

Olympic Data Feed



**ODF General Messages Interface Document
Lillehammer 2016
Winter Youth Olympic Games**

Technology and Information Department
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1 Introduction

1.1 This document

This document builds on the ODF Foundation Principles document to provide the details of the implementation of each message which forms part of ODF.

The ODF Foundation Principles should be read prior to reading this document.

All highlighted text indicates changes compared to the Rio Games.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF General Data Dictionary.

1.3 Main Audience

The main audience of this document is the IOC as the owner, ODF users such as the World News Press Agencies, Rights Holding Broadcasters, International Sports Federations and National Olympic Committees.

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
Full RSC	Full 34 character results system code in the form: DDDGEEEEEEEEEEEEEEEEPPPPUUUUUUUU DDD according to CC @Discipline G according to CC @DisciplineGender EEEEEEEEEEEEEEEE according to CC @Event PPPP according to CC @Phase UUUUUUUU according to CC @Unit
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT400	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/COD404	ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF/COD405	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD406	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.

2 Messages

2.1 Sport Messages

2.1.1 Event Unit Start List and Results

2.1.1.1 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.

2.1.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL PARTIAL (used after competition is started and is not finished, but some results are already known and will not change, other results are missing due to athletes still competing) 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

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. 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	SC @Source	Code indicating the system which generated the message.
StartListMod	S(1)	<p>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.</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 <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> (Except for positional change after the start) <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.1.3 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 dependent 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.

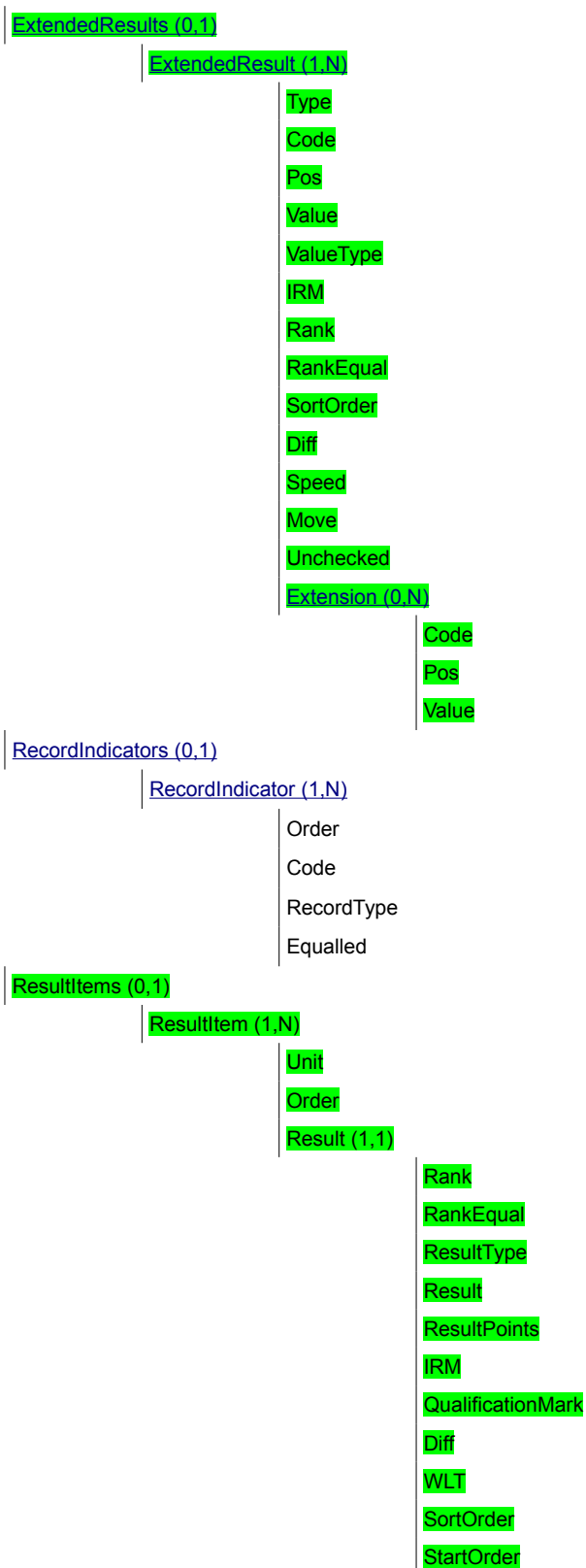
2.1.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
		Extension (0,N)						
			Code					
			Pos					
			Value					
		Competitor (0,N)						
			Organisation					
			Order					
			Composition (0,1)					
				Athlete (1,N)				
					FamilyName			
					GivenName			
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
			UnitNum					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					

Event Unit Start List and Results

		IFld		
		ExtendedDescription (0..N)		
			Type	
			Code	
			Pos	
			Value	
		ExtOfficial (0..N)		
			Type	
			Code	
			Pos	
			Value	
Periods (0..1)				
	Home			
	Away			
	Period (1..N)			
		Code		
		HomeScore		
		AwayScore		
		HomePeriodScore		
		AwayPeriodScore		
		Duration		
		ExtendedPeriods (0..1)		
		ExtendedPeriod (1..N)		
			Code	
			Type	
			Pos	
			Value	
Result (1..N)				
	Rank			
	RankEqual			
	Result			
	Unchecked			
	IRM			
	QualificationMark			
	WLT			
	SortOrder			
	StartOrder			
	StartSortOrder			
	ResultType			
	Diff			





		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Nationality
		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
		StatsItems (0,1)
		StatsItem (1,N)
		Type
		Code
		Pos
		Value

	ExtendedStat (0.N)		Code
			Pos
			Value
Composition (0.1)			
	Athlete (1.N)		
		Code	
		Order	
		StartOrder	
		StartSortOrder	
		Bib	
		Description (1.1)	
			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



2.1.1.5 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: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time (The attribute should only be included when required in the particular sport). Generally 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: ExtendedInfos /ExtendedInfo (0,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: 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: ExtendedInfos /ExtendedInfo /Competitor (0,N)

Used for forerunners and similar who do not participate in the competition. Not usually part of DT_PARTIC.

Attribute	M/O	Value	Description
Organisation	O	CC @Organisation	Organisations ID
Order	O	Numeric	Order of the competitor associated to the ExtendedInfo, if more than one competitor associated. Do not send otherwise.

Element: 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: 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
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar if applicable (Not for use in Rio 2016)

Element: 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: ExtendedInfos /PreviousResults (0,N)			
PreviousResults is normally only added to the message after all previous units for the competitors involved are complete.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Win	O	See sport specific definition	Number of matches won
Loss	O	See sport specific definition	Number of matches lost
Tie	O	See sport specific definition	Number of matches tied

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

Sample (Tennis)

```
<PreviousResults Code="123456" Win="2" Loss="0">
```

```
  <PreviousResult Unit="FEW001901TENWSingles-----R64-0001-----" Order="1" Opponent="2222"
    WLT="W" Result="2" OppResult="0">
```

```
    <Partial Code="S1" Score="6" OppScore="3" />
```

```
    <Partial Code="S2" Score="6" OppScore="2" /> </PreviousResult>
```

```
  <PreviousResult Unit="FEW001301TENWSingles-----R32-0002-----" Order="2" Opponent="4444"
    WLT="W" Result="2" OppResult="1">
```

```
    <Partial Code="S1" Score="6" OppScore="3" />
```

```
    <Partial Code="S2" Score="3" OppScore="6" />
```

```
    <Partial Code="S2" Score="6" OppScore="0" />
```

```
  </PreviousResult>
```

```
</PreviousResults>
```

Sample (Ice Hockey)

```
<PreviousResults Code="IHOMTeam6---USA01" Win="2" Loss="0">
```

```
  <PreviousResult Unit="IHOMTeam6-----GpA-0001-----" Order="1" Opponent="IHOMTeam6---
    FRA01" WLT="W" Result="7" OppResult="2" />
```

```
  <PreviousResult Unit="IHOMTeam6-----GpA-0004-----" Order="2" Opponent="IHOMTeam6---
    NOR01" WLT="W" Result="2" OppResult="1" />
```

```
</PreviousResults>
```

Sample (Basketball)

```
<PreviousResults Code="BKW400FRA01BKBWTeam5---FRA01" Win="2" Loss="1">
  <PreviousResult Unit="BKW400A01BKBWTeam5-----GpA-0001----" Order="1"
  Opponent="BKW400NZL01BKBWTeam5---NZL01" WLT="W" Result="76" OppResult="76" />
  <PreviousResult Unit="BKW400A04BKBWTeam5-----GpA-0004----" Order="2"
  Opponent="BKW400USA01BKBWTeam5---USA01" WLT="L" Result="75" OppResult="77" />
  <PreviousResult Unit="BKW400A07BKBWTeam5-----GpA-0007----" Order="3"
  Opponent="BKW400RSA01BKBWTeam5---RSA01" WLT="W" ResultType="IRM" IRM="DSQ" />
</PreviousResults>
```

Sample (Wrestling)

```
<PreviousResults Code="123456" Win="2" Loss="0">
  <PreviousResult Unit="WRW001901WREW59k-----R32-0001----" Order="1" Opponent="2222"
  WLT="W" Result="5" OppResult="0"/>
  <PreviousResult Unit="WRW001301WREW59k-----8FNL-0001----" Order="2" Opponent="4444"
  WLT="W" Result="4" OppResult="0"/>
</PreviousResults>
```

Element: ExtendedInfos /PreviousResults /PreviousResult (0,N)			
Attribute	M/O	Value	Description
Unit	O	S(40)	Full RSC of the previous event unit. Must always send unless it does not exist (like for a bye)
Order	M	Numeric #0	Order of the units. This will be chronological with the most recent at the bottom.
Opponent	O	S(20) with no leading zeroes or BYE	Competitor ID of the opponent or in the case of a bye send BYE
WLT	O	S(1)	Indicates if the competitor at PreviousResults/Code is the winner (W), loser (L) or tied (T)
Result	O	See sport specific definition	
OppResult	O	See sport specific definition	
ResultType	O	See sport specific definition	
IRM	O	See sport specific definition	

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

Element: ExtendedInfos /PreviousResults /PreviousResult /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Type	M	See sport specific definition	
Value	O	See sport specific definition	

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

Element: ExtendedInfos /PreviousResults /PreviousResult /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Pos	O	See sport specific definition	
Code	M	See sport specific definition	
Value	O	See sport specific definition	

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

Element: ExtendedInfos /PreviousResults /PreviousResult /Partial (0,N)			
Attribute	M/O	Value	Description
Code	M	See sport specific redefinition	
Score	O	See sport specific redefinition	Usually for the competitor in the period
OppScore	O	See sport specific redefinition	Usually for the opposing competitor in 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: Officials /Official (1,N)			
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).
Bib	O	See table comment	Official's 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: Officials /Official /Description (1,1)			
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
IFId	O	S(16)	International Federation ID

Element: Officials /Official /Description /ExtendedDescription (0,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: Officials /Official /ExtOfficial (0,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: Periods (0,1)

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: Periods /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: Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

ExtendedPeriod information.

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

Element: Result (1,N)			
For each Event Unit Results message, there must be at least one competitor 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.
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.
ResultType	O	See table comment	Type of the @Result attribute.
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 /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	See sport specific definition	Change in rank compared to the previous ExtendedResult
Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

Element: Result /ExtendedResults /ExtendedResult /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: Result /RecordIndicators /RecordIndicator (1,N)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the item included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	See sport specific documentation	Unit code of the related sub-unit. It may be at phase or unit level.
Order	O	Numeric #0	Logical order of the sub-units, usually schedule order.

Element: Result /ResultItems /ResultItem /Result (1,1)			
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 ##0	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem
StartOrder	O	See table comment	Start order for display if applicable
StartSortOrder	O	See table comment	Order at the start for sorting, not display.

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 /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

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

Element: Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,1)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference.
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.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)			
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, H	T for team A for athlete
Bib	O	See table comment	Bib number
Organisation	O	CC @Organisation	Competitor's 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: 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

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 /Description /ExtendedDescription (0,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	
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Element: Result /Competitor /Coaches /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.
Order	O	See table comment	Coach order (if more than one coach is needed).
Function	O	See table comment	Official function
Bib	O	See table comment	Official 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: Result /Competitor /Coaches /Coach /Description (1,1)

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 of the official
Nationality	M	CC @Country	Coach's nationality

Element: Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,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: Result /Competitor /EventUnitEntry (0,N)

For team event information

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: Result /Competitor /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data

			@Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send

Element: Result /Competitor /ExtendedResults /ExtendedResult /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: Result /Competitor /StatsItems /StatsItem (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: Result /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)

Extended information for the statistics.

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

Element: 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") on the results or 1 if Competitor @Type="A".
StartOrder	O	Numeric See table comment	Order of 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.
StartSortOrder	O	Numeric See table comment	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
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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 /Composition /Athlete /Description (1,1)			
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: Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport definition specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

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

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

Value	O	See sport definition	specific	
ValueType	O	See sport definition	specific	ValueType should be used to describe the type of data @Value
IRM	O	See sport definition	specific	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport definition	specific	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y		Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport definition	specific	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport definition	specific	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport definition	specific	Speed at this ExtendedResult
Move	O	See sport definition	specific	Change in rank compared to the previous ExtendedResult
Unchecked	O	Y		Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

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

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

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)

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

Element: Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)

Extended information for the statistics.

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

		definition	
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2.1.1.6 Message Sort

Sort by Result @SortOrder

2.1.2 Play by Play

2.1.2.1 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.

2.1.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL (when results 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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.2.3 Trigger and Frequency

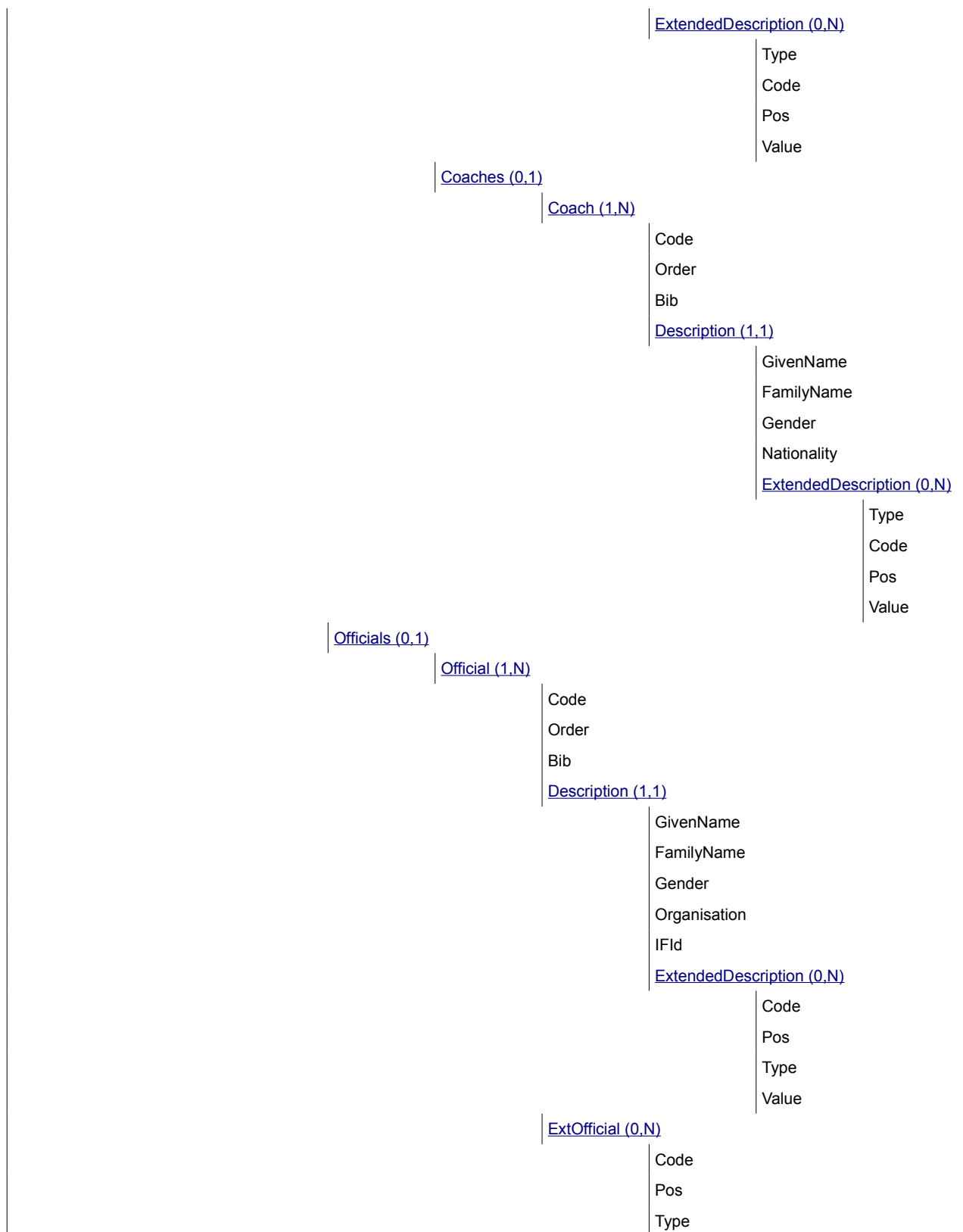
Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

2.1.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	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					
	UnitActions (0,1)							
		Home						
		Away						
		UnitAction (1,N)						
			Code					
			Type					
			Pos					
			Value					

Time
Result
ScoreH
ScoreA
LeadH
LeadA
Text
Rally
Win
Speed
X
Y
Z
Id
PId
Line
TimeStamp
ExtendedAction (0..N)
Code
Pos
Value
Competitor (0..N)
Code
Type
Role
Order
Organisation
Composition (0..1)
Athlete (1..N)
Code
Order
Bib
Role
Description (1..1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId



```

graph LR
    Value[Value] -- "-" --> Minus1[-]
    Minus1 -- "ImageData (0.1)" --> Add1[+]
    Add1 -- "-" --> Minus2[-]
    Minus2 -- "ImageData (0.1)" --> Add2[+]
  
```

2.1.2.5 Message Values

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

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

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

Element: 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: 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: UnitActions (0,1)

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: 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 match, 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
Text	O	S(80)	Text information related to the action (in ENG)
Rally	O	See table comment	Rally number
Win	O	See table comment	Winning indicator of a rally in head to head
Speed	O	See table comment	Speed as applicable
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
Z	O	S(20)	Z coordinate of the action location
Id	O	S(20)	Unique identifier for the action
PId	O	S(20)	If this is a related action then the ID of the original action appear here.
Line	O	See table comment	Generally for associating line in the same rally
TimeStamp	O	Time	Local time of the action (for alignment to video)

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

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

Element: 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	O	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor
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: UnitActions /UnitAction /Competitor /Composition /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	O	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: UnitActions /UnitAction /Competitor /Composition /Athlete /Description (1,1)			
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: UnitActions /UnitAction /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: UnitActions /UnitAction /Competitor /Coaches /Coach (1,N)			
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.
Order	O	See table comment	Coach order (if more than one coach is needed).
Bib	O	See table comment	Coach bib if applicable

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

Element: UnitActions /UnitAction /Competitor /Coaches /Coach /Description (1,1)			
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 of the official
Nationality	M	CC @Country	Coach's nationality

Element: UnitActions /UnitAction /Competitor /Coaches /Coach /Description /ExtendedDescription (0,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: UnitActions /UnitAction /Competitor /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Order	O	See table comment	Official's order (if the discipline specificity required it).

Bib	O	See table comment	Official's bib if applicable
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Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data Dictionary for each of the disciplines

Element: UnitActions /UnitAction /Competitor /Officials /Official /Description (1,1)			
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
IFId	O	S(16)	International Federation ID

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

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

Element: UnitActions /UnitAction /ImageData (0,1)			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file.

Element: ImageData (0,1)			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file.



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2.1.2.6 Message Sort

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

2.1.3 Current Information

2.1.3.1 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.

2.1.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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_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. 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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.3.3 Trigger and Frequency

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

2.1.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1.1)								
	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
Text
Rally
Win
Speed
X
Y
Z
Id
Pid
Line
TimeStamp
[ExtendedAction \(0..N\)](#)

Code
Pos
Value

[Competitor \(0..N\)](#)

Code
Type
Role
Order

[Composition \(0..1\)](#)

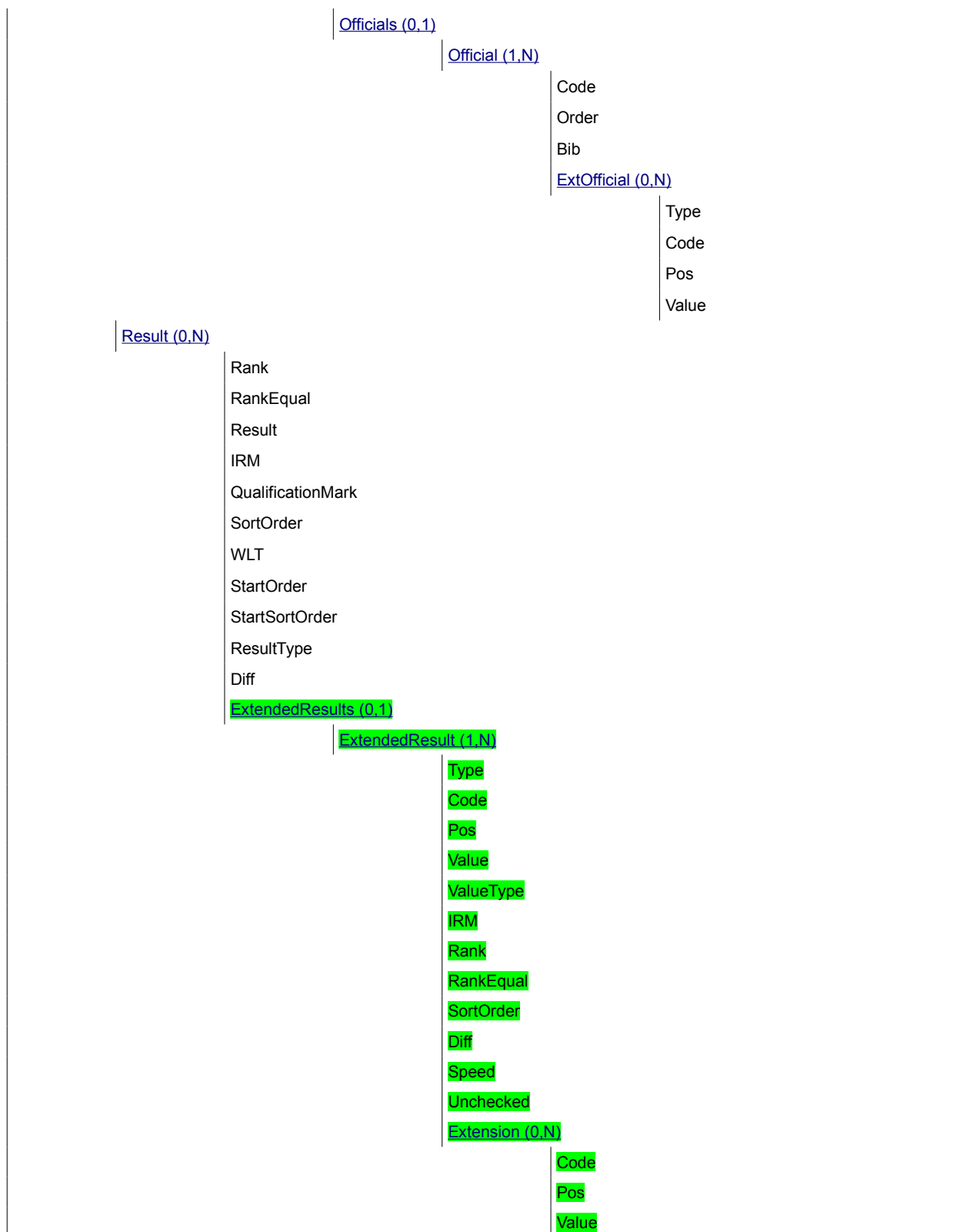
[Athlete \(1..N\)](#)

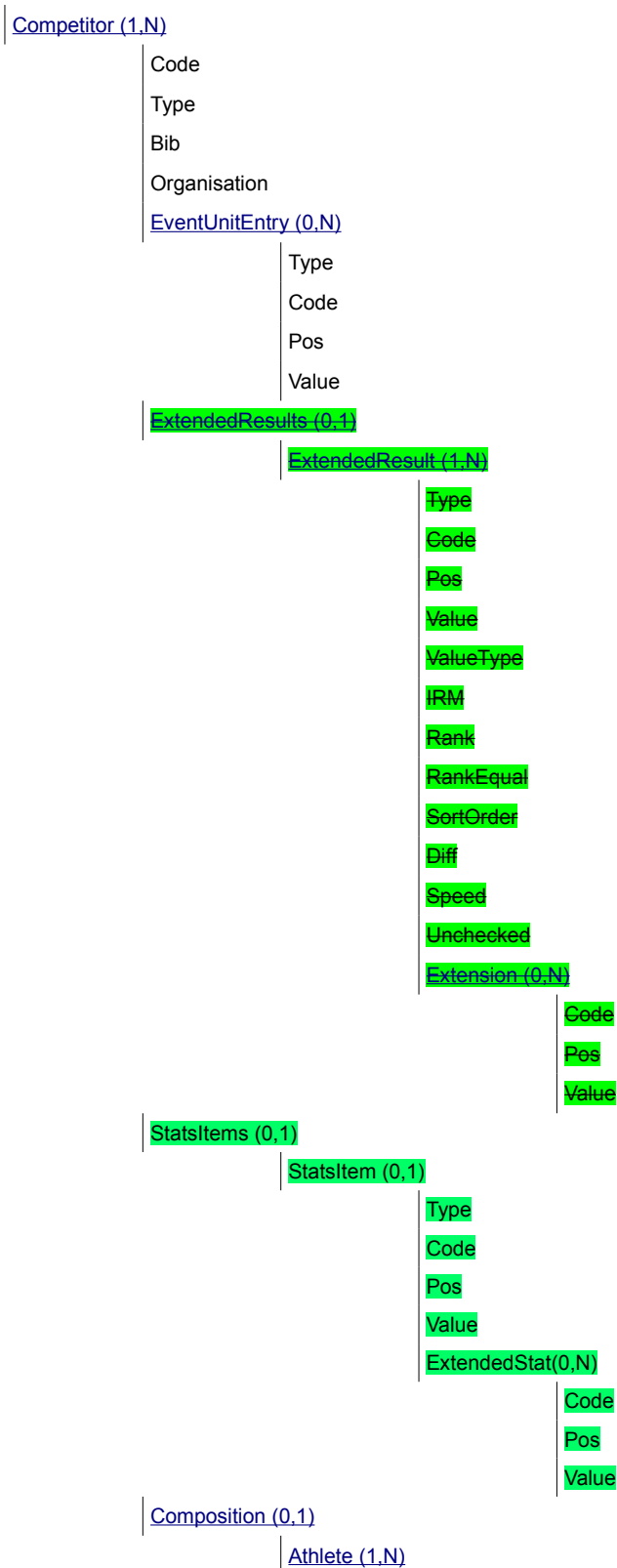
Code
Order
Bib
Role

[Coaches \(0..1\)](#)

[Coach \(1..N\)](#)

Code
Order
Bib





Code
Order
Bib
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
StatsItems (0,1)
StatsItem (1,N)
Type
Code
Pos
Value
ExtendedStat (0,N)
Code
Pos
Value

2.1.3.5 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: 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: 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: Clock (0,1) Clock Information			
Attribute	M/O	Value	Description
Period	O	See sport specific	Current Period
Time	M	mm:ss	Value of the clock
Running	M	Y or N	Indicates if the clock is currently running.

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

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

Element: UnitActions (0,N)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeroes	Home Competitor ID
Away	O	S(20) with no leading zeroes	Away Competitor ID

Element: 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
Text	O	S(80)	Text information related to the action (in ENG)
Rally	O	See Table Comment	Rally number
Win	O	See Table Comment	Winning indicator of a rally in head to head.
Speed	O	See Table comment	Speed as applicable
X	O	S(20)	X coordinate of the action location

Y	O	S(20)	Y coordinate of the action location
Z	O	S(20)	Z coordinate of the action location
Id	O	S(20)	Unique identifier for the action
PId	O	S(20)	If this is a related action then the ID of the original action appears here.
Line	O	See table comment	Generally for associating line in the same rally
TimeStamp	O	Time	Local time of the action (for alignment to video)

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

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

Element: UnitActions /UnitAction /Competitor (0,N)			
Competitor participating in the UnitAction. Used when 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	O	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: UnitActions /UnitAction /Competitor /Composition /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	O	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: UnitActions /UnitAction /Competitor /Coaches /Coach (1,N)			
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.
Order	O	See table comment	Coach order (if more than one coach is needed).
Bib	O	See table comment	Coach bib if applicable

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

Element: UnitActions /UnitAction /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Order	O	See table comment	Official's order (if the discipline specificity requires it).
Bib	O	See table comment	Official's bib if applicable

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

Element: UnitActions /UnitAction /Officials /Official /ExtOfficial (0,N)			
Attribute	M/O	Value	Description
Type	M	N/A	
Code	M	N/A	
Pos	O	N/A	
Value	O	N/A	

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 (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor
		See table comment	
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
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
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. During competition 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
WLT	O	See table comment	The code whether a competitor won, lost or tied the match / game
StartOrder	O	Numeric	Competitor's start order

		See table comment	
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
		See table comment	
ResultType	O	See table comment	Type of the @Result attribute.
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 /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send

Element: Result /Competitor /ExtendedResults /ExtendedResult /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: 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	Competitor's organisation

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

Element: Result /Competitor /ExtendedResults /ExtendedResult /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: Result /Competitor /StatsItems /StatsItem (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: Result /Competitor /StatsItems /StatsItem /ExtendedStat (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: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes 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: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athlete's entry information.			
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: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
--	--	--	--

Team member or individual athlete's extended result.			
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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Unchecked	O	Y	Send Y where the result @Value has not been appropriately validated (sport specific) else do not send.

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

2.1.3.6 Message Sort

Sort by Result @SortOrder.

2.1.4 Image

2.1.4.1 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.

2.1.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC @ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP00U (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	SC @ResultStatus	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).

		<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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.4.3 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.

2.1.4.4 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	

		Code
		Pos
		Value
Image (1.N)		
	Pos	
	Version	
	Revision	
	ImageType	
	ImageTitle (0.1)	
		-
	ImageDescription (0.1)	
		-
	ImageData (1.1)	
		-

2.1.4.5 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 definition	
Code	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport 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	See sport specific definition	
Pos	O	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	See sport specific definition	
Pos	O	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="ATW008904ATHW800m-----SFNL0002-----"
Version="1" Serial="148">
```

```
<Competition Code="OG2012">
```

```
<Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
```

```
<ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA
```

ETC

ETC

```
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
```

```
</Image>
```

```
</Competition>
```

```
</OdfBody>
```

Sample (Stroke Trail)

```
<OdfBody CompetitionCode="OG2012" DocumentType="DT_IMAGE"
DocumentSubtype="STROKETRAIL" Date="2016-08-08" Time="120830417" LogicalDate="2016-08-08"
Source="GOSTA1" Language="ENG" FeedFlag="P" DocumentCode="GOW001001GLFWStroke-----
FNL-000101--" DocumentSubcode="4352682" Version="1" Serial="148">
```

```
<Competition Code="OG2012">
```

```
<Image Pos="1" Version="1" Revision="0" ImageType="png" >
```

```
<ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA
```

ETC

ETC

```
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
```

```
</Image>
```

```
<Image Pos="2" Version="1" Revision="0" ImageType="png" >
```

```
<ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA
```

ETC

ETC

```
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
```

```
</Image>
```

```
</Competition>
```

```
</OdfBody>
```

2.1.4.6 Message Sort

Sort by Competition /Image /Pos

2.1.5 Phase Results

2.1.5.1 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.

2.1.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	Full RSC 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_PHASE_RESULT	Phase Results message
DocumentSubtype	Full RSC (Unit Level) CC_@Unit	It is the RSC code up to the moment the phase message contains information: E.g.: DDGEEEEEEEEEEEEEEEEPPPPUUUUUUUUU would be phase results up to the end of the referenced unit. E.g.: DDGEEEEPUU would be phase results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC_@ResultStatus	It indicates whether the result is official or unofficial. INTERMEDIATE (used after each unit in the phase) LIVE OFFICIAL UNOFFICIAL PROTESTED
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

		<p>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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.5.3 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.

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

2.1.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)	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
	Diff
	QualificationMark
	SortOrder
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Extension (0,N)
	Code
	Pos
	Value
RecordIndicators (0,1)	
	RecordIndicator (1,N)
	Order
	Code
	RecordType
	Equalled
Competitor (1,1)	
	Code

Phase Results

										Type
										Code
										Pos
										Value
										ExtendedResults (0,1)
										ExtendedResult (1,N)
										Type
										Code
										Pos
										Value
										ValueType
										IRM
										Rank
										RankEqual
										SortOrder
										Diff
										Extension (0,N)
										Code
										Pos
										Value

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

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

Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: 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: 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: 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
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.
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table comment	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

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 /ExtendedResults /ExtendedResult (1,N)

Attribute	M/O	Value	Description
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Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /ExtendedResults /ExtendedResult /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: Result /RecordIndicators /RecordIndicator (1,N)

Phase result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

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	Competitor's organisation
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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 /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: Result /Competitor /Description /ExtendedDescription (0,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: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

Team competitor's extended results.

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of Team competitor's extended results.

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

Element: 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: Result /Competitor /Composition /Athlete /Description (1,1)

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: Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: Result /Competitor /Composition /Athlete /ExtendedResults /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	O	See sport specific definition	
Code	O	See sport specific definition	

		definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: 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	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.5.6 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.

2.1.6 Cumulative Results

2.1.6.1 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.

2.1.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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_CUMULATIVE_RESULT	Cumulative Results message
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.: DDGEEEEPUU would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEEP00 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
ResultStatus	SC @ResultStatus	It indicates the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
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. 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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.6.3 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.

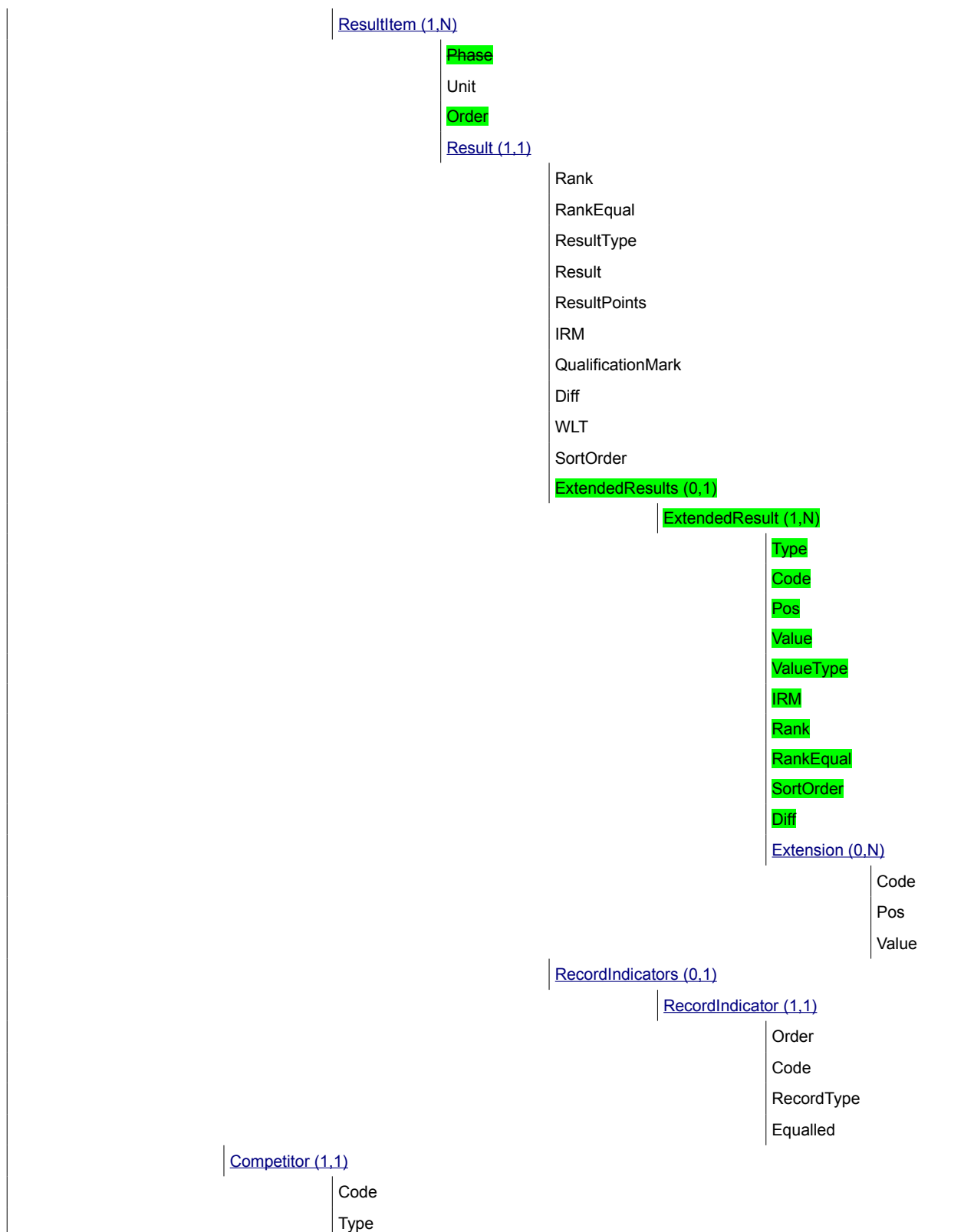
Where live updates are not appropriate (sport dependent) then the triggering is defined in the sport data dictionaries.

2.1.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)	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
	ExtendedResults (0.1)
	ExtendedResult (1.N)
	Type
	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Extension (0.N)
	Code
	Pos
	Value
RecordIndicators (0.1)	RecordIndicator (1.N)
	Order
	Code
	RecordType
	Equalled
ResultItems (0.1)	



Cumulative Results

[illegible]

2.1.6.5 Message Values

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

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

Element: 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: 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. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: 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: 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: Result /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /ExtendedResults /ExtendedResult /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: Result /RecordIndicators /RecordIndicator (1,N)

Cumulative result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: 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 M	See table comment	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It may be at phase or unit level. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.

Order	O	Numeric #0	Logical order of the sub-units, usually schedule order.
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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 /ResultItems /ResultItem /Result (1,1)			
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: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

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

Element: Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,1)			
Result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)			
Competitor related to one cumulative result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID

		Or Organisation code in the case of NOC or NPC	
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	Competitor's 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: 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: Result /Competitor /Description /ExtendedDescription (0,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: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

Team competitor's extended results.

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult

Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
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Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of Team competitor's extended results:

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

Element: 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: Result /Competitor /Composition /Athlete /Description (1,1)

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: Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: Result /Competitor /Composition /Athlete /ExtendedResults /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	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: 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	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.6.6 Message Sort

The ResultItems should be ordered in the same order in which they took 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.

2.1.7 Pool Standings

2.1.7.1 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.

2.1.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (at phase level) DDGEEEEP00	Phase level RSC 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.
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @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)
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.
Serial	Numeric	Sequence number (positive integer) for ODF messages.
		Serial starts with 1 each day for each Source.

2.1.7.3 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, overwrite it in each of the ODF Sport Data Dictionaries.

2.1.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (1,1)									
	Code								
	ExtendedInfos (0,1)								
		ExtendedInfo (0,N)							
			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
	ExtendedResults (0,1)
	ExtendedResults (0,1)
	Type
	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Extension (0,N)
	Code
	Pos
	Value
RecordIndicators (0,1)	
	RecordIndicator (1,1)
	Order

Pool Standings

		BirthDate
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Extension (0,N)
		Code
		Pos
		Value
		Opponent (0,N)
		Type
		Pos
		Organisation
		Date
		Time
		Code
		Unit
		Result
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		ValueType
		IRM

Pool Standings

	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
ExtendedResults (0,1)	
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Extension (0,N)
	Code
	Pos
	Value

2.1.7.5 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: ExtendedInfos /ExtendedInfo (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	
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Element: 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: 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. Only include if in single phase.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: 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: 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	Number of matches or games won

		See table comment	
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 competitor
Against	O	Numeric See table comment	Points/Goals against the competitor
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: Result /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /ExtendedResults /ExtendedResult /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	
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Element: Result /RecordIndicators /RecordIndicator (1,1)

Result's record indicator.

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
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.
Equalled	O	S(1)	Send Y in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

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	Competitor's organisation

Element: 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.
IFld	O	S(16)	Team IF number, send if available

Element: Result /Competitor /Description /ExtendedDescription (0,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: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

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

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of Team competitor's extended results.

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

Element: 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 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".

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 /Composition /Athlete /Description (1,1)

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: Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: Result /Competitor /Composition /Athlete /ExtendedResults /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	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendedResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: 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	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: 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
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	M	CC @Organisation	Competitor's organisation (code). Must include if the data is available
Date	M	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	S(5)	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
Code	M	S(20) with no leading zeroes	Competitor ID or TBD if unknown
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (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.

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 /Opponent /ExtendedResults /ExtendedResult (1,N)			
Extensions of oppositions extended results.			
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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /Competitor /Opponent /ExtendedResults /ExtendedResult /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	
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Element: 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: Result /Competitor /Opponent /Description (0,1)

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the opposition team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Result /Competitor /Opponent /Description /ExtendedDescription (0,N)

Extensions of oppositions extended results.

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: Result /Competitor /Opponent /ExtendedResults /ExtendedResult (1,N)

Extensions of oppositions extended results.

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or

		definition	no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Result /Competitor /Opponent /ExtendedResults /ExtendedResult /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: Result /Competitor /Opponent /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes 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".

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 /Opponent /Composition /Athlete /Description (1,1)

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: Result /Competitor /Opponent /Composition /Athlete /Description /ExtendedDescription (0,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: Result /Competitor /Opponent /Composition /Athlete /ExtendedResults /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
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Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	See sport specific definition	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	S(1)	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: 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	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.7.6 Message Sort

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

2.1.8 Brackets

2.1.8.1 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.

2.1.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level) DDGEEE000	Full RSC of the Event 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
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (before or during the competition) LIVE (for any live updates) UNCONFIRMED (when last match unconfirmed) UNOFFICIAL (when last match unofficial) OFFICIAL (when all matches 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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.8.3 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.

2.1.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (1,1)										
	Code									
	ExtendedInfos (0,1)									
		ExtendedInfo (0,N)								
			Type							
			Code							
			Pos							
			Value							
			Extension (0,N)							
				Code						
				Pos						
				Value						
		SportDescription (0,1)								
			DisciplineName							
			EventName							
			Gender							
		VenueDescription (0,1)								
			Venue							
			VenueName							
			Location							
			LocationName							

[Bracket \(1,N\)](#)

Code

[BracketItems \(1,N\)](#)

Code

[BracketItem \(1,N\)](#)

Code

Order

Date

Time

Unit

Result

NextUnit

NextUnitLoser

Unit (0..1)

Phase

Unit

[ExtBracketItems \(0..1\)](#)

[ExtBracketItem \(1,N\)](#)

Type

Code

Pos

Value

NextUnit (0..1)

Phase

Unit

NextUnitLoser (0..1)

Phase

Unit

[CompetitorPlace \(1,N\)](#)

Pos

Code

WLT

[ExtCompPlaces \(0..1\)](#)

[ExtCompPlace \(1,N\)](#)

Type

Code

Pos

Value

[PreviousUnit \(0..1\)](#)

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 (1.1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedDescription (0.N)
	Type
	Code
	Pos
	Value
ExtBracketAths (0.1)	

			ExtBracketAth (1,N)
			Type
			Code
			Pos
			Value

2.1.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

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

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

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description 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: 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	O	CC @Location	Location Code

LocationName	O	S(30)	Location short name (not code) from Common Codes
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Element: 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/ORIS 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: 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 round in the brackets, for example quarterfinal or semifinal etc. 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: 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	S(5)	Time of match (example HH:MM). Must include if the data is available.
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress

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

Element: 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: Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)			
ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.			

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

Element: 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: 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: 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: Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

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

Value	O	See sport specific definition	
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Element: 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	O	CC @Phase	Phase code of the previous event phase for the CompetitorPlace@Pos competitor of the bracket item.
Unit	O	Full RSC (unit level) CC @Unit	Full RSC 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	SC@Pool or S(2)	If the competitor in the current unit is unknown due to coming from pools or previous matches then fill this field with the code of the pool or the match number as appropriate. (may be redefined by sport)
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: 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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description (0,1)

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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /ExtendedDescription (0,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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (1,N)

CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.			
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: Bracket /BracketItems /BracketItem /CompetitorPlace /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 an individual athlete
Order	M	Numeric See table comment	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description (1,1)			
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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /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	O	See sport specific definition	

		definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.8.6 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.

2.1.9 Statistics

2.1.9.1 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 DocumentSubtype and DocumentSubcode) for every table where multiple statistics apply.

2.1.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Depending on the statistics is could be at any level 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
ResultStatus	SC @ResultStatus	It indicates whether the result is official or intermediate etc). LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live, typically between units) OFFICIAL (after the last unit which effects the statistics 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.

		<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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

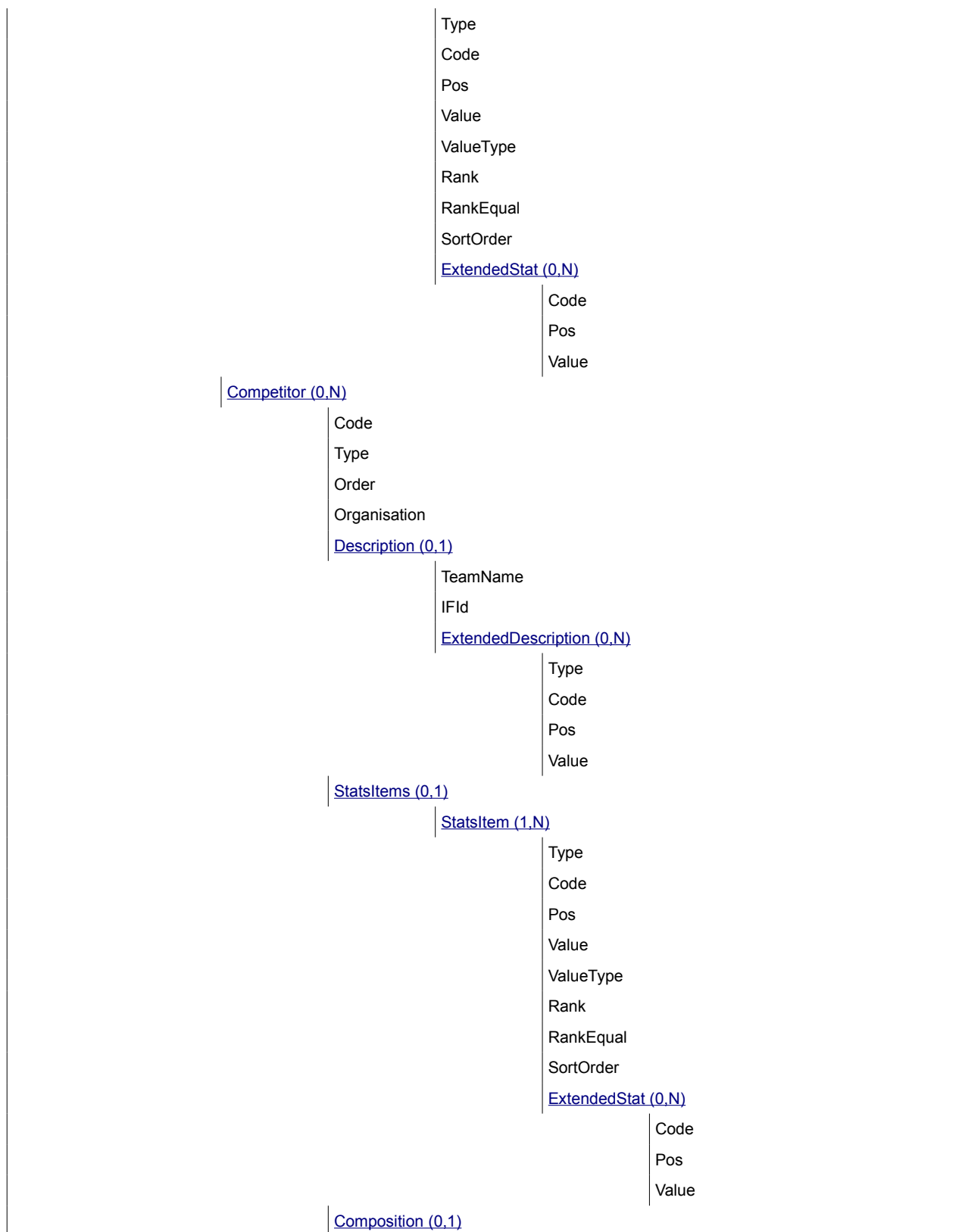
2.1.9.3 Trigger and Frequency

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.

2.1.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Stats (1,1)							
		Code						
		StatsItems (0,1)						
			StatsItem (1,N)					



Athlete (1,N)			
Code			
Order			
Description (1,1)			
GivenName			
FamilyName			
Gender			
Organisation			
BirthDate			
IFId			
ExtendedDescription (0,N)			
Type			
Code			
Pos			
Value			
StatsItems (0,1)			
StatsItem (1,N)			
Type			
Code			
Pos			
Value			
ValueType			
Rank			
RankEqual			
SortOrder			
ExtendedStat (0,N)			
Code			
Pos			
Value			

2.1.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC_@Competition	Unique ID for competition

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

Sport Description 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.
Gender	O	CC @DisciplineGender	Gender code for the event unit

Element: 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	O	CC @Location	Location Code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: Stats (1,1)

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

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

Element: Stats /StatsItems /StatsItem (1,N)

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

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
Rank	O	See sport specific definition	Rank for this specific Item.
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all data including those without rank.

Element: 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	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: 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	Competitor's organisation if known

Element: Stats /Competitor /Description (0,1)

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: Stats /Competitor /Description /ExtendedDescription (0,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	
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Element: Stats /Competitor /StatsItems /StatsItem (1,N)

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

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	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
Rank	O	See sport specific definition	Rank of the competitor for this specific Item.
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	See sport specific definition	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Element: Stats /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)

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

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

Element: Stats /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 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".

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

Element: Stats /Competitor /Composition /Athlete /Description (1,1)

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /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	O	See sport definition specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	
ValueType	O	See sport definition specific	ValueType should be used to describe the type of data @Value
Rank	O	See sport definition specific	Rank of the competitor for this specific Item.
RankEqual	O	S(1)	Send Y where Rank at this specific Item is equalled else not sent.
SortOrder	O	See sport definition specific	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Element: 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	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

2.1.9.6 Message Sort

Sort according to the @Order attributes.

2.1.10 Event Final Ranking

2.1.10.1 Description

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

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

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

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

2.1.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event DDGEEEE000	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
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.10.3 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.

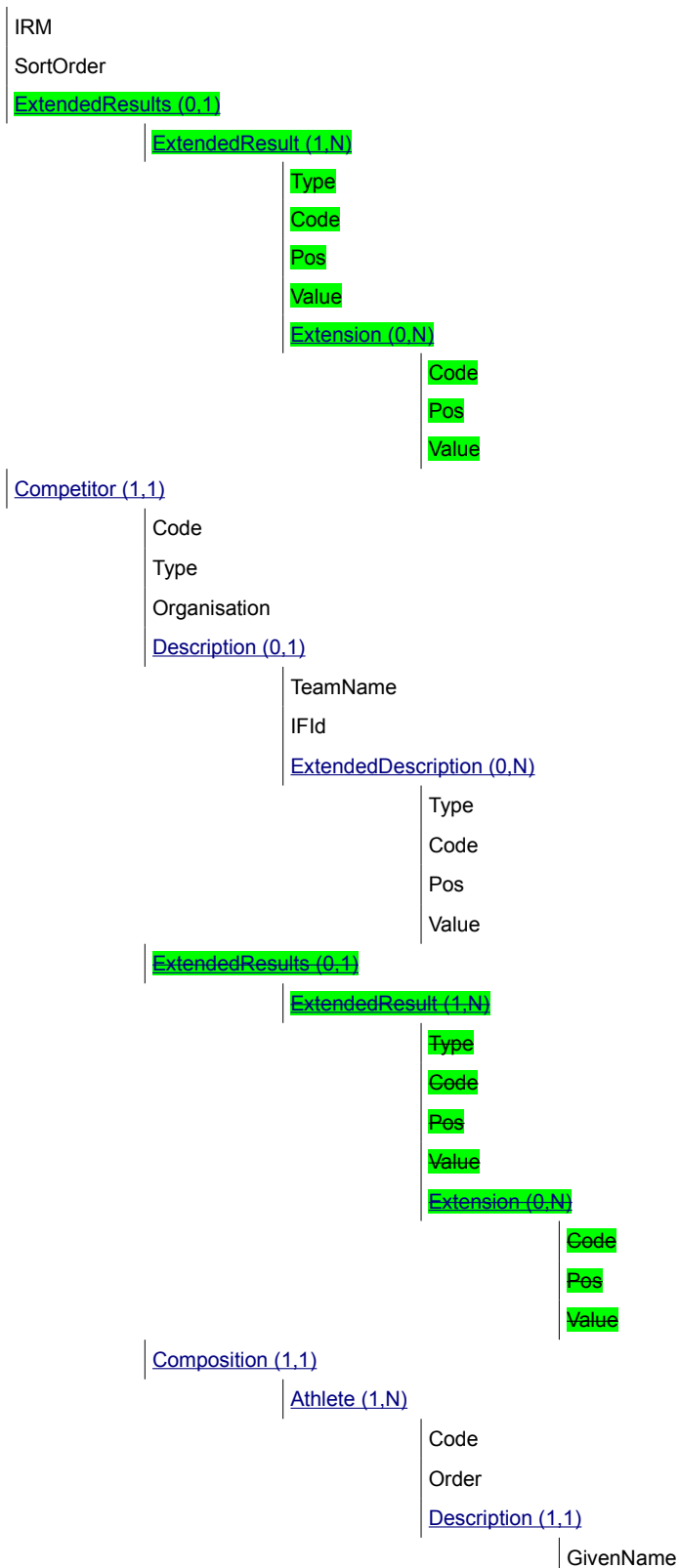
Specific triggering conditions are defined in the sport data dictionary.

Trigger also after any major change.

2.1.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
	Result (1,N)							
		Rank						
		RankEqual						
		ResultType						
		Result						
		Played						
		Won						
		Lost						
		Tied						



	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

2.1.10.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC_@Competition	Unique ID for competition

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

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

		definition	
Value	O	See sport specific definition	

Element: ExtendedInfos /SportDescription (0,1)

Sport Description 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: 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: 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.

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 /ExtendedResults /ExtendedResult (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	

		definition	
Value	O	See sport specific definition	

Element: Result /ExtendedResults /ExtendedResult /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: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation if known

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

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: Result /Competitor /Description /ExtendedDescription (0,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: Result /Competitor /ExtendedResults /ExtendedResult (1,N)

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

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: Result /Competitor /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of Team competitor's extended results.

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

Element: 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 See table comments	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

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 /Composition /Athlete /Description (1,1)

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: Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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: Result /Competitor /Composition /Athlete /ExtendedResults /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	O	See sport definition	
Code	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport definition	

Element: 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	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport definition	

2.1.10.6 Message Sort

Sort by Result @SortOrder

2.1.11 Official Communication

2.1.11.1 Description

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

Official Communications are numbered by sport separately, not globally.

2.1.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Discipline DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	For all sports: NOTICE SPORT_NOTICE Additionally for Sailing only: PROTEST PROTEST42 REQUEST LIMIT	<ul style="list-style-type: none"> * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * PROTEST42: On the water Rule 42 protest type, only for Sailing. * REQUEST: Request by Information type, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Refer to the ODF header definition Send incremental number in the case that DocumentSubcode is NOTICE or SPORT_NOTICE (one for each different Item)
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. 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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.11.3 Trigger and Frequency

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

Trigger also after any change.

2.1.11.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	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		
	OfficialCommunication (1,1)				
		DateTime			
		JuryDecision (0,1)			
			NewsItem		
			AffectsRES		
			AffectsSCH		
			AffectsOTH		
			Unit		
			Subtitle (1,1)		
				-	
			Heading (0,1)		

		-
	EventUnit (0.1)	
		Gender
		Event
		Phase
		Unit
	Decision (1.1)	
		-
	IssuedBy (1.1)	
		-
	IssuedOn (1.1)	
		DateTime
	SignedBy (0.2)	
		Code
		FamilyName
		GivenName
		Function
		Order
Protest (0.1)		
	Status	
	HearingTime	
	Protestor	
	Protestee	
	Witness	
	Interpreter	
	Rule	
	Unit	
	EventUnit (0.1)	
		Gender
		Event
		Phase
		Unit
	Type (1.1)	
		-
	Details (1.1)	
		-
	DecisionShort (1.1)	
		-
	DecisionLong (1.1)	
		-

	Description (1,1)	-
	FactsFound (1,1)	-
	Conclusion (1,1)	-
	Jury (1,N)	Code FamilyName GivenName Order
	SignedBy (0,1)	Code FamilyName GivenName Function
ProtestR42 (0,N)	Code Infringement Rule Unit EventUnit (0,1)	Gender Event Phase Unit
	CompAction (1,1)	-
	JuryAction (1,1)	-
Request (0,1)	Code ReplyDate Unit EventUnit (0,1)	Gender Event Phase Unit
	Details (1,1)	

				-	
			Reply (1,1)	-	
		Limit (0,N)			
			DateTime		
			Unit		
			EventUnit (1..1)		
				Gender	
				Event	
				Phase	
				Unit	
				Extension (0,N)	
					Code
					Pos
					Value

2.1.11.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC_@Competition	Unique ID for competition

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

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

Element: ExtendedInfos /SportDescription (0,1)

Sport Description 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
Gender	O	CC @DisciplineGender	Gender code for the event unit

Element: 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	O	CC @Location	Location Code
LocationName	O	S(30)	Location short name (not code) from Common Codes

Element: OfficialCommunication (1,1)

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: 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
Unit	O	CC @Unit	Full Unit RSC Sent if the official communication applies to the gender, event, phase, or unit level. (can be at any level)

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

Element: OfficialCommunication /JuryDecision /Subtitle (1,1)

Attribute	M/O	Value	Description
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-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"
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Element: OfficialCommunication /JuryDecision /Heading (0,1)

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

Element: 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: OfficialCommunication /JuryDecision /Decision (1,1)

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

Element: OfficialCommunication /JuryDecision /IssuedBy (1,1)

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

Element: OfficialCommunication /JuryDecision /IssuedOn (1,1)

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

Element: 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 @ResultsFunction	Function of the Signed person
Order	M	Numeric	Send official order

Element: OfficialCommunication /Protest (0,1)			
Attribute	M/O	Value	Description
Status	M	SC @ProtestStatus	Status of protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
Protestor	O	Free text	
Protestee	O	Free text	
Witness	O	Free text	
Interpreter	M	Y or N	Interpreter required
Rule	M	String	Rule applicable
Unit	O	CC @Unit	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

Element: 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: OfficialCommunication /Protest /Type (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

Element: OfficialCommunication /Protest /Details (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Protest details

Element: OfficialCommunication /Protest /DecisionShort (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: OfficialCommunication /Protest /DecisionLong (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: OfficialCommunication /Protest /Description (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Description of the incident

Element: OfficialCommunication /Protest /FactsFound (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: OfficialCommunication /Protest /Conclusion (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: 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: 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 @ResultsFunction	Function of the Signed person

Element: OfficialCommunication /ProtestR42 (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Infringement	M	Numeric	Infringement number
Rule	M	String	Rule applicable
Unit	O	CC @Unit	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

Element: 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: OfficialCommunication /ProtestR42 /CompAction (1,1)

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

Element: OfficialCommunication /ProtestR42 /JuryAction (1,1)

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

Element: OfficialCommunication /Request (0,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
ReplyDate	M	DateTime	Replay date
Unit	O	CC @Unit	Full RSC at unit level Sent if the request applies to the gender, event, phase, or unit level. (can be at any level)

Element: 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.
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: OfficialCommunication /Request /Details (1,1)

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

Element: OfficialCommunication /Request /Reply (1,1)

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

Element: OfficialCommunication /Limit (0,N)

Attribute	M/O	Value	Description
DateTime	O	DateTime	Time Limit for the filing of protest
Unit	O	CC @Unit	Full RSC at unit level. Sent if the limit applies to the gender, event, phase, or unit level. (can be at any level)

Element: OfficialCommunication /Limit /EventUnit (1,1)			
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.

Element: OfficialCommunication /Limit /EventUnit /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

2.1.11.6 Message Sort

There are not specific sorting requirements

2.1.12 Configuration

2.1.12.1 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="").

2.1.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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	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. 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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.12.3 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.

2.1.12.4 Message Structure

The following table defines the structure of the message.

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

2.1.12.5 Message Values

Element: Competition (1,1)

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

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

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

Element: 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	CC @Unit Numeric See table comment	Full RSC of the Unit. Can be at gender, phase or unit level (do not send if at discipline level). 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: Configs /Config /ExtendedConfig (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport definition	
Code	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport definition	

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

Element: Configs /Config /ExtendedConfig /ExtendedConfigItem (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	

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

2.1.12.6 Message Sort

There is no general message sorting rule.

2.1.13 Event's Medallists

2.1.13.1 Description

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

2.1.13.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level) DDGEEEE000	Full RSC at event level DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or partial. OFFICIAL PARTIAL
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.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

2.1.13.3 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 major change.

2.1.13.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		ExtendedInfo (0,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
				Code			
				Pos			
				Value			
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Medal (1,N)						
		Code					
		Phase					
		Unit					
		Date					
		Competitor (1,1)					
			Type				
			Code				
			Order				
			Bib				
			Organisation				
			Description (0,1)				
				TeamName			
				IFId			
				ExtendedDescription (0,N)			

			Type
			Code
			Pos
			Value
	Officials (0,1)		
		Official (1,N)	
			Code
			Function
			Order
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Nationality
			ExtendedDescription (0,N)
			Type
			Code
			Pos
			Value
	ExtCompMedals (0,1)		
		ExtCompMedal (1,N)	
			Type
			Code
			Pos
			Value
	Composition (1,1)		
		Athlete (1,N)	
			Code
			Order
			Bib
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFId
			ExtendedDescription (0,N)
			Type
			Code

[illegible]

2.1.13.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC_@Competition	Unique ID for competition

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

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

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

Element: Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @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	Full RSC 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.
Date	M	Date	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Medal /Competitor (1,1)			
Attribute	M/O	Value	Description
Type	M	T, A	T for team A for athlete
Code	M	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Bib	O	See table comment	Bib number, send if available (team bib)
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: Medal /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: Medal /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	

		definition	
Value	O	See sport specific definition	

Element: Medal /Competitor /Officials /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: Medal /Competitor /Officials /Official /Description (1,1)

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 Code
Nationality	M	CC @Country	Coach's nationality

Element: Medal /Competitor /Officials /Official /Description /ExtendedDescription (0,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: Medal /Competitor /ExtCompMedals /ExtCompMedal (1,N)

Team competitor's extended medals information, according to competitors' rules.

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: Medal /Competitor /Composition /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: Medal /Competitor /Composition /Athlete /Description (1,1)			
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: Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport definition specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

Element: Medal /Competitor /Composition /Athlete /ExtAthMedals /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	O	See sport definition specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

2.1.13.6 Message Sort

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

2.1.14 Medallists by discipline

2.1.14.1 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.

2.1.14.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level) DD0000000	Full RSC of the Discipline DD is defined according to CC @Discipline
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
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. 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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.1.14.3 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 major change.

2.1.14.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (1.1)										
	Code									
	ExtendedInfos (0.1)									
		ExtendedInfo (1.N)								
			Type							
			Code							
			Pos							
			Value							
			Extension (0.N)							
				Code						
				Pos						
				Value						
			SportDescription (0.1)							
				DisciplineName						
	Discipline (1.1)									
		Code								
		TotalEvents								
		FinishedEvents								
		Gender (1.N)								
			Code							
			Event (1.N)							
				Code						
				EventName						
				Date						
				Medal (1.N)						
					Code					
					Competitor (1.1)					
						Code				
						Type				
						Bib				
						Order				
						Organisation				
						Description (0.1)				
							TeamName			
							IFId			



2.1.14.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC_@Competition	Unique ID for competition

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

Sport Description in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

Element: Discipline (1,1)

Discipline information

Attribute	M/O	Value	Description
Code	M	Full RSC	Full RSC 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. 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: Discipline /Gender (1,N)

Discipline Gender information

Attribute	M/O	Value	Description
Code	M	CC @DisciplineGender	Discipline Gender Code

Element: Discipline /Gender /Event (1,N)

Event information

Attribute	M/O	Value	Description
Code	M	CC @Event	Full RSC of the 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: Discipline /Gender /Event /Medals (1,N)

Attribute	M/O	Value	Description
Code	M	SC @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: Discipline /Gender /Event /Medals /Competitor (1,1)

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: Discipline /Gender /Event /Medals /Competitor /Description (0,1)			
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: Discipline /Gender /Event /Medals /Competitor /Description /ExtendedDescription (0,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: Discipline /Gender /Event /Medals /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: Discipline /Gender /Event /Medals /Competitor /Composition /Athlete /Description (1,1)			
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: Discipline /Gender /Event /Medals /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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	

2.1.14.6 Message Sort

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

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

2.1.15 Discipline/Venue Start Transmission

2.1.15.1 Description

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

2.1.15.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	SC_@GMGNCode	Global message for all disciplines
DocumentType	DT_LOCAL_ON	Global message for all disciplines
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to ODF header definition
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to ODF header definition

2.1.15.3 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. Send again after DT_LOCAL_OFF if operations recommence.

2.1.15.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (1,1)	Code					
	Config (1,1)					
		KADelay				
		DelayOffSet				
		CompetitionDay				

2.1.15.5 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 Config (1,1)			
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 used during testing activities.

2.1.15.6 Sample

```

<OdfBody CompetitionCode="OG2012" ..... Serial="1">
  <Competition Code="OG2012" >
    <Config KADelay="60" DelayOffSet="180" />
  </Competition>
</OdfBody>

```

2.1.15.7 Message sort

There is no sort order for this message.

2.1.16 Discipline/Venue Stop Transmission

2.1.16.1 Description

The “discipline/venue stop transmission” is a message to indicate the end of operations for the venue/discipline with messages (until the restart of operations or the next day). This message indicates the end of DT_KA messages for a Source (until the next DT_LOCAL_ON which may be the same day).

2.1.16.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	SC_@GMGNCode	Global message for all disciplines
DocumentType	DT_LOCAL_OFF	Global message for all disciplines
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to ODF header definition
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to ODF header definition

2.1.16.3 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 though it may restart with a new DT_LOCAL_ON.

2.1.16.4 Message Structure

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

2.1.16.5 Message Values

There are no attributes to be defined in this message.

2.1.16.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="DT_LOCAL_OFF"..... Serial="146" />
```

2.1.16.7 Message sort

There is no sort order for this message.

2.1.17 Discipline/Venue Keep Alive

2.1.17.1 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.

2.1.17.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	SC_@GMGNCode	Global message for all disciplines
DocumentType	DT_KA	Discipline/Venue Keep Alive
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to ODF header definition
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to ODF header definition

2.1.17.3 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.

2.1.17.4 Message Structure

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

2.1.17.5 Message Values

There are no attributes to be defined in this message.

2.1.17.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="DT_KA"..... Serial="146" />
```

2.1.17.7 Message sort

There is no sort order for this message.

2.2 Central Messages

2.2.1 Competition schedule / Competition schedule update

2.2.1.1 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).

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. ARC, BDM, TEN, SBD etc)
HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)
HNOC NOC Head to Head units (e.g. ARC, ALS)
HTEAM Teams Head to Head units (e.g. BKB, MBV, HBL, CUR, IHO etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines usually only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used.

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this).

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Where HideStartDate="Y" is used then all start times for the units may be the same, usually the same as the first unit in the session or location (which generally will not use HideStartDate="Y") but this is not mandatory and approximate start times may be used. The specific way this is managed in each sport is detailed in the specific sport data dictionary.

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:

1. By day (or filter by day)
2. By location if applicable (in a small number of sports)
3. By Time (regardless if HideStartDate="Y")
4. By Order

- The Order is sent for all units where HideStartDate="Y" else not sent. Start with 1 each new session each day

- End users should display StartText if HideStartDate="Y"

Competition schedule update:

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 is Unit @Code. Therefore, any new unit, deleted unit or updated unit will be identified by all this attribute.

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

2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level) DD00000000	Full RSC at the discipline level DD should be defined according to CC @Discipline
DocumentSubcode	Full RSC (unit level) DDGEEEEPUU	Only used for DT_SCHEDULE_UPDATE. Should be the Code of the first Unit in the message. This attribute is mainly used for searching.
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule bulk / update
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	Refer to the ODF header definition
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

		<p>unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the 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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") **approximately 1 month when available** before the Games and then sent multiple times until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR. There is no automatic triggering and this (DT_SCHEDULE) message must not be sent after the transfer of control to OVR.

The competition schedule update 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.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (1.1)									
	Code								
	ExtendedInfos (0.1)								
		ExtendedInfo (1.N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0.N)						
				Code					
				Pos					

		Value
	Session (0..N)	
	SessionCode	
	StartDate	
	EndDate	
	Leadin	
	Venue	
	VenueName	
	ModificationIndicator	
	SessionStatus	
	SessionType	
	SessionName (1..N)	
		Language
		Value
	Unit (0..N)	
	Code	
	PhaseType	
	UnitNum	
	ScheduleStatus	
	StartDate	
	HideStartDate	
	EndDate	
	HideEndDate	
	ActualStartDate	
	ActualEndDate	
	Order	
	Medal	
	Venue	
	Location	
	SessionCode	
	ModificationIndicator	
	StartText (0..N)	
		Language
		Value
	ItemName (1..N)	
		Language
		Value
	VenueDescription (1..1)	
		VenueName

2.2.1.5 Message Values

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update

Table Note: "Competition schedule" and "Competition schedule update" share the same message structure and message attributes, except for the two ModificationIndicator attributes, which are specific to the "Competition schedule update message".

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	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	See sport specific definition

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 /ExtendedInfo /Extension (0,N)

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

Element: Competition /Session (0,N)

This element is not supported for the Rio 2016 Summer Games

Attribute	M/O	Value	Description
SessionCode	M	S(5)	Code of the session which contains this event unit. Usually in the format DDD00 GDD00 where G is the Games (Olympic/Paralympic) DDD is the discipline and 00 is the session number within the discipline. For example GARC02 for the second session in Olympic Archery.
StartDate	M	DateTime	Start date. Example: 2006-02-26T10:00:00+01:00
EndDate	M	DateTime	End date. Example: 2006-02-26T10:00:00+01:00
Leadin	O	m:ss	Amount of time from session start to first scheduled unit.
Venue	M	CC @VenueCode	Venue where the session takes place
VenueName	M	S(25)	Name of venue
ModificationIndicator	O	S(1)	Attribute is mandatory in the DT_SCHEDULE_UPDATE message.

			N = New or U = Update.
SessionStatus	O	CC @ScheduleStatus	Only use CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC @SessionType	Session type of the Session.

Sample (Sessions)

<Session Code="DAT01ATH01" StartDate="2012-08-12T10:00:00+01:00" EndDate="2012-08-12T14:00:00+01:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >

<SessionName Language="ENG" Value="Athletics Session 1" />

</Session>

<Session Code="DAT02ATH01" StartDate="2012-08-12T18:00:00+01:00" EndDate="2012-08-12T21:00:00+01:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >

<SessionName Language="ENG" Value="Athletics Session 2" />

</Session>

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language of the Session Description
Value	O	S(40)	Name of the session

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC for the unit	
PhaseType	M	CC @PhaseType Phase type for the unit	Phase type for the unit
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate='Y' then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>Send 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time.</p> <p>Do not send if StartDate (scheduled start time) is to be displayed.</p>

			<p>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'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED, POSTPONED or CANCELLED.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>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.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started.</p> <p>Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished.</p> <p>Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed.</p> <p>This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units in a discipline where the concept is used anywhere in the discipline.</p> <p>Generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location).</p>
Medal	O	SC @UnitMedalType	<p>Gold medal event unit or bronze medal event unit.</p> <p>Do not send if not a medal event unit</p>
Venue	O	CC @VenueCode	<p>Venue where the unit takes place</p> <p>Use TBD if the Venue is not known yet (CC).</p>
Location	M	CC @Location	<p>Location where the unit takes place</p> <p>Use TBD if the Location is not known yet (CC) or a generic code for the discipline.</p>
SessionCode	O	S(5)	<p>Code of the session which contains this event unit. Usually in the format DDD00 GDD00 where G is the Games (Olympic/Paralympic), DDD is the discipline and 00 is the session number within the discipline. For example 0ARC02 for the second session in Olympic Archery.</p>
ModificationIndicator	O	N, U	<p>Attribute is mandatory in the DT_SCHEDULE_UPDATE message only</p> <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>

--	--	--	--

Sample (Team Heat to Head)

```
<Unit Code="BKM400A01BKBMTeam5-----GpA-0001-----" PhaseType="3" UnitNum="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" SessionCode="OBK04BKB01" >
  <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="BKW400CZE01BKBMTeam5---CZE01" Type="T"
Organisation="CZE">
        <Description TeamName="Czech Republic" />
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="BKW400USA01BKBMTeam5---USA01" Type="T"
Organisation="USA">
        <Description TeamName="United States" />
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

Sample (Individual Head to Head)

```
<Unit Code="TEM001104TENMSingles-----FNL-0001----" PhaseType="3" UnitNum="11"
ScheduleStatus="SCHEDULED" StartDate="2012-08-05T13:00:00+01:00" HideStartDate="Y"
EndDate="2012-08-05T13:30:00+01:00" HideEndDate="Y" Medal="1" Venue="WEM" Location="TE0"
SessionCode="OTE42TEN12" >
  <StartText 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="USA">
        <Composition>
          <Athlete Code="1131104" Order="1">
            <Description GivenName="Bobby" FamilyName="Jones"
Gender="M" Organisation="USA" BirthDate="1969-10-23" IFId="573006" />
          </Athlete>
        </Composition>
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

Sample (Non Head to Head)

```
<Unit Code="ATM001104ATHM100m-----FNL-0001----" PhaseType="3"
ScheduleStatus="SCHEDULED" StartDate="2012-08-12T15:00:00+01:00" EndDate="2012-08-
12T17:00:00+01:00" Medal="1" Venue="NGA" Location="BK2" SessionCode="OAT42ATH12" >
  <ItemName Language="ENG" Value="Men's 100m Final"/>
  <VenueDescription VenueName="Olympic Stadium" LocationName="Olympic Stadium"/>
</Unit>
```

Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20) or a code set to be defined discipline by discipline	Text to be displayed in the case that StartDate is not to be displayed (e.g. "After M.1" or "Followed by") Using a code set or fixed text will also be directly displayed and allow end user translation.

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 /Unit /ItemName (1,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 (1,1)

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 /Start (1,N)

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP, HNOC 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
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.

Element: Competition /Unit /StartList /Start /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, TBD or NOCOMP.	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

Organisation	O	CC @Organisation	Should be sent when known
Bib	O	Same as in the Start List message for each discipline	Team bib number (if Competitor @Type="T")

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
IFld	O	S(16)	Team IF number, send if available

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

Element: Competition /Unit /StartList /Start /Competitor /Composition /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
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 (1,1)			
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.
IFld	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

Pos	O	See sport definition	specific	
Type	M	See sport definition	specific	
Code	M	See sport definition	specific	
Value	O	See sport definition	specific	

The following table describes extension for social media to be applied ExtendedInfos /ExtendedInfo

Type	Code	Pos	Value	Description	Expected
CS	VERSION		String	For @Type: Send proposed type	Only when the message is sent from Competition Schedule application
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the version details from the competition schedule application	
	STATUS		String	For @Type: Send proposed type	Only when the message is sent from Competition Schedule application
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the status details from the competition schedule application	

2.2.1.6 Message Sort

Sort by Session @SessionCode.

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

2.2.2 List of participants by discipline / List of participants by discipline update

2.2.2.1 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 start list** and **results**, **phase results**, **medallists** 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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level) DD0000000	RSC at the discipline level 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. This is the same as the physical day except

		<p>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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.2.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control 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.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1.1)					
	Code				
	Participant (1.N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			

Height
Weight
PlaceofBirth
CountryofBirth
PlaceofResidence
CountryofResidence
Nationality
MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
Discipline (1,1)
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

2.2.2.5 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: Participant (1,N)			
Attribute	M/O	Value	Description

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.</p> <p>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 @ParticStatus	<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
LocalFamilyName	O	S(25)	<p>Family name in the local language in the appropriate case for the local language (usually mixed case)</p> <p>Not for use in Rio 2016</p>
LocalGivenName	O	S(25)	<p>Given name in the local language in the appropriate case for the local language (usually mixed case).</p> <p>Not for use in Rio 2016</p>
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.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	"Y" or 'N' Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or '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: Participant /Discipline (1,1)

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

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

Element: Participant /Discipline /DisciplineEntry (0,N)

Send if there is specific discipline information.

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

Element: Participant /Discipline /RegisteredEvent (0,N)

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	CC.@DisciplineGender	Discipline Gender Code
Event	M	CC.@Event	Event ID Full RSC of the Event
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: Participant /Discipline /RegisteredEvent /EventEntry (0,N)

Send if there are specific athlete's event entries.

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

Element: Participant /OfficialFunction (0,N)

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

Attribute	M/O	Value	Description
FunctionId	M	CC.@ResultsFunction	Additional officials' function code

2.2.2.6 Message Sort

The message is sorted by Participant @Code

2.2.3 List of teams / List of teams update

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level) DD00000000	RSC at the discipline level DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	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. 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

		<p>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	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

2.2.3.3 Trigger and Frequency

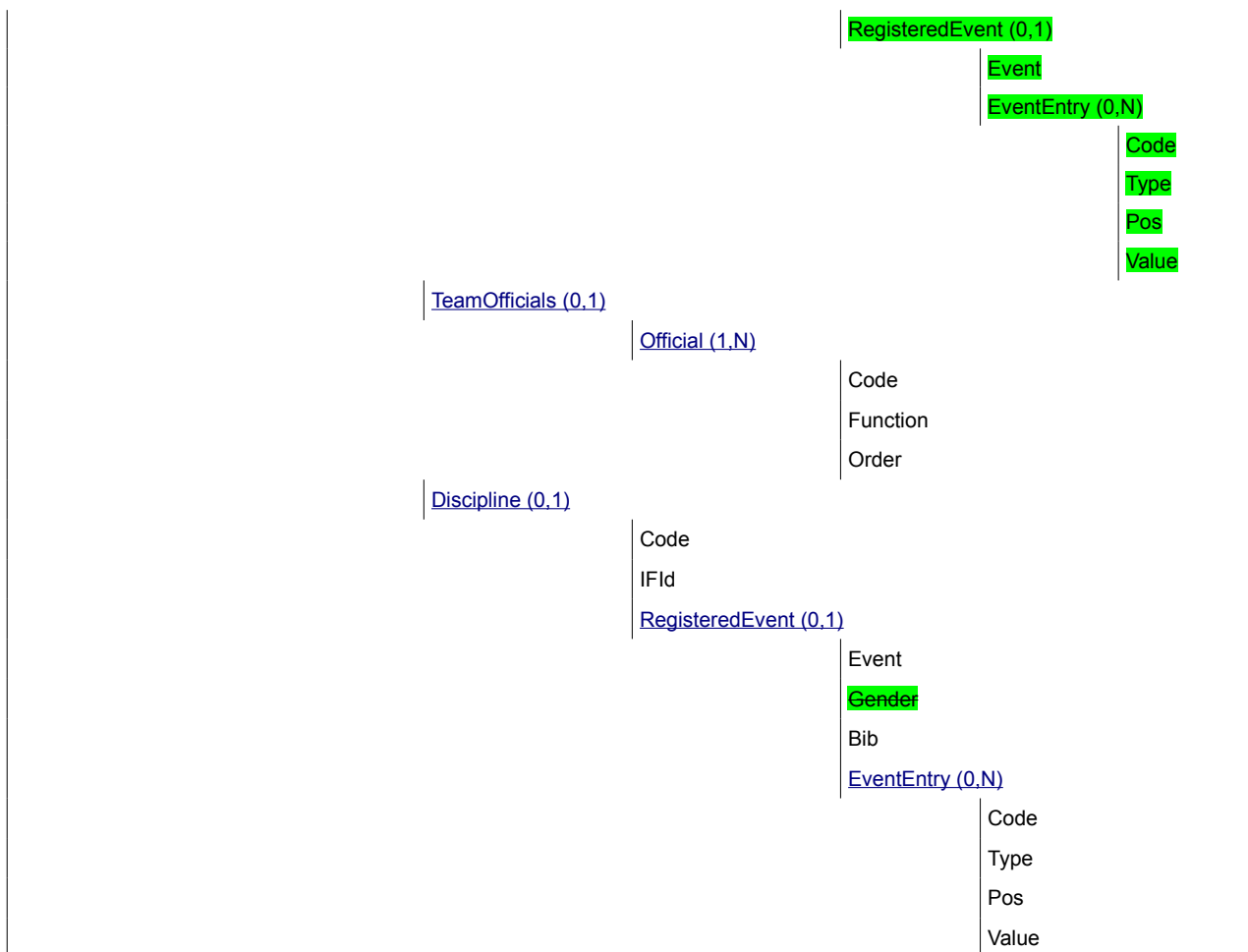
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)					
	Code				
	Team (1,N)				
		Code			
		Organisation			
		Number			
		Name			
		Gender			
		Current			
		ModificationIndicator			
		Composition (0,1)			
			Athlete (1,N)		
				Code	
				Order	
			Team (0,N)		
				Code	
				Number	
				Name	
				Gender	
				IFid	
				Composition (0,1)	
					Athlete (1,N)
					Code
					Order



2.2.3.5 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: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4x400m--ESP01 , 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	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: Team /Composition /Athlete (40,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: Team /Composition /Team (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATHM4x400m---ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Number	M	Numeric #0	Team's number. Incremental number for each team within the team.
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.
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
IFld	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to 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: Team /Composition/Team /Composition /Athlete (1,N)			
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 is part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Composition/Team/RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @EventUnit	Full RSC of the subevent

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

Element: Team /TeamOfficials /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 @ResultsFunction	Official's function for the team.
Order	O	Numeric #0	Official's order in the team.

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

Element: Team /Discipline /RegisteredEvent (0,1)			
Each current team is assigned to one event. Historical teams will not be registered to any event.			
Attribute	M/O	Value	Description
Event	M	CC @Event	Event ID Full RSC of the Event
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: Team /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific team's event entries.			
Attribute	M/O	Value	Description
Code	O	See sport definition specific	
Type	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	See sport specific definition

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 Medallists of the Day

2.2.4.1 Description

The “medallists of the day” contains the list of medallists who achieved a medal (not necessarily awarded) during the current logical day.

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

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

2.2.4.2 Header Values

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

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	GEN----- GL00000000	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	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.4.3 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(s) of previous days change then a new version of this (for the DocumentSubtype corresponding) will be sent as soon as possible.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
Competition (1,1)										
	Code									
	Discipline (1,N)									
		Code								
		TotalEvents								
		FinishedEvents								
		Gender (1,N)								
			Code							
			Event (1,N)							
				Code						
				EventName						
				Date						
				Medal (1,N)						
					Code					
					Competitor (0,N)					
						Code				
						Type				
						Order				
						Organisation				
						Description (0,1)				
							TeamName			
							IFId			
							ExtendedDescription (0,N)			
								Type		
								Code		
								Pos		
								Value		
						Composition				
							Athlete (1,N)			
								Code		
								Order		
								Description		
									GivenName	
									FamilyName	
									Gender	
									Organisation	
									BirthDate	
									IFId	
									ExtendedDescription (0,N)	
										Type
										Code
										Pos
										Value

2.2.4.5 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: Discipline (1,N)

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline Code Full RSC of the Discipline
TotalEvents	O	Numeric	Total number of competition events (events that award medals)
FinishedEvents	O	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: Discipline /Gender (1,N)

Attribute	M/O	Value	Description
Code	M	CC @DisciplineGender	Discipline Gender Code

Element: Discipline /Gender /Event (1,N)

Attribute	M/O	Value	Description
Code	M	CC @Event	Event ID Full RSC of the Event
EventName	M	S(40)	Event name (not code) from Common Codes
Date	O	YYYY-MM-DD	Date of the Gold medal match.

Element: Discipline /Gender /Event /Medal (1,N)

Where more than one medal of the same type is awarded for an event (for example two bronze medals) there must be a separate Medal element for each medal awarded (i.e. one for each competitor).

Attribute	M/O	Value	Description
Code	M	SC @MedalType	Medal type gold, silver or bronze

Element: Discipline /Gender /Event /Medal /Competitor (0,N)

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	Competitor's organisation's

Element: 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).
IFId	O	S(16)	Team IF number, send if available

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

Element: 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

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

```
<Competition Code="XXXXXXXXXX">  
  <Discipline Code="XXXXXXXXXXXXXXXSUI">  
    <&Gender Code=M>  
      <Event Code="Synchronised Diving Men's K1" EventName="Men's K1">  
        <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_GOLD">  
          <Competitor Code="1101556" Type="A" Order="1" Organisation="SUI">  
            <Composition>  
              <Athlete Code="1101556" Order="1">  
                <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SUI"  
BirthDate="1994-12-15" />  
              </Athlete>  
            </Composition>  
          </Competitor>  
        </Medal>  
      .....  
    </Event>  
  </Gender>  
</Discipline>  
<Discipline Code="XXXXXXXXXXXXXDIY">  
  <&Gender Code=W<br/>->  
    <Event Code="Synchronised Diving Women's 3m Synchronized Diving" EventName="Women's 3m Synchronized Diving">  
      <Medal Code="ME_GOLD">  
        <Competitor Code="110721481072150China-SYNCHRO" 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>
```

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 (gold, silver, bronze). In case of tie or for the team's athletes, the order will be according to a medal order (given by each sport rule).

2.2.5 Global Good Morning

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
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	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.5.3 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.

2.2.5.4 Message Structure

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

2.2.5.5 Message Values

There are no attributes defined in this message.

2.2.5.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="GL0000000"
Serial="676515" Time="054040632" Date="2012-07-27" FeedFlag="P" LogicalDate="2012-07-27"
DocumentType="DT_GLOBAL_GM" Source="PDC" Version="1" />
```

2.2.5.7 Message sort

There is no sort order for this message.

2.2.7 Participant Biography

2.2.7.1 Description

The Participant 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.

2.2.7.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDDGTYP----- DDGTYP000	DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF, BIO). For example ATHMCOA000: Athletics Male Coach. TYP BIO is usually used outside of the Olympic Games
DocumentSubcode	S(20) with no leading zeroes	Participant's ID
DocumentType	DT_BIO_PAR	Participant's Biography
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
LogicalDate	Date	Refer to the ODF header definition
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.7.3 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.

2.2.7.4 Message Structure

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

- For OFF: OfficialFunction

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ParticipantBiography (1,1)						
		Code					
		Gender					
		Organisation					
		Current					
		ModificationIndicator					
		ExternalCode (*)					
		ParticipantID(*)					
		GivenName(*)					
		FamilyName(*)					
		BirthDate(*)					
		Height(*)					
		Weight(*)					
		PlaceofBirth(*)					
		CountryofBirth(*)					
		PlaceofResidence(*)					
		CountryofResidence(*)					
		Nationality(*)					
		OlympicSolidarity(*)					
		Language					
		Language					
		CHighlights (0,1)					
			Highlights (1,3)				
				Type			
				-			
		Interest					
			Nickname (0,1)				
				-			
			PrevNames (0,1)				
				-			
			Hobbies (0,1)				
				-			
			Occupation (0,1)				
				-			
			Education (0,1)				
				-			
			MarStatus (0,1)				
				-			
			Family (0,1)				
				-			
			LangSpoken (0,1)				
				-			
			Club_Name (0,1)				
				-			
			Coach (0,1)				
				-			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Position_Style (0,1)			
					-		
				Hand (0,1)			
					-		
				Sporting_Relatives (0,1)			
					-		
				OtherSports (0,1)			
					-		
				Debut (0,1)			
					-		
				Injuries (0,1)			
					-		
				Music (0,1)			
					-		
				Choreographer (0,1)			
					-		
				Nat_Team (0,1)			
					-		
				Nat_League (0,1)			
					-		
				Start (0,1)			
					-		
				Reason (0,1)			
					-		
				Ambition (0,1)			
					-		
				Training (0,1)			
					-		
				Memorable (0,1)			
					-		
				Hero (0,1)			
					-		
				Influence (0,1)			
					-		
				Ritual (0,1)			
					-		
				Philosophy (0,1)			
					-		
				Award (0,1)			
					-		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Appointment (0,1)			
				-			
				Int_Appointment (0,1)			
				-			
				WinLoss (0,1)			
				-			
				Other_Role (0,1)			
				-			
				Prev_Role (0,1)			
				-			
				AddInformation (0,1)			
				-			
				ExtendedBios (0,1)			
					ExtendedBio (1,N)		
						Type	
						Code	
						Pos	
						Value	
						ContentType	
						-	
						Extension (0,N)	
							Code
							Pos
							Value
		Discipline (*)					
			Code (*)				
		OfficialFunction (0,N)					
			FunctionId				
			Main_Function_Flag				

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System – Participant's Biography Import message-

2.2.7.5 Message Values

Fields are mandatory or optional depending on the biography type.

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

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

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

Element: ParticipantBiography /Language /CHighlights (0,1) /Highlights (1,3)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M	S(3)	ATH – Highlights are for an athlete COA – Highlights are for a coach OFF – Highlights are for an official
-	O	O	O	O	Free Text with a maximum length of 10000 characters.	Free Text describing the most important results the ATH or COA or OFF achieved during his career

Element: ParticipantBiography /Language/GInterest /Nickname						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Nickname

Element: ParticipantBiography /Language/GInterest /PrevNames						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Other/ previous names

Element: ParticipantBiography /Language/GInterest /Hobbies						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Hobbies

Element: ParticipantBiography /Language/GInterest /Occupation						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 120 characters.	Occupation

Element: ParticipantBiography /Language/GInterest /Education						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 120 characters.	Education

Element: ParticipantBiography /Language/GInterest /MarStatus						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	CC@MaritalStatus	Marital status

Element: ParticipantBiography /Language/GInterest /Family						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 120 characters.	Information about the family of the athlete

Element: ParticipantBiography /Language/GInterest /LangSpoken						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O		O	O	Free Text with a maximum length of 120 characters.	Languages spoken

Element: ParticipantBiography /Language/GInterest /Club_Name						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 120 characters.	Club the athlete belongs to

Element: ParticipantBiography /Language/GInterest /Coach						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Coach name

Element: ParticipantBiography /Language/GInterest /Position_Style						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Position or style

Element: ParticipantBiography /Language/GInterest /Hand						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 120 characters.	Hand

Element: ParticipantBiography /Language/GInterest /Sporting_Relatives						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Sporting or famous relatives

Element: ParticipantBiography /Language/GInterest /OtherSports						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Other sports

Element: ParticipantBiography /Language/GInterest /Debut						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 250 characters.	Debut

Element: ParticipantBiography /Language/GInterest /Injuries						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 4000 characters.	Injuries

Element: ParticipantBiography /Language/GInterest /Music						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Music for performance

Element: ParticipantBiography /Language/GInterest /Choreographer						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 150 characters.	Choreographer of Performance

Element: ParticipantBiography /Language/GInterest /Nat_Team						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 100 characters.	When started in national team

Element: ParticipantBiography /Language/GInterest /Nat_League						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 250 characters.	National League information

Element: ParticipantBiography /Language/GInterest /Start						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	When started sporting career

Element: ParticipantBiography /Language/GInterest /Reason						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Reasons for taking up this sport

Element: ParticipantBiography /Language/GInterest /Ambition						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Ambitions

Element: ParticipantBiography /Language/GInterest /Training						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Training

Element: ParticipantBiography /Language/GInterest /Memorable						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Most memorable sporting achievements

Element: ParticipantBiography /Language/GInterest /Hero						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Hero

Element: ParticipantBiography /Language/GInterest /Influence						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Most influential person in sporting career

Element: ParticipantBiography /Language/GInterest /Ritual						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Superstitions and rituals

Element: ParticipantBiography /Language/GInterest /Philosophy						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 1000 characters.	Sporting philosophy / motto

Element: ParticipantBiography /Language/GInterest /Award						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Free Text with a maximum length of 2000 characters.	Awards won

Element: ParticipantBiography /Language/GInterest /Appointment						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 100 characters.	Year of coaching appointment

Element: ParticipantBiography /Language/GInterest /Int_Appointment						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-			O	O	Free Text with a maximum length of 100 characters.	Year of first international appointment as an official

Element: ParticipantBiography /Language/GInterest /WinLoss						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 250 characters.	Win / Loss record with current team

Element: ParticipantBiography /Language/GInterest /Other_Role						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Other current roles

Element: ParticipantBiography /Language/GInterest /Prev_Role						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Previous Roles

Element: ParticipantBiography /Language/GInterest /AddInformation						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O	O	O	O	Free Text with a maximum length of 10000 characters.	Additional information

Element: ParticipantBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio (1,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M		See sport descriptions
Code	M	M	M	M		
Pos	O	O	O	O		
Value	O	O	O	O		
ContentType	O	O	O	O		Only filled if the data if the free text below is used. Options include: text/html image/jpeg image/png
-	O	O	O	O		Additional information. This field is not used in the Olympic Games and must not be filled.

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

Element: ParticipantBiography /OfficialFunction						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
FunctionId			M	O	CC @ResultsFunction	Optional officials' function code
Main_Function_Flag			O	O	S(1)	Y - @FunctionId is main function N - @FunctionId is not main function

The following table describes extension for social media to be applied Competition /ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio

Type	Code	Pos	Value	Description	Expected
EB_SOCIALMEDIA	SC @SocialMedia		String	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the user name for the applicable social media site.	

2.2.7.6 Sample

```
<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>
      <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>
      <Occupation>
        <![CDATA[Athlete]]>
      </Occupation>
      <Education>
        <![CDATA[Business - Royal Melbourne Institute of Technology, Melbourne, VIC, AUS]]>
      </Education>
      <LangSpoken>
        <![CDATA[English]]>
      </LangSpoken>
      <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>
      <Sporting_Relatives>
        <![CDATA[He is an amateur sprinter and he competed in the 2010 Stawell Gift race. The event is
held every Easter weekend at Central Park in Western Victoria. The race is run on grass over 120m up
a slight gradient. (iaaf.org, 03 Aug 2010; stawellgift.com, 03 Aug 2010) He played Australian Rules
football before concentrating on pole vault. (Athletics Australia, 05 Apr 2004)]]>
      </Sporting_Relatives>
      <OtherSports>
        <![CDATA[His mother Erica Hooker [nee Nixon] was a 1972 Olympian and a Commonwealth Games long
jump silver medallist. His father, Bill, was a four-time national title holder and represented
Australia in the 400m, 400m hurdles, 800m and 4x400m. (Athletics Australia, 05 Apr 2004)]]>
      </OtherSports>
      <ExtendedBios>
        <ExtendedBio Type="EB_SOCIALMEDIA" Code="TWITTER" Value="@IamtheBest" />
      </ExtendedBios>
    </GInterest>
  </Language>
</Participant>
```

2.2.7.7 Message sort

There is no specific sorting for this message.

2.2.8 Pictures

2.2.8.1 Description

The Pictures message **may** contains pictures of athletes, coaches or officials **depending on the competition and the discipline.**

2.2.8.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	CC_@Discipline GL0000000	Full (Char34) RSC Discipline code for the participant 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
DocumentSubtype	S(20)	ACR for Accreditation Photos
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	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.8.3 Trigger and Frequency

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

2.2.8.4 Message Structure

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

Level 1	Level 2	Level 3
Competition (1,1)	Code Picture	ModificationIndicator -

2.2.8.5 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.

2.2.8.6 Sample

2.2.8.7 Message sort

There is no specific sorting for this message.

2.2.9 List of Codes

2.2.9.1 Description

This is a simple message listing the codes used in a competition.

The data included in this message will be available as soon as practical and will usually be available in additional formats to this XML message.

2.2.9.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GEN----- GL0000000	GL is a fixed value
DocumentType	DT_CODES	List of codes
DocumentSubtype	CC @CodeSet	Code to define which code set is included in the message
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
Serial	Numeric	Refer to the ODF header definition

2.2.9.3 Trigger and Frequency

The DT_CODES message is sent as soon as the data and connectivity are available and will be resent with every update.

2.2.9.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	CodeSet (1,N)							
		Code						
		Sport						
		Discipline						
		Gender						
		Event						
		Phase						
		EventUnit						
		Schedule						
		Medal						
		Competition						
		Type						
		Group						
		VenueCode						
		Region						
		Country						
		Continent						
		Function						
		Order						
		Note						
		ExtendedCodes (0,1)						
			ExtendedCode (1,N)					
				Type				
				Code				
				Pos				
				Value				
				Extension (0,N)				
					Code			
					Pos			
					Value			
		Language (1,N)						
			Language					
			Description					
			LongDescription					

2.2.9.5 Message Values

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

Element: CodeSet (1,N)			
Attribute	M/O	Value	Description
Code	M	S(40) S(20)	Where there is a unique code for the codeset it appears here.
Sport	O	S(2)	Sport Code where applicable
Discipline	O	S(3) S(2)	Discipline Code where applicable
Gender	O	S(1)	Gender Code where applicable
Event	O	S(18) S(3)	Event Code where applicable (including event modifier)
Phase	O	S(4) S(1)	Phase Code where applicable
EventUnit	O	S(8) S(2)	Event Unit Code where applicable
Schedule	O	S(1)	Y if unit is scheduled else N
Medal	O	S(1)	Medal unit indicator
Competition	O	S(1)	Y if code is related to sports competition else N for non-competition
Type	O		Type of Code
Group	O		Group of Code
VenueCode	O	S(3)	Venue code, for Location table
Region	O	S(3)	Region related to the venue
Country	O	S(3)	Country Code for Organisation Table
Continent	O	S(3)	Continent Code for Organisation Table
Function	O	S(20)	Function Code where applicable
Order	O	S(10)	Sort or for codes if applicable
Note	O	S(250)	Note or comment related to the code, informational only

Element: CodeSet /ExtendedCodes (0,1) /ExtendedCode (1,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions if extended
Code	M		
Pos	O		
Value	O		

Element: CodeSet /ExtendedCodes /ExtendedCode /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M		See sport descriptions if extended
Pos	O		
Value	O		

Element: CodeSet /Language (1,N)			
Attribute	M/O	Value	Description
Language	M	S(3)	Language of the Description
Description	M	S(200)	Description of the Code
LongDescription	O	S(200)	Long Description of the Code

2.2.9.6 Samples

Example of Country Codeset

```
<Competition Code="063019">
...
  <CodeSet Code="ERI">
    <Language Language="ENG" Description="Eritrea" LongDescription="Eritrea" >
    <Language Language="FRA" Description="Érythrée" LongDescription="Érythrée" >
  </CodeSet>
  <CodeSet Code="FIN">
    <Language Language="ENG" Description="Finland" LongDescription="Finland" >
    <Language Language="FRA" Description="Finlande" LongDescription="Finlande" >
  </CodeSet>
...
</Competition>
```

Example of Event Codeset

```
<Competition Code="002012">...
<CodeSet Code="ATM062000ATM01" Discipline="AT" Gender="M"
Event="06201" Order="15">
  <Language Language="ENG" Description="Men's Triple Jump" >
  <Language Language="FRA" Description="Triple saut - hommes" >
</CodeSet>
<CodeSet Code="ATM071000ATM02" Discipline="AT" Gender="M"
Event="07101" Order="12">
  <Language Language="ENG" Description="Men's High Jump" >
  <Language Language="FRA" Description="Saut en hauteur - hommes" >
</CodeSet>
...
</Competition>
```

2.2.9.7 Code Sets Included

Code Set	Code	Languages	Description	Other Fields	Note
CONTINENT	ID	Multiple	Y		
COUNTRY	ID	Multiple	Y	LongDescription	
DISCIPLINE	Char(9) unique e.g. SWM----- e.g. SW0000000	Multiple	Y	Sport Discipline Schedule Order	If non-sport =Y then "non-sport"
EVENT	Char(9) unique e.g. BKBMTTeam5----- e.g. SWM001000	Multiple	Y	Discipline Gender Event Order	

Code Set	Code	Languages	Description	Other Fields	Note
EVENT_UNIT	Char(9) unique e.g. BKBMTTeam5-----GpA-0001----- e.g. SWM001902	Multiple	Y	LongDescription Discipline Gender Event Phase EventUnit Schedule Medal Type (EventUnitType)	
LOCATION	ID	Multiple	Y	LongDescription Competition VenueCode Order	
MARITAL_STATUS	ID	Multiple	Y		
NOC	ID	Multiple	Y	LongDescription Country Continent	Value of Participating
NPC	ID	Multiple	Y	LongDescription Country Continent	Value of Participating
ODF_SPORT_CODES	Code	ENG	Y	Discipline Type (Code_Entity) Order	Note
ORGANISATION	ID	Multiple	Y	LongDescription Type	
PHASE	Char(9) unique e.g. BKBMTTeam5-----GpA----- e.g. SWM001900	Multiple	Y	LongDescription Discipline Gender Event Phase Type	
POSITION	ID	Multiple	Y	Discipline Order	
RECORD	ID	Multiple	Y	Discipline Gender Event Order	
RECORD_TYPE	RecordType	Multiple	Y	Discipline Group (RecordGroup) Order	
DISCIPLINE_FUNCTION	ID (concatenation Discipline & Function) e.g. BKCOACH	Multiple	Y	Discipline Function Type (Function Category) Order	
SPORT	ID	Multiple	Y		
VENUE	ID	Multiple	Y	LongDescription Region Competition	
WTHR_CONDITION	ID	Multiple	Y		
WTHR_REGION	ID	Multiple	Y		
WTHR_SNOW	ID	Multiple	Y		
WTHR_WIND_DIR	ID	Multiple	Y		

Code Set		Code	Languages	Description	Other Fields	Note
BCK_TYPE	ID		Multiple	Y		
BCK_SPORT	ID		Multiple	Y		
NWS_TYPE	ID		Multiple	Y		
NWS_SPORT	ID		Multiple	Y		

2.2.9.8 Message sort

The message does not have any defined sort order.

3 PDF Feed

3.1 Overall perspective

ODF-PDF is another feed to send messages; this feed includes messages that have a PDF file inside of them.

3.1.1 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 on the ORIS (or PRIS) type

3.1.2 Messages Definition

There is only one type of PDF message:

- Content message (DT_PDF)

3.1.3 PDF Message Triggers

These triggers will be defined in ORIS (or PRIS).

3.2 PDF Feed Messages

3.2.1 PDF Message

3.2.1.1 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.

3.2.1.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC @ RSC	Depending on the PDF the RSC could be at any level. 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) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (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 YYYY-MM-DD) or Official or Sport Communications pdf by Item Number
DocumentType	DT_PDF	PDF Message
DocumentSubtype	ORIS Type (or PRIS Type)	Refer to the ODF header definition 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.
Version	1...V	Version number associated to the message's content. Ascendant number
ResultStatus	S(15)	Refer to the ODF header definition The status should reflect the status of the enclosed PDF (as in ORIS). Possible values are: INTERMEDIATE PARTIAL UNOFFICIAL OFFICIAL The ResultStatus is only included where it adds value and should be used in the following ORIS reports: C7x - Status of the corresponding xml message (Results, Phase, Cumulative, Pools, Brackets, Ranking) C8x - INTERMEDIATE if during a unit, otherwise OFFICIAL C9x - PARTIAL if not all medals are included for a unit, OFFICIAL if all medals are included
Language	S(3)	Refer to the ODF header definition
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

3.2.1.3 Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS).

Trigger also after any major change.

3.2.1.4 Message Structure

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

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

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
	PDFData			
		-		

3.2.1.5 Message Values

Be aware of all mandatory attributes that must appear in any ODF PDF message.

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: ExtendedInfos /ExtendedInfo See sport specific definition for additional values			
Attribute	M/O	Value	Description
Type	M	Text (see below)	Type (categorization) of ExtendedInfo. See list below.
Code	M	See detail below.	Report Title, Item Number or Version information as appropriate.
Pos			
Value			

Element: 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

3.2.1.6 Sample (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="XXXXXXXXXXXX"
XXXXXXXXXXXX" DocumentSubtype="GM" Version="1" Serial="31">
  <Competition Code="OG2016" ..>
    <ExtendedInfos>
      <ExtendedInfo Type="EI_PDF_REPORT_TITLE" Code="GOOD MORNING" />
    </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </Competition>
</OdfBody>

```

3.2.1.7 Sample (Normal Message)

```
.....
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2012" DocumentCode="OG2012-06-27-001"
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="OG2012">
    <ExtendedInfos>
      <ExtendedInfo Type="EI_PDF_REPORT_TITLE" Code="RESULTS" />
      <ExtendedInfo Type="EI_PDF_VER" Code="1.0" />
    </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </Competition>
</OdfBody>
.....
```

3.2.1.8 Message sort

The message does not have any defined sort order.

4 Document Control

Version history		
Version	Date	Comments
v1.0	4 December 2015	First Version
V1.1	8 February 2016	Updated version

File Reference: ODF/INT001-WYOG-2016-GEN-v1.1 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First Version
V1.1	APP	DT_ALERT, DT_NEWS and DT_BIO_TEA messages are deleted as they will not be produced at Lillehammer YOG 2016