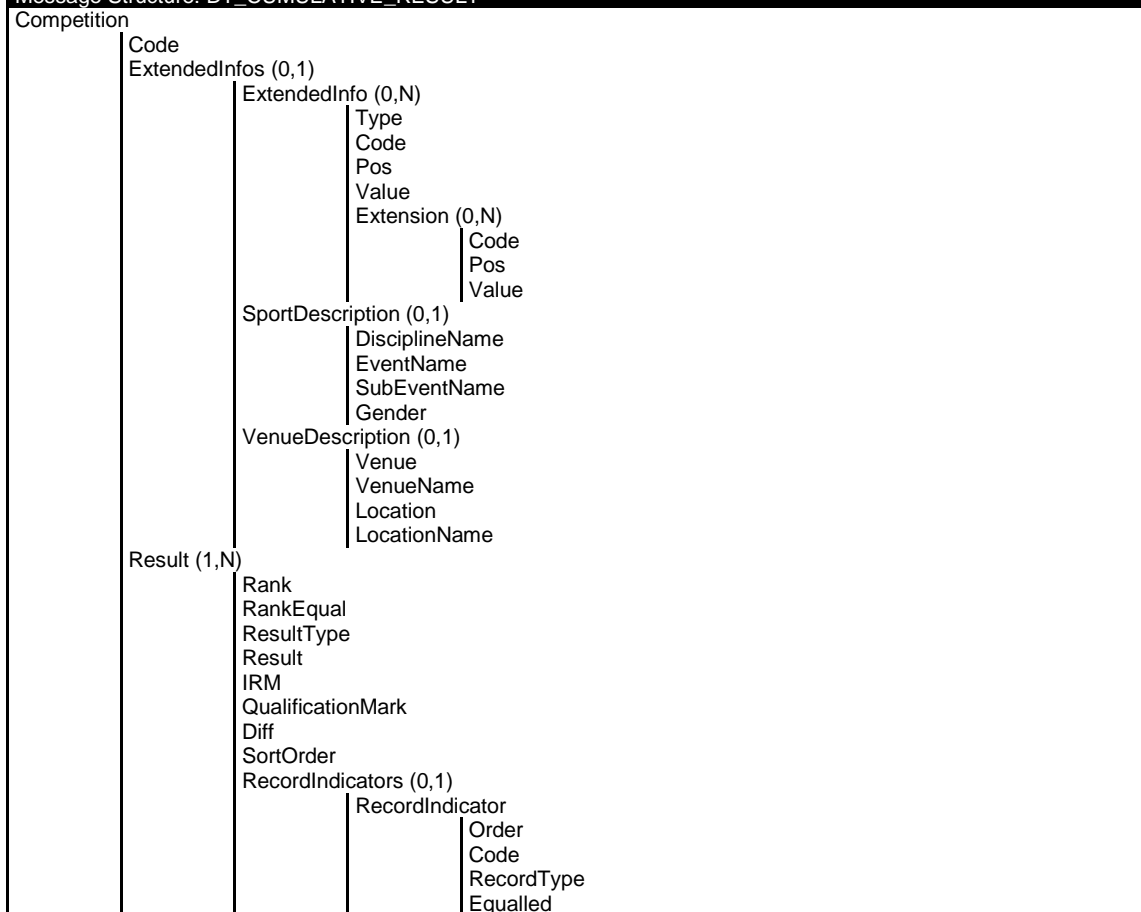
The cumulative results accumulate scores/results over a number of units so are generally sent after each DT_RESULT message if the cumulative message applies (usually using same ResultStatus at DT_RESULT). When there is no unit in progress the cumulative results will have INTERMEDIATE status.

Where live updates are not appropriate (sport dependent) then the triggering is defined in the sport data dictionaries.

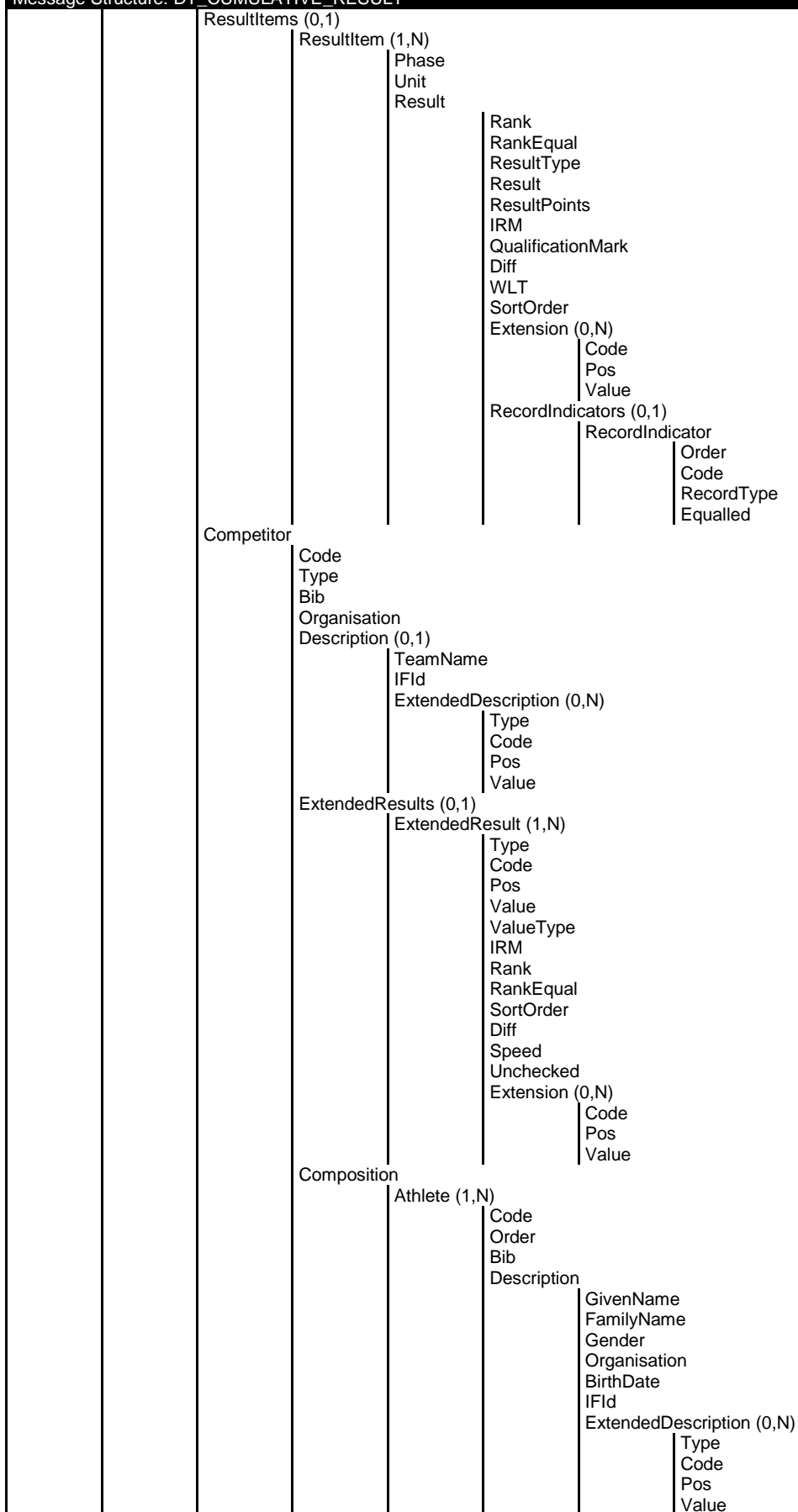
6.2.8.4. Message Structure

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

Message Structure: DT_CUMULATIVE_RESULT



Message Structure: DT_CUMULATIVE_RESULT



Message Structure: DT_CUMULATIVE_RESULT			
			ExtendedResults (0,1)
			ExtendedResult (1,N)
			Type
			Code
			Pos
			Value
			ValueType
			IRM
			Rank
			RankEqual
			SortOrder
			Diff
			Speed
			Unchecked
			Extension (0,N)
			Code
			Pos
			Value

6.2.8.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes
EventName	M	S(40)	Event name from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. DO NOT INCLUDE unless all at single venue and location.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Competition /Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor in the cumulative result
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
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
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
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.

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

Element: Competition /Result /RecordIndicators (0,1) /RecordIndicator			
Cumulative result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. Order=1 is the most important one.
Code	M	CC @RecordCode	Code which describes the record broken by the cumulative value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise).			
Attribute	M/O	Value	Description
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.

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

Element: Competition /Result /ResultItems /ResultItem /Result			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	See table comment	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative the value in Result below.
Result	O	See table comment	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem. This is usually the 'raw' result but is detailed in each data dictionary.
ResultPoints	O	See table comment	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	See table comment	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /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 /ResultItems /ResultItem
Diff	O	See table comment	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Numeric See table comment	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

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

Element: Competition /Result /ResultItems /ResultItem /Result /Extension (0,N)			
Extensions of ResultItem if required.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators (0,1)/RecordIndicator			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. Order=1 is the most important one.
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. Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Competition /Result /Competitor			
Competitor related to one cumulative result.			
Attribute	M/O	Value	Description
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
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team competitor's extended results.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of Team competitor's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
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

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

Element: Competition /Result /Competitor /Composition /Athlete /Description			
Athlete extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1)/ExtendedResult (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of team member's or individual athlete's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.8.6. Message Sort

The ResultItems should be ordered in the same order in which they too place, earliest to latest.

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.

6.2.9. Pool Standings

6.2.9.1. Description

The pool standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

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

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

6.2.9.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType.
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the phase) UNCONFIRMED (if last match is unconfirmed) UNOFFICIAL (if last match is unofficial) OFFICIAL (after all matches official)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.9.3. Trigger and Frequency

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. The message has status INTERMEDIATE
- When an event unit of the corresponding phase finishes (not waiting for official). The message has status INTERMEDIATE though unofficial may be used in some sports.
- When the phase finishes (there are no more event units/games to compete). The message has status OFFICIAL

The status can be seen in ODF header (ResultStatus attribute).
Trigger also after any change.

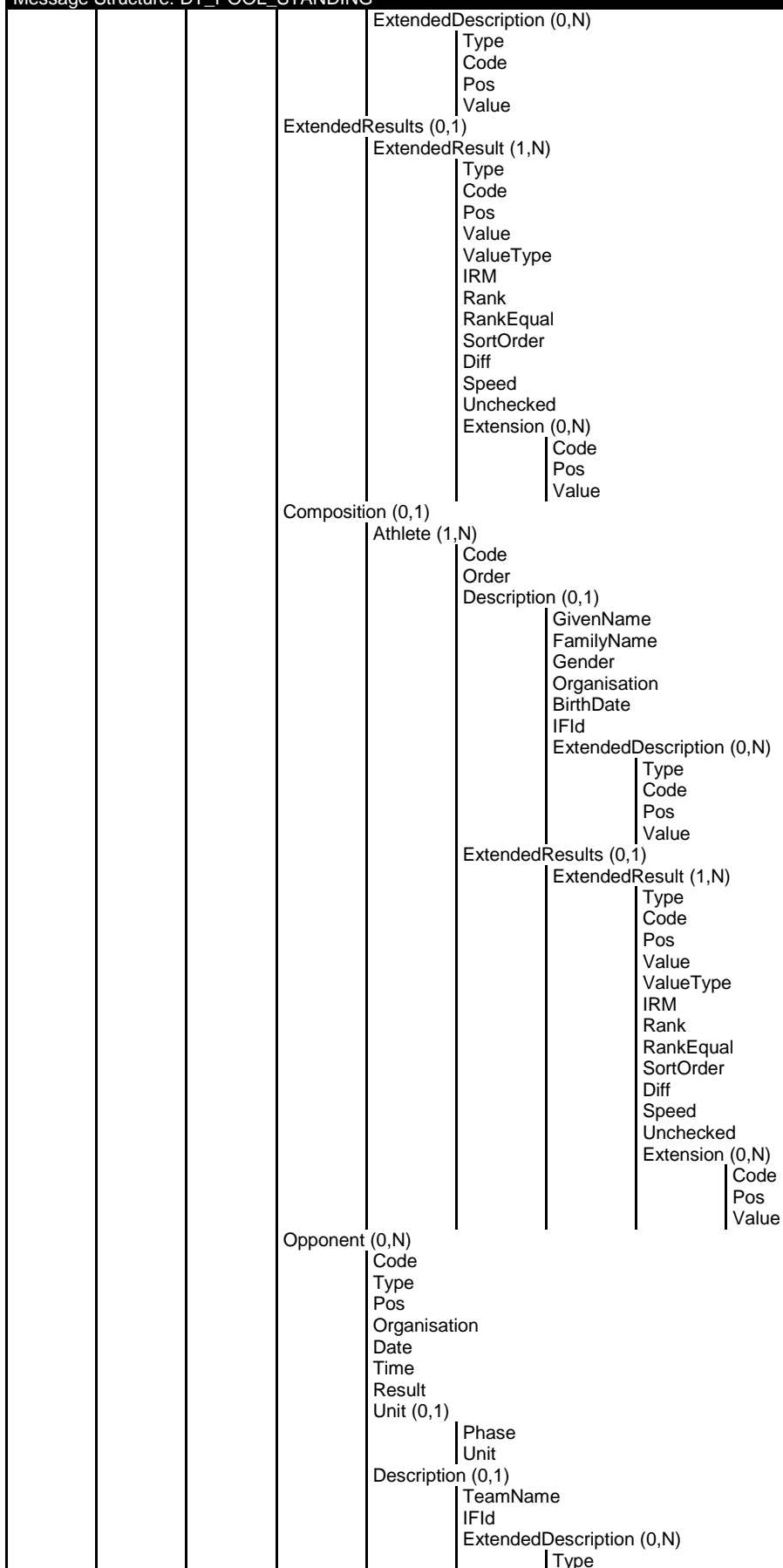
However, if there is any kind of sport specific rule, override it in each of the ODF Sport Data Dictionaries.

6.2.9.4. Message Structure

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

Message Structure: DT_POOL_STANDING	
Competition	
Code	
ExtendedInfos (0,1)	
ExtendedInfo (0,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Code	
Pos	
Value	
SportDescription (0,1)	
DisciplineName	
EventName	
SubEventName	
Gender	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Result (1,N)	
Rank	
RankEqual	
ResultType	
Result	
IRM	
QualificationMark	
SortOrder	
Won	
Lost	
Tied	
Played	
For	
Against	
Diff	
Ratio	
RecordIndicators (0,1)	
RecordIndicator	
Order	
Code	
RecordType	
Equalled	
Competitor	
Code	
Type	
Organisation	
Description (0,1)	
TeamName	
IFId	

Message Structure: DT_POOL_STANDING



Message Structure: DT_POOL_STANDING					
					Code
					Pos
					Value
			ExtendedResults (0,1)		ExtendedResult (1,N)
					Type
					Code
					Pos
					Value
					Extension (0,N)
					Code
					Pos
					Value
			Composition (0,1)		Athlete (1,N)
					Code
					Order
					Description (0,1)
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
					ExtendedDescription (0,N)
					Type
					Code
					Pos
					Value
				ExtendedResults (0,1)	ExtendedResult (1,N)
					Type
					Code
					Pos
					Value
					Extension (0,N)
					Code
					Pos
					Value

6.2.9.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes
EventName	M	S(40)	Event name from Common Codes
SubEventName	O	S(40)	Phase level short name (not code) from Common Codes. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Competition /Result (1,N)			
For any message, there should be at least one competitor being awarded a result for the pool.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor in the pool.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the pool, usually the points scored
IRM	O	See table comment	The invalid rank mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table comment	Unique sort order for result in the pool, based on rank to break rank ties.
Won	O	Numeric See table comment	Number of matches or games won
Lost	O	Numeric See table comment	Number of matches or games lost
Tied	O	Numeric See table comment	Number of matches or games tied
Played	O	Numeric See table comment	Number of matches or games played by the competitor
For	O	Numeric See table comment	Points/Goals achieved by the team
Against	O	Numeric See table comment	Points/Goals against the team
Diff	O	See table comment	Difference between For and Against, see sports documents for more information.
Ratio	O	See table comment	Winning Ratio

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

Element: Competition /Result /RecordIndicators (0,1) /RecordIndicator			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	Records are sorted by relevance. Order=1 is the most important one.
Code	M	See table comment	Code which gives the nature of the record broken by the phase result value
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken. Must always send the highest or most relevant record type. For example if WR and OR then send WR.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

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

Element: Competition /Result /Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors' organisation

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team competitor's extended results, according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of Team competitor's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Result /Competitor /Composition /Athlete /Description (0,1)			
Athletes extended information. Description is only sent in individual events.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of team member's or individual athlete's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Pos			
Value			

Element: Competition /Result /Competitor /Opponent (0,N)			
Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID or UNK if unknown
Type	M	T,A	T for team A for athlete
Pos	M	Numeric	1 to n. Normally expected to be the same as SortOrder for the same competitor.
Organisation	O	CC @Organisation	Competitors' organisation (code). Must include if the data is available
Date	O	Date	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	Time	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Result	O	S(50)	Result of the match if match is complete and formatted as in EGRIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.

Element: Competition /Result /Competitor /Opponent /Unit (0,1)			
Unit related to the item where the competitor and opponent compete against each other.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the pool item
Unit	M	CC @Unit	Unit code for the pool item

Element: Competition /Result /Competitor /Opponent /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Opponent /Description /ExtendedDescription (0,N)			
Extensions of oppositions extended results.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Opponent /ExtendedResults (0,1) /ExtendedResult (1,N)			
Extensions of oppositions extended results.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Opponent /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Result /Competitor /Opponent /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /Description (0,1)			
Athletes extended information. Description is only sent in individual events.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of team member's or individual athlete's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.9.6. Message Sort

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

6.2.10. Brackets

6.2.10.1. Description

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

6.2.10.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
ResultStatus	CC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (during the competition) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches official)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.10.3. Trigger and Frequency

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

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

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

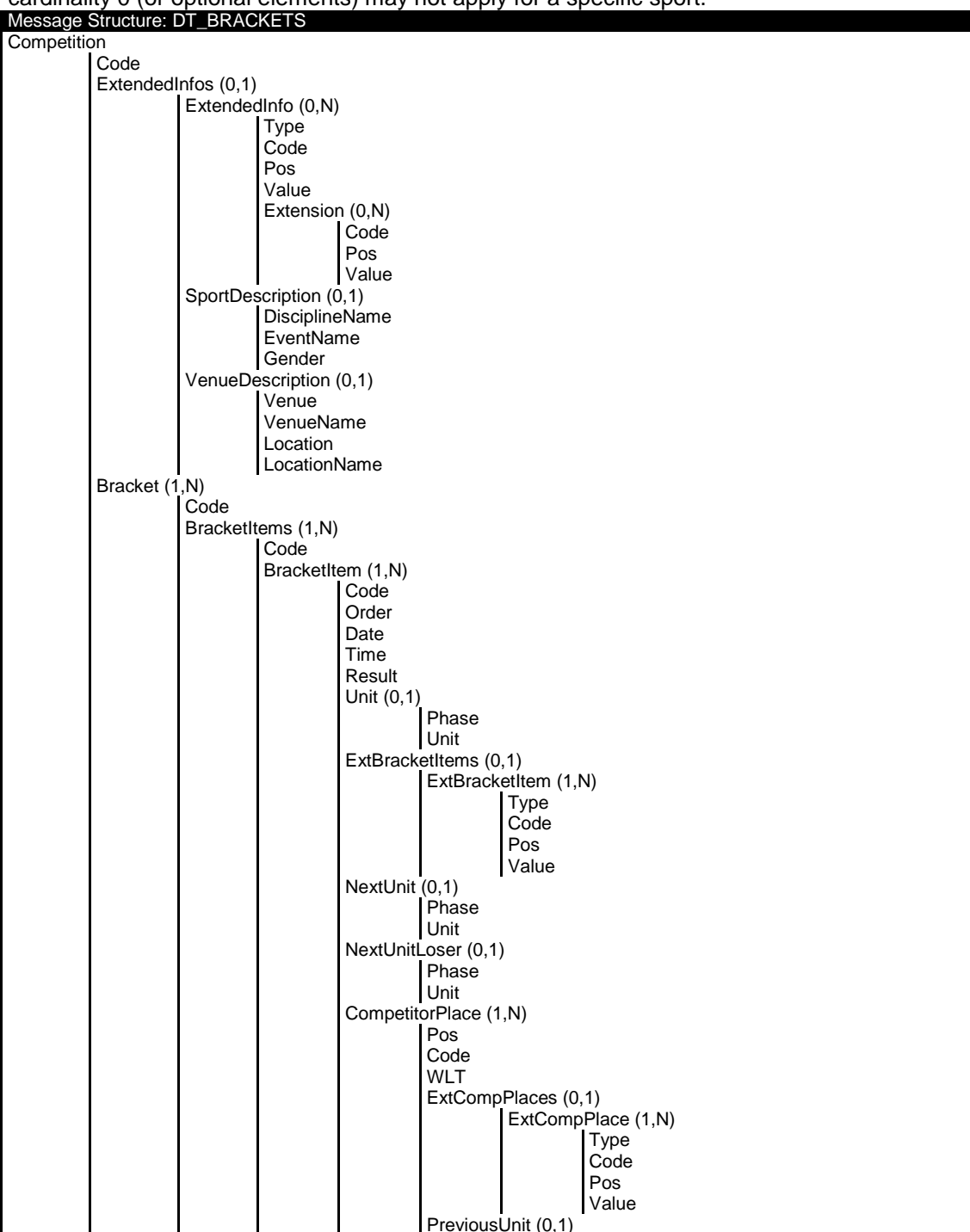
- Send with ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- Send with ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed status.

- Send with ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- Send with ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.

Trigger also after any change.

6.2.10.4. Message Structure

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



Message Structure: DT_BRACKETS					
					Phase
					Unit
					Value
					WLT
				Competitor (0,1)	
					Code
					Type
					Seed
					Organisation
				Description (0,1)	
					TeamName
					IFId
					ExtendedDescription (0,N)
					Type
					Code
					Pos
					Value
				ExtBracketComps (0,1)	
					ExtBracketComp (1,N)
					Type
					Code
					Pos
					Value
				Composition (0,1)	
					Athlete (1,N)
					Code
					Order
					Description
					GivenName
					FamilyName
					Gender
					Organisation
					BirthDate
					IFId
					ExtendedDescription (0,N)
					Type
					Code
					Pos
					Value
				ExtBracketAths (0,1)	
					ExtBracketAth (1,N)
					Type
					Code
					Pos
					Value

6.2.10.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
EventName	M	S(40)	Event name from Common Codes
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Competition /Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	See table comment	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket, based on sport/EGRIS presentation of the bracket. For example bronze bracket is a different code from that leading to gold (assuming there are matches played).

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

Element: Competition /Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	See table comment	Bracket code to identify a set of bracket items. It usually refers to the phase BracketItem /Unit @Phase

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

Element: Competition /Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	See table comment	Bracket code to identify a bracket item. Unique identifier for the BracketItem.
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start by 1
Date	O	Date	Date of match (example: YYYY-MM-DD). Must include if the data is available.
Time	O	Time	Time of match (example HH:MM) Must include if the data is available.
Result	O	S(50)	Result of the match if match is complete and formatted as in EGRIS (separator & order, example 5-2). Must include if the data is available and the match is complete.

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

Element: Competition /Bracket /BracketItems /BracketItem /Unit (0,1)			
Unit related to the BracketItem.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code for the bracket item
Unit	O	CC @Unit	Unit code for the bracket item

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems (0,1) /ExtBracketItem (1,N)			
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Bracket /BracketItems /BracketItem /NextUnit (0,1)			
Next event unit related to the current bracket item. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.			
Attribute	M/O	Value	Description
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.

Element: Competition /Bracket /BracketItems /BracketItem /NextUnitLoser (0,1)			
Next event unit related to the current bracket item, but related to the loser competitor. It is always informed except for the terminal bracket items, which do not have continuation according to the brackets graph.			
Attribute	M/O	Value	Description
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.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)			
- If the competitors are known, this element is used to place the competitors in the bracket. - If they are not yet known, it contains some information (on the rule to access to this bracket...)			
Attribute	M/O	Value	Description
Pos	M	Numeric ###	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	See table comment	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.
WLT	O	W or L	Indicates the winner or loser of the bracket item. Always send when known.

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

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces (0,1) /ExtCompPlace (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1)			
Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	@Pool	If the competitor in the current unit is unknown due to coming from pools then fill this field with the code of the pool.
WLT	O	W or L	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)			
CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Seed	O	S(10)	The seed of the competitor or equivalent information
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps (0,1) /ExtBracketComp (1,N)			
CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description			
Extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths (0,1) /ExtBracketAth (1,N)			
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.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

6.2.10.6. Message Sort

The following order applies:

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

6.2.11. Statistics

6.2.11.1. Description

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

There will be a separate message (identified by the header's Subtype and DocumentSubtype) for every table where multiple statistics apply.

6.2.11.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	RSC	Depending on the statistics, the RSC could be: DD0000000 (sent at discipline level) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEPUU (sent at event unit level)
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute (it can be useful for example to separate statistics by Organisation).
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20) To be defined in each ODF Data Dictionary	Attribute used to extend DocumentType for some messages.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

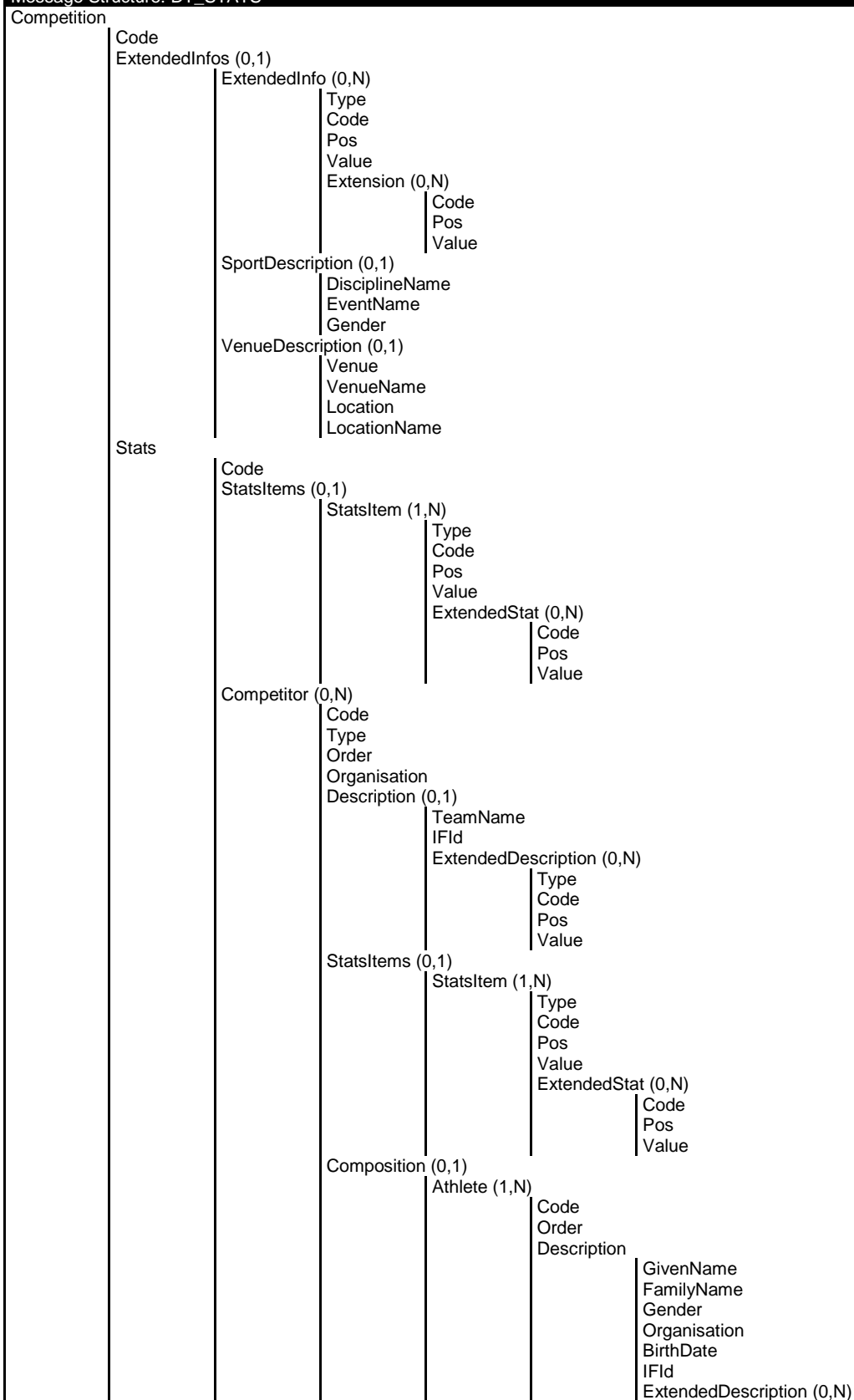
6.2.11.3. Trigger and Frequency

Each ODF Sport Data Dictionary should specify when to make use of this message, if necessary though the general rule is trigger as soon as each unit is finished (UNCONFIRMED) and on each change in the statistics.

6.2.11.4. Message Structure

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

Message Structure: DT_STATS



Message Structure: DT_STATS							
							Type Code Pos Value
					StatsItems (0,1)		
						StatsItem (1,N)	Type Code Pos Value ExtendedStat (0,N) Code Pos Value

6.2.11.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes
EventName	O	S(40)	Event name from Common Codes
Gender	O	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only include if single venue used.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

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

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

Element: Competition /Stats /StatsItems (0,1) /StatsItem (1,N)			
Statistics for the event unit / phase or event – depending on the headers' DocumentCode.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat (0,N)			
Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	T,A	T for team A for athlete
Order	M	Numeric	Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Competition /Stats /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Stats /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Stats /Competitor /StatsItems (0,1) /StatsItem (1,N)			
Team competitor's stats item, according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)			
Team competitor's extended stat, according to competitors' rules.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Stats /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Stats /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNP format (mixed case)
FamilyName	M	S(25)	Family name in WNP format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFld	O	S(16)	International Federation ID

Element: Competition /Stats /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description

Element: Competition /Stats /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems (0,1) /StatsItem (1,N)			
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)			
Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.11.6. Message Sort

Sort according to the @Order attributes.

6.2.12. Records

6.2.12.1. Description

This message applies for all records depending on the sport.

The message contains the list of all current records.

6.2.12.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute. It will be the event unit RSC where the record is being broken
DocumentType	DT_RECORD	Records message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.12.3. Trigger and Frequency

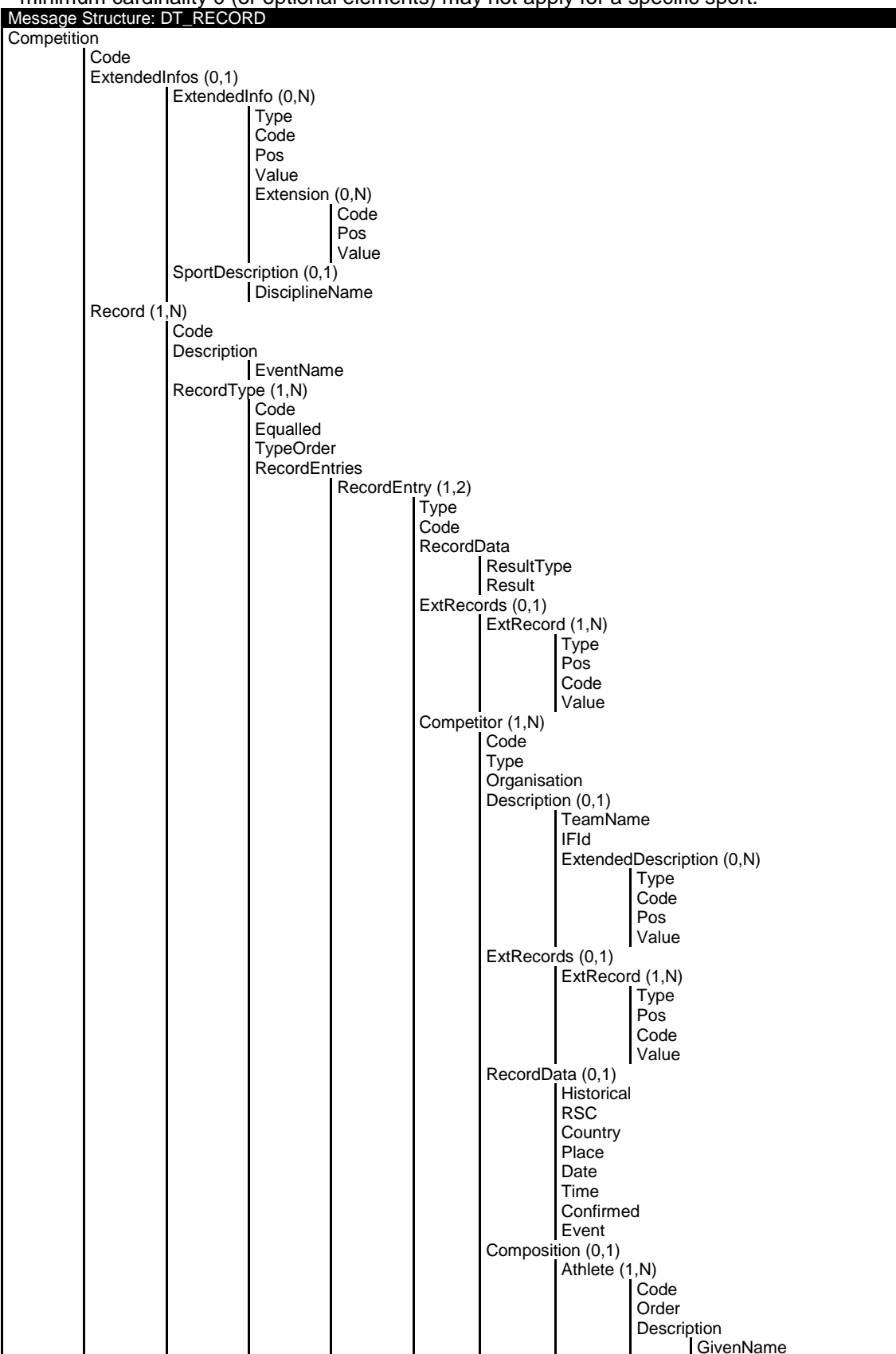
In general, this message should be sent as soon as a record is broken in the unit or as soon as a record is invalidated. However, it will be necessary to include all current valid records in case the record equals a previous record, including the event units where they may have been broken.

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

Trigger also after any change.

6.2.12.4. Message Structure

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



Message Structure: DT_RECORD							
							FamilyName Gender Organisation BirthDate IFId ExtendedDescription (0,N) Type Code Pos Value 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: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes

Element: Competition /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send several record codes in case several record codes were broken for the current event unit.

Element: Competition /Record /Description			
Attribute	M/O	Value	Description
EventName	M	S(40)	Event name (not code) from Common Codes

Element: Competition /Record /RecordType (1,N)			
Send several elements when several records were broken for the current event unit (specified in ODF header). It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Code	M	CC @RecordType	Record type.

Element: Competition /Record /RecordType (1,N)			
Equalled	M	Y, N	Y-There are more than one competitor sharing the record N-There is just one competitor holding the record
TypeOrder	M	CC @RecordType	CC @RecordType, column Order Record Order. It indicates the hierarchy (priority) for types of records

Element: Competition /Record /RecordType /RecordEntries /RecordEntry (1,3)			
Send the following elements 'RecordEntry':			
<ul style="list-style-type: none"> New record(s) – send C record entry; Invalidated record(s) – send C & I record entries 			
Attribute	M/O	Value	Description
Type	M	C, I	C – It indicates that the record entry will include the list of current records only. I – It indicates that the record entry will include the list of the invalidated records holders (not valid anymore)
Code	O	CC @RecordType	Record type. Not used in the current implementation. 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.

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /RecordData			
Attribute	M/O	Value	Description
ResultType	M	See table comment	Indicates whether the result is a distance, a time, etc.
Result	M	See table comment	The result of the competitor for the record

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

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor (1,N)			
Competitor to whom the record is assigned.			
Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /ExtRecords (0,1) /ExtRecord (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /RecordData (0,1)			
If Competitor @Type="T", always send. If Competitor @Type="A", do not use.			
Attribute	M/O	Value	Description
Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. Include the event unit in the current competition where the record was broken (as the event unit code is being sent in ODF header).
Country	M	CC @Country	Country code where the record was broken
Place	M	S(40)	Place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYY-MM-DD	Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @RSC attribute)
Time	O	Time	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.).

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /ExtRecords (0,1) /ExtRecord (1,N)			
/ExtRecords /ExtRecord are optional elements according to competitors' rules.			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /ExtRecords (0,1) /ExtRecord (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Record /RecordType /RecordEntries /RecordEntry /Competitor /Composition /Athlete /RecordData (0,1)			
Individual athlete's record data, according to competitors' rules. If Competitor @Type="A", always send. If Competitor @Type="T", do not use.			
Attribute	M/O	Value	Description
Historical	M	Y, N	Send 'Y' if the record for competitor being listed in the message was not achieved during the current competition. Send 'N' if the record for the competitor being listed in the message was achieved during the current competition
RSC	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical='N'. Include the event unit in the current competition where the record was broken (as the event unit code is being sent in ODF header).
Country	M	CC @Country	The country code where the record was broken
Place	M	S(40)	The place (town or city) where the record was broken (example: "Salt Lake City").
Date	M	YYYY-MM-DD	The date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @RSC attribute)
Time	O	Time	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.).

6.2.12.6. Message Sort

The following order applies:

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

6.2.13. Event Final Ranking

6.2.13.1. Description

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

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

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

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

6.2.13.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_RANKING	Event Final ranking message
ResultStatus	CC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.13.3. Trigger and Frequency

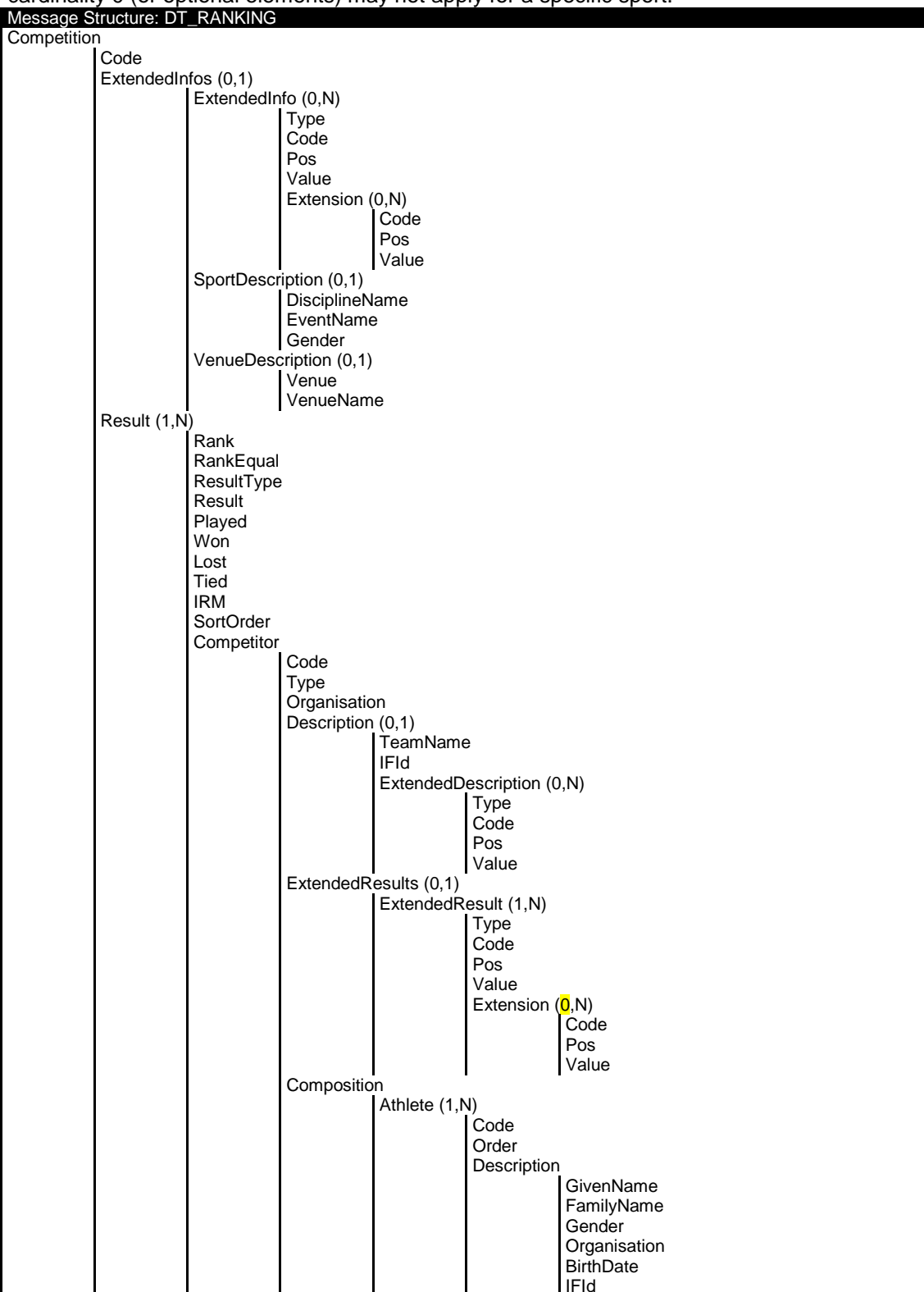
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

Specific triggering conditions are defined in the sport data dictionary.

Trigger also after any major change.

6.2.13.4. Message Structure

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



Message Structure: DT_RANKING						
						ExtendedDescription (0,N) Type Code Pos Value
					ExtendedResults (0,1)	ExtendedResult (1,N) Type Code Pos Value Extension (0,N) Code Pos Value

6.2.13.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	O	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Competition /Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor in the result.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	See table comment	Type of the @Result attribute
Result	O	See table comment	The result of the competitor in the event
Played	O	Numeric	Number of matches played by the competitor in the event
Won	O	Numeric	Number of matches won by the competitor in the event
Lost	O	Numeric	Number of matches lost by the competitor in the event
Tied	O	Numeric	Number of matches tied by the competitor in the event
IRM	O	See table comment	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric See table comment	Unique sort order for all results based on rank to break rank ties. Should always start at 1

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

Element: Competition /Result /Competitor			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID.
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Competition /Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team competitor's extended results, according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /ExtendedResults /ExtendedResult/Extension (0,N)			
Extensions of Team competitor's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

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

Element: Competition /Result /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults (0,1) /ExtendedResult (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of team member's or individual athlete's extended results.			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.13.6. Message Sort

Sort by Result @SortOrder

6.2.14. Official Communication

6.2.14.1. 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.

6.2.14.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	For all sports: NOTICE SPORT_NOTICE	* NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Refer to the ODF header definition Send incremental number in the case that DocumentSubcode is NOTICE or SPORT_NOTICE (one for each different Item)
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.14.3. Trigger and Frequency

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

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

Trigger also after any major change.

6.2.14.4. Message Structure

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

Message Structure: DT_COMMUNICATION	
Competition	Code ExtendedInfos (0,1)

Message Structure: DT_COMMUNICATION

		ExtendedInfo (0,N)	Type Code Pos Value Extension (0,N)	
				Code Pos Value
		SportDescription (0,1)	DisciplineName EventName SubEventName Gender	
		VenueDescription (0,1)	Venue VenueName Location LocationName	
	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 Protestor Protestee Witness Interpreter Rule EventUnit (0,1)	Gender Event Phase Unit
			Type	-
			Details	-
			DecisionShort	-
			DecisionLong	-
			Description	-
			FactsFound	-
			Conclusion	-

Message Structure: DT_COMMUNICATION			
			Jury (1,N) Code FamilyName GivenName Order
			SignedBy (0,1) Code FamilyName GivenName Function
		ProtestR42 (0,N)	Code Infringement Rule EventUnit (0,1) Gender Event Phase Unit
			CompAction - JuryAction -
		Request (0,1)	Code ReplyDate EventUnit (0,1) Gender Event Phase Unit
			Details - Reply -
		Limit (0,N)	DateTime EventUnit Gender Event Phase Unit

6.2.14.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name from Common Codes
EventName	O	S(40)	Event name from Common Codes
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes. Only include if single unit affected.

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Gender	O	CC @DisciplineGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text. Only included where the phase is contested at a single venue			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	O	CC @Location	Location code
LocationName	O	S(30)	Location short name (not code) from Common Codes

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

Element: Competition /OfficialCommunication /JuryDecision (0,1)			
Mandatory for DocumentSubcode NOTICE and SPORT_NOTICE. The DocumentSubcode is always NOTICE or SPORT_NOTICE, except for Sailing where it is redefined in the ODF Sport Data Dictionary document.			
Attribute	M/O	Value	Description
NewsItem	O	String See table comment	Sport dependent (e.g. Communique number in Cycling)
AffectsRES	M	Y, N	'Y' – The jury decision affects the results 'N' – The jury decision does not affect the results
AffectsSCH	M	Y, N	'Y' – The jury decision affects the schedules 'N' – The jury decision does not affect the schedules
AffectsOTH	M	Y, N	'Y' – The jury decision affects other areas 'N' – The jury decision does not affect other areas

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

Element: Competition /OfficialCommunication /JuryDecision /Heading (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Heading of the Official communication. Should contain the event description.

Element: Competition /OfficialCommunication /JuryDecision /EventUnit (0,1)			
Do not send if official communication is used at discipline level.			
Attribute	M/O	Value	Description
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.

Element: Competition /OfficialCommunication /JuryDecision /Decision			
Attribute	M/O	Value	Description
-	M	Free Text	Body of the Official communication. Include the description.

Element: Competition /OfficialCommunication /JuryDecision /Decision			
Attribute	M/O	Value	Description
-	M	Free Text	Communication author

Element: Competition /OfficialCommunication /JuryDecision /IssuedOn			
Attribute	M/O	Value	Description

Element: Competition /OfficialCommunication /JuryDecision /IssuedOn			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Decision date and time. Example: 2006-02-26T10:00:00+01:00

Element: Competition /OfficialCommunication /JuryDecision /SignedBy (0,2)			
Attribute	M/O	Value	Description
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

Element: Competition /OfficialCommunication /Protest (0,1)			
Attribute	M/O	Value	Description
Status	M	CC @ProtestStatus	Status of protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
Protestor	O	Free text	N/A
Protestee	O	Free text	N/A
Witness	O	Free text	N/A
Interpreter	M	Y or N	Interpreter required
Rule	M	String	Rule applicable

Element: Competition /OfficialCommunication /Protest /EventUnit (0,1)			
Attribute	M/O	Value	Description
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.

Element: Competition /OfficialCommunication /Protest /Type			
Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

Element: Competition /OfficialCommunication /Protest /Details			
Attribute	M/O	Value	Description
-	M	Free text	Protest details

Element: Competition /OfficialCommunication /Protest /DecisionShort			
Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: Competition /OfficialCommunication /Protest /DecisionLong			
Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: Competition /OfficialCommunication /Protest /Description			
Attribute	M/O	Value	Description
-	O	Free text	Description of the incident

Element: Competition /OfficialCommunication /Protest /FactsFound			
Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: Competition /OfficialCommunication /Protest /Conclusion			
Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: Competition /OfficialCommunication /Protest /Jury (1,N)			
Attribute	M/O	Value	Description
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.

Element: Competition /OfficialCommunication /Protest /SignedBy (0,1)			
Attribute	M/O	Value	Description
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

Element: Competition /OfficialCommunication /ProtestR42 (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor ID
Infringement	M	Numeric	Infringement number
Rule	M	String	Rule applicable

Element: Competition /OfficialCommunication /ProtestR42 /EventUnit (0,1)			
Attribute	M/O	Value	Description
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.

Element: Competition /OfficialCommunication /ProtestR42 /CompAction			
Attribute	M/O	Value	Description
-	M	Free text	Competitor action

Element: Competition /OfficialCommunication /ProtestR42 /JuryAction			
Attribute	M/O	Value	Description
-	M	Free text	Jury action

Element: Competition /OfficialCommunication /Request (0,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
ReplyDate	M	DateTime	Replay date

Element: Competition /OfficialCommunication /Request /EventUnit (0,1)			
Attribute	M/O	Value	Description
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.

Element: Competition /OfficialCommunication /Request /EventUnit (0,1)			
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.

Element: Competition /OfficialCommunication /Request /Details			
Attribute	M/O	Value	Description
-	M	Free text	Request details

Element: Competition /OfficialCommunication /Request /Reply			
Attribute	M/O	Value	Description
-	M	Free text	Request reply

Element: Competition /OfficialCommunication /Limit (0,N)			
Attribute	M/O	Value	Description
DateTime	O	DateTime	Time Limit for the filing of protest

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

6.2.14.6. Message Sort

There are not specific sorting requirements.

6.2.15. Configuration

6.2.15.1. Description

The Configuration is a message containing general configuration. Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

6.2.15.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_CONFIG	Discipline Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.15.3. Trigger and Frequency

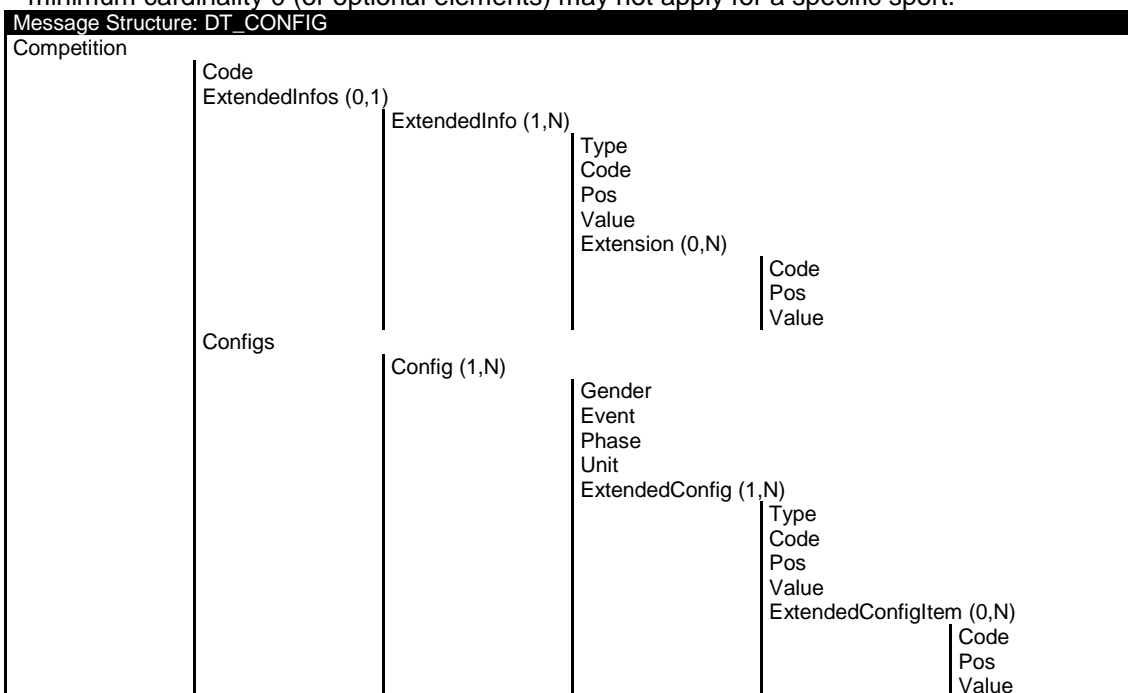
The message is sent prior to any ODF Sports message, if requested by one particular discipline (ODF Sport Data Dictionary).

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

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

6.2.15.4. Message Structure

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



6.2.15.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	O	See table comment	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	O	See table comment	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	O	Numeric See table comment	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	O	Numeric See table comment	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

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

Element: Competition /Configs /Config /ExtendedConfig (1,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

6.2.15.6. Message Sort

There is no general message sorting rule.

6.2.16. Event Unit Weather Conditions

6.2.16.1. Description

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

6.2.16.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message’s content. Ascendant number
FeedFlag	“P”-Production “T”-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.16.3. Trigger and Frequency

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

6.2.16.4. Message Structure

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

Message Structure: DT_WEATHER

Competition			
Code			
ExtendedInfos (0,1)		ExtendedInfo (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Extension (0,N)	
			Code
			Pos
			Value
	Weather	Conditions (1,N)	
		Code	
		Humidity	
		Wind_Direction	
		Prec_Type	
		Condition (0,3)	
			Code
			Value
		Precipitation (0,N)	
			Unit
			Value
		Pressure (0,N)	
			Unit
			Value
		Temperature (0,N)	
			Code
			Unit
			Value
			Type
		Wind (0,N)	
			Code
			Unit
			Value
			Type

6.2.16.5. Message Values

Element: Competition

Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (1,N)

Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)

Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /Weather /Conditions (1,N)

Attribute	M/O	Value	Description
Code	M	See table comment	Weather Points
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	CC @PrecType	Precipitation type

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

Element: Competition /Weather /Conditions /Condition (0,3)			
Send three times in the case of winter conditions.			
Attribute	M/O	Value	Description
Code	M	SKY, SNOW, ICE	Weather conditions type
Value	M	CC @SnowConditions Or CC @WeatherConditions	Codes that describe the Weather Condition.

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	See table comment	Metric system unit for precipitation
Value	M	Numeric ###0.0	Precipitation quantity

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

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	See table comment	Metric system unit for pressure
Value	M	Numeric ###0	Air pressure

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

Element: Competition /Weather /Conditions /Temperature (0,N)			
Send with three different @Code in the case of winter conditions.			
Attribute	M/O	Value	Description
Code	M	AIR, SNOW, ICE, WAT, SAND	Air, Snow, Ice, Water and Sand temperature. If available, Snow and Ice temperature are only mandatory in winter. Water and Sand temperature are optional depending on the Discipline.
Unit	M	See table comment	Metric system unit for temperature
Value	M	Numeric -##0.0 or ##0.0	Temperature in centigrade degrees (in case of positive temperature, do not send '+')
Type	O	See Table comment	Type of Temperature (like Maximum, Minimum, Normal, etc.)

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

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	See table comment	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol
Type	O	See table comment	Type of @Code

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

6.2.16.6. Message Sort

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

6.2.17. Event's Medallists

6.2.17.1. Description

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

6.2.17.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
ResultStatus	CC @ResultStatus	It indicates whether the result is official or partial. OFFICIAL PARTIAL
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events that extends until next day. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the output will be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the correction. Logical Date is expressed in the local time zone where the message was produced
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.17.3. Trigger and Frequency

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

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

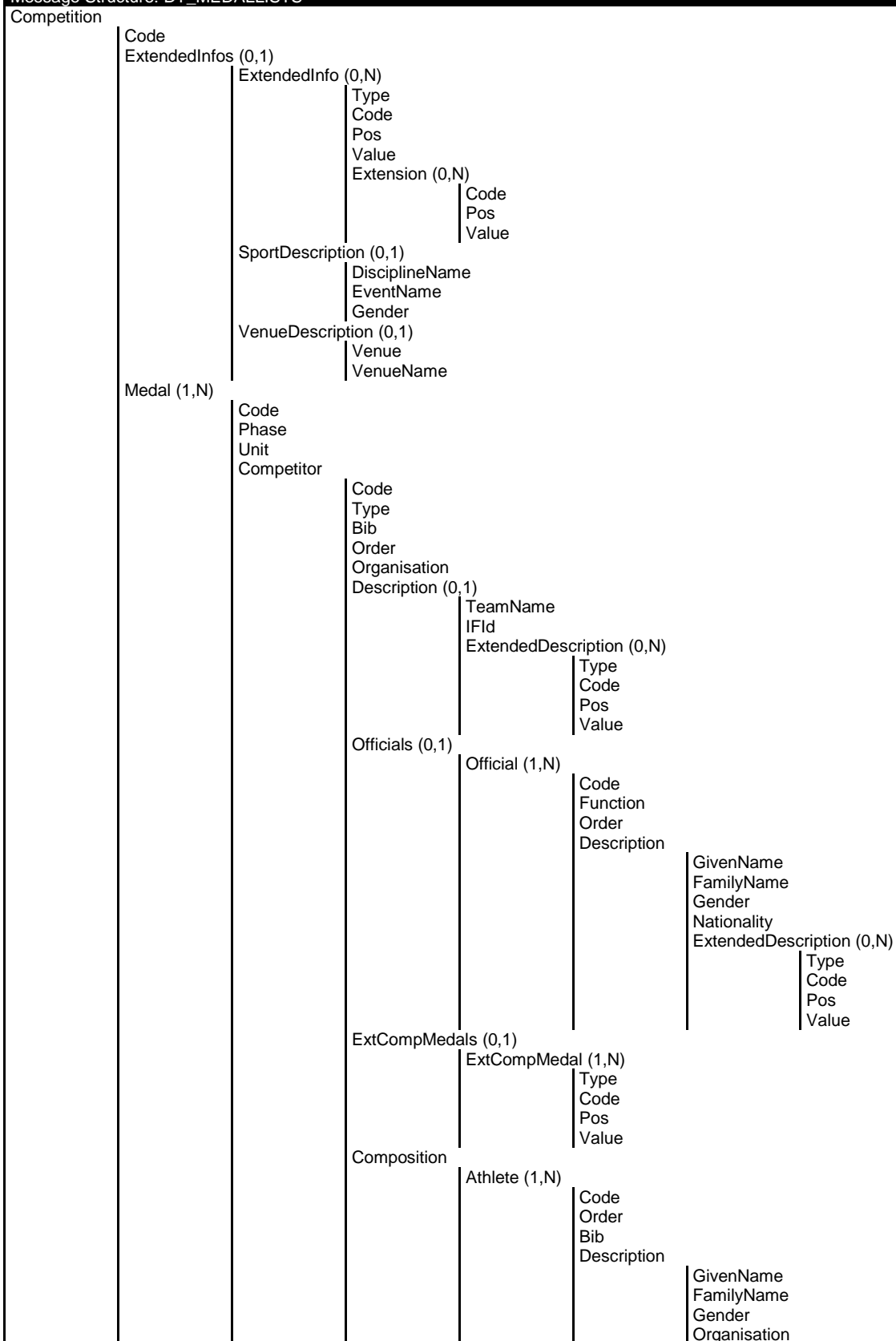
For some sports, bronze medals are known before the end of the final event unit. In this case the message is sent the first time with the bronze medallists, and the second time with all the medallists.

Trigger also after any change.

6.2.17.4. Message Structure

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

Message Structure: DT_MEDALLISTS



Message Structure: DT_MEDALLISTS						
						BirthDate
						IFId
						ExtendedDescription (0,N)
						Type
						Code
						Pos
						Value
					ExtAthMedals (0,1)	
						ExtAthMedal (1,N)
						Type
						Code
						Pos
						Value

6.2.17.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue code
VenueName	M	S(25)	Venue short name (not code) from Common Codes

Element: Competition /Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Phase	M	CC @Phase	Phase code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Unit	M	CC @Unit	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Element: Competition /Medal /Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID

Element: Competition /Medal /Competitor			
Type	M	T, A	T for team A for athlete
Bib	O	See table comment	Bib number, send if available (team bib)
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /Medal /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Medal /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Medal /Competitor /Officials (0,1) /Official (1,N)			
Officials in the case there are officials receiving event's medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official ID for the official code
Function	O	See table comment	Send official function
Order	O	See table comment	Send official order (if more than one official is needed).

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

Element: Competition /Medal /Competitor /Officials /Official /Description			
Coach extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @DisciplineGender	Gender Code
Nationality	M	CC @Country	Coach's nationality

Element: Competition /Medal /Competitor /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Medal /Competitor /ExtCompMedals (0,1) /ExtCompMedal (1,N)			
Team competitor's extended medals information, according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Medal /Competitor /Athlete (1,N)			
(Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Numeric	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".
Bib	O	See table comment	Bib number, send if available (shirt number in a team)

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

Element: Competition /Medal /Competitor /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNP format (mixed case)
FamilyName	M	S(25)	Family name in WNP format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Medal /Competitor /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Medal /Competitor /Composition /Athlete /ExtAthMedals (0,1) /ExtAthMedal (1,N)			
Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

6.2.17.6. Example

Individual Event

```

.....
<ExtendedInfos>
  <SportDescription DisciplineName="Athletics" EventName="Mens Shot Put" Gender="M"
/>
  <VenueDescription Venue="OLY" VenueName="Olympic Stadium"/>
</ExtendedInfos>
<Medal Code="ME_GOLD" Phase="1" Unit="01">
  <Competitor Code="1127211" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1127211" Order="1" Bib="123" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1998-01-01" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
<Medal Code="ME_SILVER" Phase="1" Unit="01">
  <Competitor Code="1090308" Type="A" Organisation="ITA" Order="1">
    <Composition>
      <Athlete Code="1090308" Order="1" Bib="125" >
        <Description GivenName="James" FamilyName="Green" Gender="M"
Organisation="ITA" BirthDate="1996-01-02" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
.....

```

Team Event

```

.....
<ExtendedInfos>
  <SportDescription DisciplineName="Beach Soccer" EventName="Mens Beach Soccer"
  Gender="M"/>
  <VenueDescription Venue="HAM" VenueName="Hampton Park" />
</ExtendedInfos>
<Medal Code="ME_GOLD" Phase="1" Unit="01">
  <Competitor Code="BSM400ITA01" Type="T" Organisation="ITA" Order="1">
    <Description TeamName="Mexico"/>
    <Composition>
      <Athlete Code="1099277" Order="1" Bib="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
  Organisation="ITA" BirthDate="1996-01-07" />
      </Athlete>
      <Athlete Code="1099294" Order="2" Bib="2" >
        <Description GivenName="James" FamilyName="Black" Gender="M"
  Organisation="ITA" BirthDate="1996-12-07" />
      </Athlete>
.....
      <Athlete Code="1099288" Order="18" Bib="22" >
        <Description GivenName="Barry" FamilyName="Bloggs" Gender="M"
  Organisation="ITA" BirthDate="1996-03-07" />
      </Athlete>
    </Composition>
  </Competitor>
</Medal>
<Medal Code="ME_SILVER" Phase="1" Unit="01">
  <Competitor Code="BSM400SUI01" Type="T" Organisation="BRA" Order="1">
    <Description TeamName="Switzerland"/>
    <Composition>
      <Athlete Code="1105725" Order="1" Bib="1" >
        <Description GivenName="Tom" FamilyName="Jones" Gender="M"
  Organisation="SUI" BirthDate="1998-01-07" />
      </Athlete>
      <Athlete Code="1105720" Order="2" Bib="3" >
        <Description GivenName="Michael" FamilyName="James" Gender="M"
  Organisation="SUI" BirthDate="1995-01-07" />
      </Athlete>
.....

```

6.2.17.7. Message Sort

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

6.2.18. Medallists by Discipline

6.2.18.1. Description

The “medallists by discipline” is a message containing the list of medallists for one discipline, up to the moment the message is generated.

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

6.2.18.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	1..V	Refer to the ODF header definition
FeedFlag	“P”-Production “T”-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

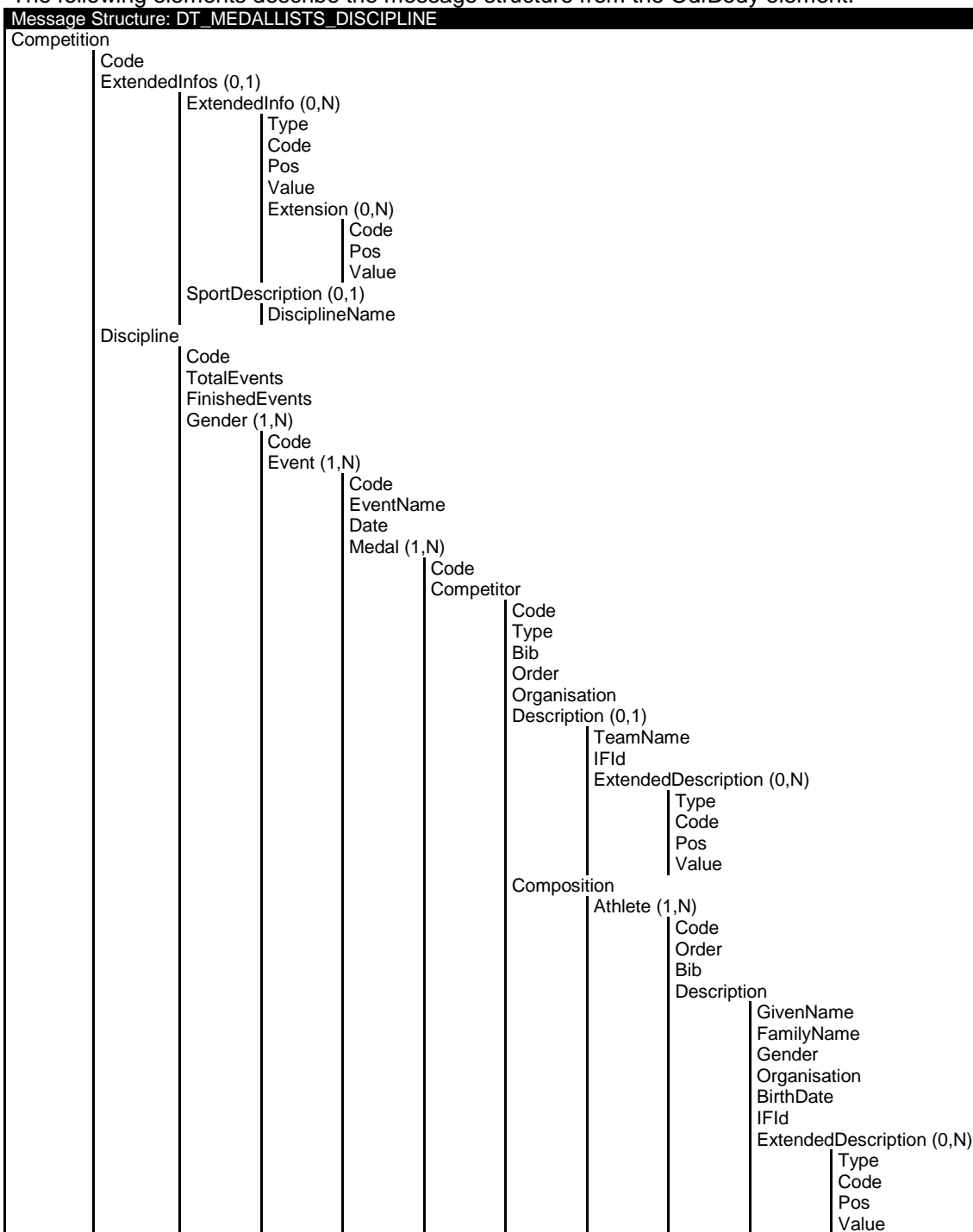
6.2.18.3. Trigger and Frequency

Medallists by Discipline message is sent as soon as one new medal is officially known (but not necessarily awarded) for any of the events that are part of the competition schedule. As the competition progresses, successive changes in the medallists by discipline information are made.

Trigger also after any change.

6.2.18.4. Message Structure

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



6.2.18.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description

Element: Competition /ExtendedInfos (0,1) /ExtendedInfo (0,N)			
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

Element: Competition /Discipline			
Discipline Information.			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total

Element: Competition /Discipline /Gender (1,N)			
Discipline Gender Information.			
Attribute	M/O	Value	Description
Code	M	CC @DisciplineGender	Discipline Gender Code

Element: Competition /Discipline /Gender /Event (1,N)			
Event Information.			
Attribute	M/O	Value	Description
Code	M	CC @Event	Event ID
EventName	M	S(40)	Event name (not code) from Common Codes
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element: Competition /Discipline /Gender /Event /Medal (1,N)			
Event Information.			
Attribute	M/O	Value	Description
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: Competition /Discipline /Gender /Event /Medal /Competitor			
Competitor related to the medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T, A	T for team A for athlete
Bib	O	See table comment	Bib number, send if available (team bib)
Order	M	Numeric	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC @Organisation	Competitors' organisation

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

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
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
Bib	O	See table comment	Bib number, send if available (shirt number in a team)

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

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type			See sport specific definition
Code			
Pos			
Value			

6.2.18.6. Example Individual Event

```

<Competition Code="EG2015"...>
  <ExtendedInfos>
    <SportDescription DisciplineName="Cycling Road" />
  </ExtendedInfos>
  <Discipline Code="CR" TotalEvents="4" FinishedEvents="2">
    <Gender Code="M">
      <Event Code="012" EventName="Men's Road Race" Date="2012-07-28">
        <Medal Code="ME_GOLD">
          <Competitor Code="1137057" Type="A" Organisation="SUI" Order="1">
            <Composition>
              <Athlete Code="1137057" Order="1" Bib="121">
                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1996-12-12" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
        <Medal Code="ME_SILVER">
.....
      </Medal>
    </Event>
  </Gender>
  <Gender Code="W">
    <Event Code="012" EventName="Women's Road Race" Date="2012-07-29">
      <Medal Code="ME_GOLD">
        <Competitor Code="1066204" Type="A" Organisation="ESP" Order="1">
          <Composition>
            <Athlete Code="1066204" Order="1" Bib="121">
              <Description GivenName="Jane" FamilyName="Doe" Gender="W"
Organisation="ESP" BirthDate="1995-10-15" />
            </Athlete>
          </Composition>
        </Competitor>
      </Medal>
      <Medal Code="ME_SILVER">
.....

```

Team Event

```

.....
<Competition Code="EG2015"...>
  <ExtendedInfos>
    <SportDescription DisciplineName="Beach Soccer" />
  </ExtendedInfos>
  <Discipline Code="FB" TotalEvents="2" FinishedEvents="2">
    <Gender Code="M">
      <Event Code="400" EventName="Men's Football" Date="2012-08-11">
        <Medal Code="ME_BRONZE">
          <Competitor Code="FBM400KOR01" Type="T" Organisation="KOR" Order="1">
            <Description TeamName="Korea"/>
            <Composition>
              <Athlete Code="1084130" Order="1" Bib="1">
                <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="KOR" BirthDate="1995-12-15" />
              </Athlete>
              <Athlete Code="1084241" Order="2" Bib="3">
                <Description GivenName="Bob" FamilyName="Jones" Gender="M"
Organisation="KOR" BirthDate="1996-12-15" />
              </Athlete>
              <Athlete Code="1087008" Order="3" Bib="4">
                <Description GivenName="Barry" FamilyName="Black" Gender="M"
Organisation="KOR" BirthDate="1992-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
      </Event>
    </Gender>
    <Gender Code="W">
      <Event Code="400" EventName="Event Name" Date="2012-08-09">
        <Medal Code="ME_GOLD">
          <Competitor Code="FBW400USA01" Type="T" Organisation="USA" Order="1">
            <Description TeamName="United States"/>
            <Composition>
              <Athlete Code="1133768" Order="1" Bib="1">
                <Description GivenName="Jane" FamilyName="Dow" Gender="W"
Organisation="USA" BirthDate="1995-12-15" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
      </Event>
    </Gender>
  </Competition>
.....

```

6.2.18.7. 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).

6.2.19. Discipline/venue start transmission

6.2.19.1. Description

The “discipline/venue start transmission” is a message to indicate the start of day of the operations for one specific discipline in one specific venue within a logical day. This message indicates the start of DT_KA messages for an Source.

6.2.19.2. Header Values

The following table describes the ODF header attributes.

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @GMGNCode	Discipline/venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_LOCAL_ON	Discipline/venue start transmission
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
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.19.3. Trigger and Frequency

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

6.2.19.4. Message Structure

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

Message Structure: DT_LOCAL_ON		
Competition	Code Config	KADelay DelayOffSet CompetitionDay

6.2.19.5. Message Values

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /Config			
Attribute	M/O	Value	Description
KADelay	M	Numeric	Delay in seconds for which a keep-alive message will be generated if there is no other real time activity. By default, this value is set to 60 seconds.
DelayOffSet	M	Numeric	Delay offset in seconds to be added to the KADelay parameter, for a final customer to assume the connection is broken By default, this value is set to 60 seconds.
CompetitionDay	O	Date	Competition date for that transmission, valid until the next DT_LOCAL_OFF. This attribute is only requested during testing activities.

6.2.19.6. Example

```
<OdfBody CompetitionCode="EG2015" ..... Serial="1">
  <Competition Code="EG2015" ... >
    <Config KADelay="60" DelayOffSet="180" />
  </Competition>
</OdfBody>
```

6.2.19.7. Message sort

There is no sort order for this message.

6.2.20. Discipline/venue stop transmission

6.2.20.1. Description

The “discipline/venue stop transmission” 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. This message indicates the end of DT_KA messages for an Source (until the next DT_LOCAL_ON).

6.2.20.2. Header Values

The following table describes the ODF header attributes.

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @GMGNCode	Discipline/Venue code, consisting of DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_LOCAL_OFF	Discipline/venue stop transmission
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	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Refer to the ODF header definition

6.2.20.3. 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.

6.2.20.4. Message Structure

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

6.2.20.5. Message Values

There are no attributes to be defined in this message.

6.2.20.6. Example

```
<OdfBody CompetitionCode="EG2015" DocumentCode="DT_LOCAL_OFF" ..... Serial="156">
</OdfBody>
```

6.2.20.7. Message Sort

There is no sort order for this message.

6.2.21. Discipline/venue keep alive

6.2.21.1. Description

The Discipline/venue keep-alive message tells the user that the transmission or session taking place in one venue is still alive, in case there is no other message activity.

6.2.21.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	CC @GMGNCode	DD0VVV000, where DD stands for discipline, VVV for venue
DocumentType	DT_KA	Discipline/venue keep alive
Version	1...V	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Always "-1"

6.2.21.3. Trigger and Frequency

Message producer will send this message when no other messages are sent (control or content messages) and the delay defined in the KADelay parameter of the DT_LOCAL_ON expires.

6.2.21.4. Message Structure

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

6.2.21.5. Message Values

There are no attributes to be defined in this message.

6.2.21.6. Message Sort

There is no sort order for this message.

7. PDF feed

7.1. Overall perspective

ODF-PDF is another feed to send messages; this feed includes messages that have a PDF file inside of them.

7.1.1. PDF list of messages

The following table lists the ODF-PDF feed messages

Message Type	Message name
DT_PDF	PDF messages, these messages includes a PDF file inside of them based in the EGRIS type

7.1.2. Messages definition

There is only one type of PDF message: Content messages (DT_PDF)

7.1.3. PDF message triggers

These triggers will be defined in EGRIS.

7.2. PDF Feed Messages

7.2.1. PDF message

7.2.1.1. Description

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

7.2.1.2. Header Values

The following table describes the ODF header attributes

ODFBody		
Attribute	Value	Description
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	@ RSC	Depending on the pdf, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DD0000Ydd (sent at daily level where dd is the Day) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEPUU (sent at event unit level)
DocumentSubcode	S(10)	This is an optional attribute Refer to the ODF header definition It can be useful for example to separate pdf statistics by NOC or Daily Schedules pdf by date (with format YYYYMMDD) or Official or Sport Communications pdf by Item Number
DocumentType	DT_PDF	PDF message
DocumentSubtype	EGRIS Type	It can be useful for example to say the type of the PDF, i.e. C51A, C73R,... There are two special subtypes used GM (Good Morning) and GN (Good Night) which are used as the first and last PDF messages each day. These contain a PDF with the sport code and venue code and the words "Good Morning" and "Good Night" as appropriate. Document follows look of the Games. Refer to the ODF header definition
Version	1...V	Refer to the ODF header definition
ResultStatus	S(15)	Refer to the ODF header definition The status should reflect the status of the enclosed PDF (as in EGRIS). Possible values are: INTERMEDIATE PARTIAL UNOFFICIAL OFFICIAL
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	Time	Please, refer to the ODF header definition
LogicalDate	Date	Please, refer to the ODF header definition
Source	CC @Source	Source code of the generating system
Serial	Numeric	Please, refer to the ODF header definition

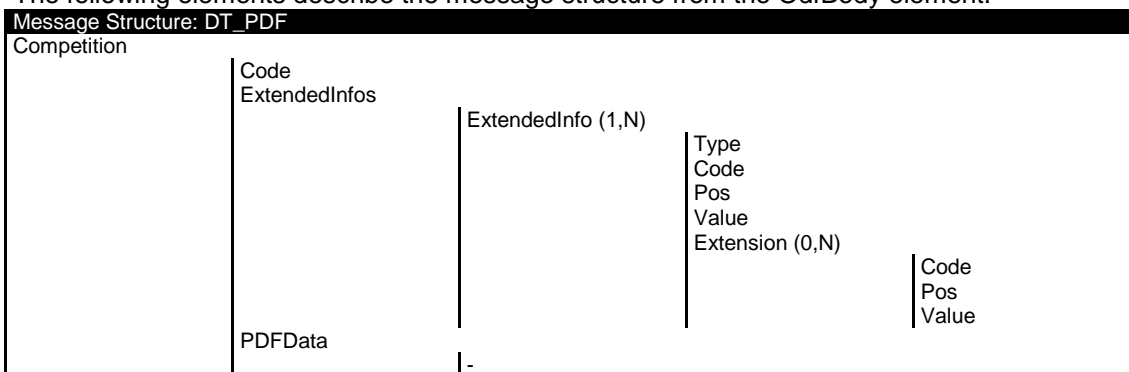
7.2.1.3. Trigger and Frequency

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

Trigger also after any change.

7.2.1.4. Message Structure

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



7.2.1.5. Message Values

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

Element: Competition			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: Competition /ExtendedInfos /ExtendedInfo			
See sport specific definition for additional values			
Attribute	M/O	Value	Description
Type	M	Text (see below)	Type (categorization) of ExtendedInfo. See below.
Code	M	See detail below.	Key of the ExtendedInfo, to uniquely identify this element.
Pos			
Value			

Element: Competition /ExtendedInfos /ExtendedInfo /Extension			
Attribute	M/O	Value	Description
Code			See sport specific definition
Pos			
Value			

Element: Competition /PDFData			
Attribute	M/O	Value	Description
-	M	Free Text	The PDFData element may have a body consisting of one Base64-encoded report (a PDF file)

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

More detail of the ExtendedInfos			
Type	Code	Description	Expected
EI_PDF_REPORT_TITLE	Text	For @Type: Send proposed type For @Code: Send the title of the PDF or "GOOD MORNING" or "GOOD NIGHT" as appropriate.	Always
EI_PDF_ITEM	Numeric	For @Type: Send proposed type For @Code: Numeric to uniquely identify the Official Communication.	Send only when the PDF is official communication.
EI_PDF_VER	Text	For @Type: Send proposed type For @Code: Send the version/revision data as used in the footer of the PDF message.	Always when available

7.2.1.6. Example of Good Morning

```
<?xml version="1.0" encoding="utf-8"?>
  <OdfBody CompetitionCode="OG2016" DocumentType="DT_PDF" Date="2016-06-27"
  Time="161907638" LogicalDate="2016-06-27" Source="SCV" FeedFlag="T"
  DocumentCode="B30BOC000" DocumentSubtype="GM" Version="1" Serial="31">
    <Competition Code="EG2015"...>
      <ExtendedInfos>
        <ExtendedInfo Type="EI_PDF_REPORT_TITLE" Code="GOOD MORNING" />
      </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </OdfBody>
```

7.2.1.7. Example of normal PDF message

```
<?xml version="1.0" encoding="utf-8"?>
  <OdfBody CompetitionCode="EG2015" DocumentCode="SWM001101" DocumentType="DT_PDF"
  DocumentSubtype="C73" ResultStatus="OFFICIAL" Date="2012-06-27" LogicalDate="2012-
  06-27" Time="161907638" Source="SCV" FeedFlag="T" Version="1" Serial="31">
    <Competition Code="EG2015"...>
      <ExtendedInfos>
        <ExtendedInfo Type="EI_PDF_REPORT_TITLE" Code="RESULTS" />
        <ExtendedInfo Type="EI_PDF_VER" Code="1.0" />
      </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </OdfBody>
```

7.2.1.8. Message sort

There is no message sorting requirement for this message.

8. DOCUMENT CONTROL

Version history

Version	Date	Comments
R-SEG-2015 v1.0	22 August 2014	First version
R-SEG-2015 v1.1	1 September 2014	First revision
R-SEG-2015 v1.2	4 September 2014	Submitted for approval.
R-SEG-2015 v1.3	5 September 2014	1 st Approved Version
R-SEG-2015 v1.4	9 September 2014	2 nd Approved Version
R-SEG-2015 v1.5	12 September 2014	Some minor issues
R-SEG-2015 v2.0	4 December 2014	Second version
R-SEG-2015 v2.1	18 December 2014	Submitted for approval
R-SEG-2015 v2.2	24 December 2014	Approved Version
R-SEG-2015 v2.3	09 February 2015	Approved Version
R-SEG-2015 v2.4	04 March 2015	Submitted for approval
R-SEG-2015 v2.5	11 March 2015	Approved Version
R-SEG-2015 v2.6	20 March 2015	Approved Version
R-SEG-2015 v2.7	14 April 2015	Approved Version

File reference: ODF/INT402 R-SEG-2015 V2.7 APP

Change Log

Version	Status	Changes on version
R-SEG-2015 v1.0	SFR	<ul style="list-style-type: none"> First version
R-SEG-2015 v1.1	SFR	<ul style="list-style-type: none"> Added DT_WEATHER
R-SEG-2015 v1.2	SFA	<ul style="list-style-type: none"> The content of the DT_BIO_PAR and DT_BIO_TEA has been modified and adapted to the BAKU2015 European Games' needs Minor changes
R-SEG-2015 v1.3	APP	<ul style="list-style-type: none"> Minor changes
R-SEG-2015 v1.4	APP	<ul style="list-style-type: none"> Updated the Common code document reference with COD404
R-SEG-2015 v1.5	APP	<ul style="list-style-type: none"> DT_MEDALLISTS_DAY: The description of the message has been modified in order to adapt to the business logic and its triggering Related Documents: Added reference to ODF Header Values document
R-SEG-2015 v2.0	SFR	<ul style="list-style-type: none"> §1.1: The table's disciplines are updated according to the latest information available. AR, B3 and BX are removed and SC is added Added attributes in the ExtendedResult element in some messages to follow those in DT_RESULT. Affected messages are: <ul style="list-style-type: none"> - DT_PHASE_RESULT - DT_CUMULATIVE_RESULT - DT_POOL_STANDING Add @Order and @Equalled to RecordIndicator to enable the distribution of all records in the result message and mark equalled records by using the flag. Affected messages are: <ul style="list-style-type: none"> - DT_RESULT - DT_PHASE_RESULT - DT_CUMULATIVE_RESULT - DT_POOL_STANDING DT_COMMUNICATION: The 'Note' element is removed to avoid duplication as all messages already have a 'Note' element as defined in the §1.3.3.2 of the current document DT_CURRENT: <ul style="list-style-type: none"> - Corrected Composition to be (0,1) in the structure tree (was already correct in the description). - Also added Period to the Clock element DT_PARTIC / PARTIC_UPDATE: Height and Weight updated to S(3) to match the Schema as previously updated DT_SCHEDULE: Change Unit /StartList /Start /Competitor /Organisation to Optional to allow for the case when the Competitor is TBD (only one of two competitors known) Add PROTESTED as a possible ResultStatus in DT_RESULT, DT_CUMULATIVE_RESULT and DT_PHASE_RESULT DT_PLAY_BY_PLAY: BirthDate was incorrectly left out at Competition /UnitActions /UnitAction /Competitor /Composition /Athlete /Description. Now is corrected DT_RESULT: <ul style="list-style-type: none"> - Change the description of Result /SortOrder to include the situation when rank is available from earlier event units - Change Competition/Result/Competitor /Organisation to Optional to allow for the case when the Competitor is TBD (only one of two competitors known) DT_RANKING: <ul style="list-style-type: none"> - Replace the attribute 'Result' of the node "../Competititon /Result /Competitor" with the 'Ranking' so to be done: ../Competititon /Ranking /Competitor - Update Competititon /Ranking /Competitor to remove the possibility to use

Change Log

Version	Status	Changes on version
		<p>TBD as only those final rankings should be sent (documentation error)</p> <ul style="list-style-type: none"> DT_BIO_PAR: <ul style="list-style-type: none"> - Twitter's and Instagram's descriptions are corrected - The following attributes under the 'ParticipantBiography' are removed since they are used for the <i>Participant's Biography Import</i> message that is not applied for the Baku2015 Games – 'ParticipantID', 'GivenName', 'FamilyName', 'BirthDate', 'Height', 'Weight', 'PlaceofBirth', 'CountryofBirth', 'PlaceofResidence', 'CountryofResidence', 'Nationality' - The table that included the element: Competition / ParticipantBiography /Language /CHighlights /Highlights is removed since it will not be used for the Baku Games
R-SEG-2015 v2.1	SFA	<ul style="list-style-type: none"> Minor editorial changes
R-SEG-2015 v2.2	APP	<ul style="list-style-type: none"> Minor changes
R-SEG-2015 v2.3	APP	<ul style="list-style-type: none"> §6.1.11 - DT_BIO_PAR: The length of the following attributes is doubled so to fit the Azerbaijani translation: 'LangSpoken', 'Achievement', 'Memorable', 'Hobbies' & 'Ambition' and the 'Email' is removed §6.1.6 - DT_MEDALS: change the attribute 'NOCName' to 'OrganisationName' §6.2.9 - DT_CUMULATIVE_RESULT: The cardinality of Result /ResultItems is changed to (0,1) to make it nonmandatory as it is not required in some sports
R-SEG-2015 v2.4	SFA	<ul style="list-style-type: none"> §1.1 - The disciplines' number is corrected to '18' The message DT_PHOTOFINISH ('Photofinish') is replaced by the DT_IMAGE ('Image') and new elements to allow the message to be used to send other images are added The message DT_PRESSPHOTOFINISH_LK is removed §6.1.2.5 - DT_SCHEDULE: The StartOrder, SortOrder for the Competition /Unit/StartList /Start is specified to 1 for Home and 2 for Away §6.1.14.1 - DT_PIC: The exact dimensions (425x531) of the pictures are added
R-SEG-2015 v2.5	APP	<ul style="list-style-type: none"> The message DT_BIO_TEA is removed
R-SEG-2015 v2.6	APP	<ul style="list-style-type: none"> DT_NEWS: The elements 'Coach' and 'Team' and all their childs are removed since are not applied
R-SEG-2015 v2.7	APP	<ul style="list-style-type: none"> DT_NEWS: The value 'FQ' - Flash Quotes is added as possible Item and ItemName value

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