



INTERNATIONAL OLYMPIC COMMITTEE

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Olympic Data Feed



ODF Canoe Slalom Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

This document includes the ODF Canoe Slalom Data Dictionary. This Data Dictionary refines the messages described in the ODF General Messages Interface Document specifically for Canoe Slalom .

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Canoe Slalom Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Canoe Slalom competition is run.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
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/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes



Document Reference	Document Title	Document Description
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

The following table is a full list of all ODF messages and describes the list of messages used in Canoe Slalom .

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<u>X</u>
DT_CURRENT	Current Information	<u>X</u>
DT_CUMULATIVE_RESULT	Cumulative Results	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



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E		
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

2.2.1 List of participants by discipline / List of participants by discipline update

2.2.1.1 Description

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

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

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

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

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

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

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

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	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<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>

2.2.1.3 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.

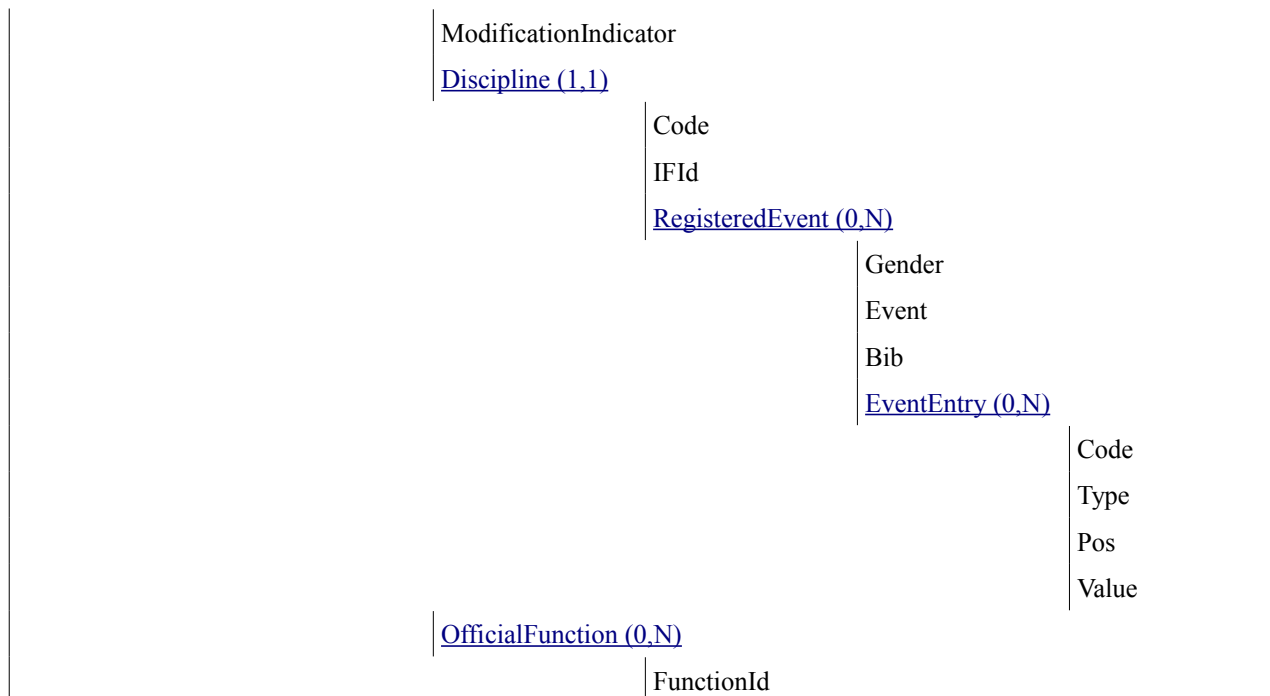


The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<u>Competition (1,1)</u>					
	Code				
	<u>Participant (1,N)</u>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			



2.2.1.5 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: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However,



			<p>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	M	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.
IFId	O	S(16)	Competitor's ICF number (federation number) for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

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
Bib	O	String	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10, ... Bib number is in fact a special Event Entry. However, since it is very meaningful in the sports that make use of this attribute, it has been considered as an attribute, although it was part of EventEntry in the previous versions. Send only in the Case of Current="true".

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)			
Send if there are specific athlete's event entries.			
Type	Code	Pos	Description



ENTRY		RANK_WLD	N/A	Element Expected: As soon as this information is available
	Attribute	M/O	Value	Description
	Value	M	S(3)	ICF Canoe Slalom ranking for the competitor If the rank is equalled then send "=" at the beginning of the rank.
ENTRY		POSITION	N/A	Element Expected: Just for Canoe Double event
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Send the position in boat

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

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 List of teams / List of teams update

2.2.2.1 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.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	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	<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>

2.2.2.3 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.

2.2.2.4 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				
	Team (1,N)				
		Code			



Organisation Number Name Gender Current ModificationIndicator Discipline (0,1)	Code RegisteredEvent (0,1)	Event Gender Bib EventEntry (0,N)	Code Type Pos Value
--	---	--	------------------------------

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: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	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



			<p>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.</p> <p>Required in the case of current teams.</p>
Name	O	S(73)	Team's name.
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	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>

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

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
Gender	M	CC @DisciplineGender	Discipline Gender Code
Bib	O	String	Bib number for the team. Although this attribute is optional, it will be updated and



			informed as soon as this information is known. Example: 8, 10 ...
--	--	--	--

Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)				
Send if there are specific team's event entries.				
Type	Code	Pos	Description	
ENTRY	RANK_WLD	N/A	Element Expected: As soon as this information is available	
	Attribute	M/O	Value	Description
	Value	M	S(3) Or NRk	ICF Canoe Slalom ranking for the team. If the rank is equalled then send "=" at the beginning of the rank. NRk when no rank available for Team.

2.2.2.6 Message Sort

The message is sorted by Team @Code.



2.2.3 Event Unit Start List and Results

2.2.3.1 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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
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 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)



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> <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>



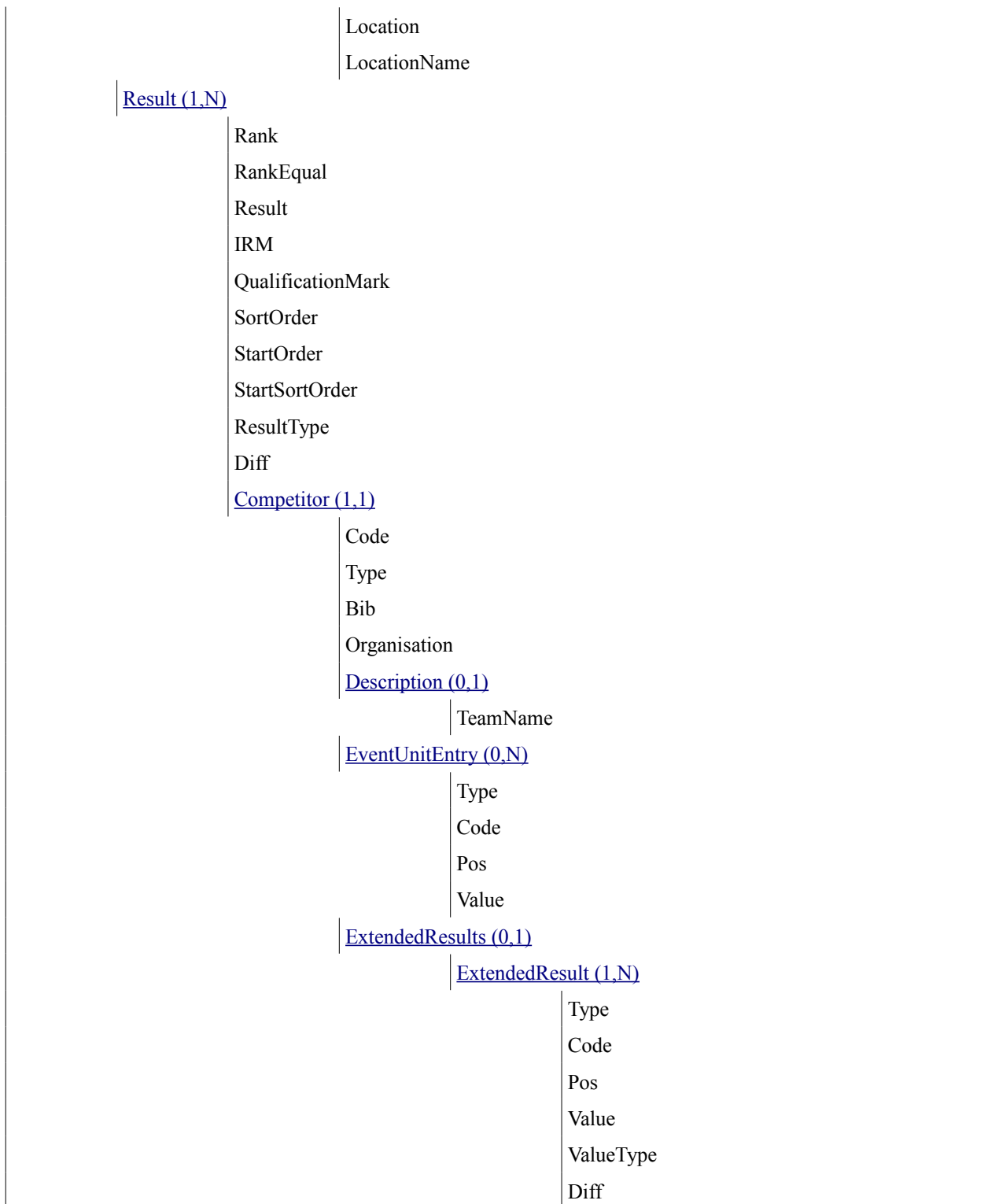
2.2.3.3 Trigger and Frequency

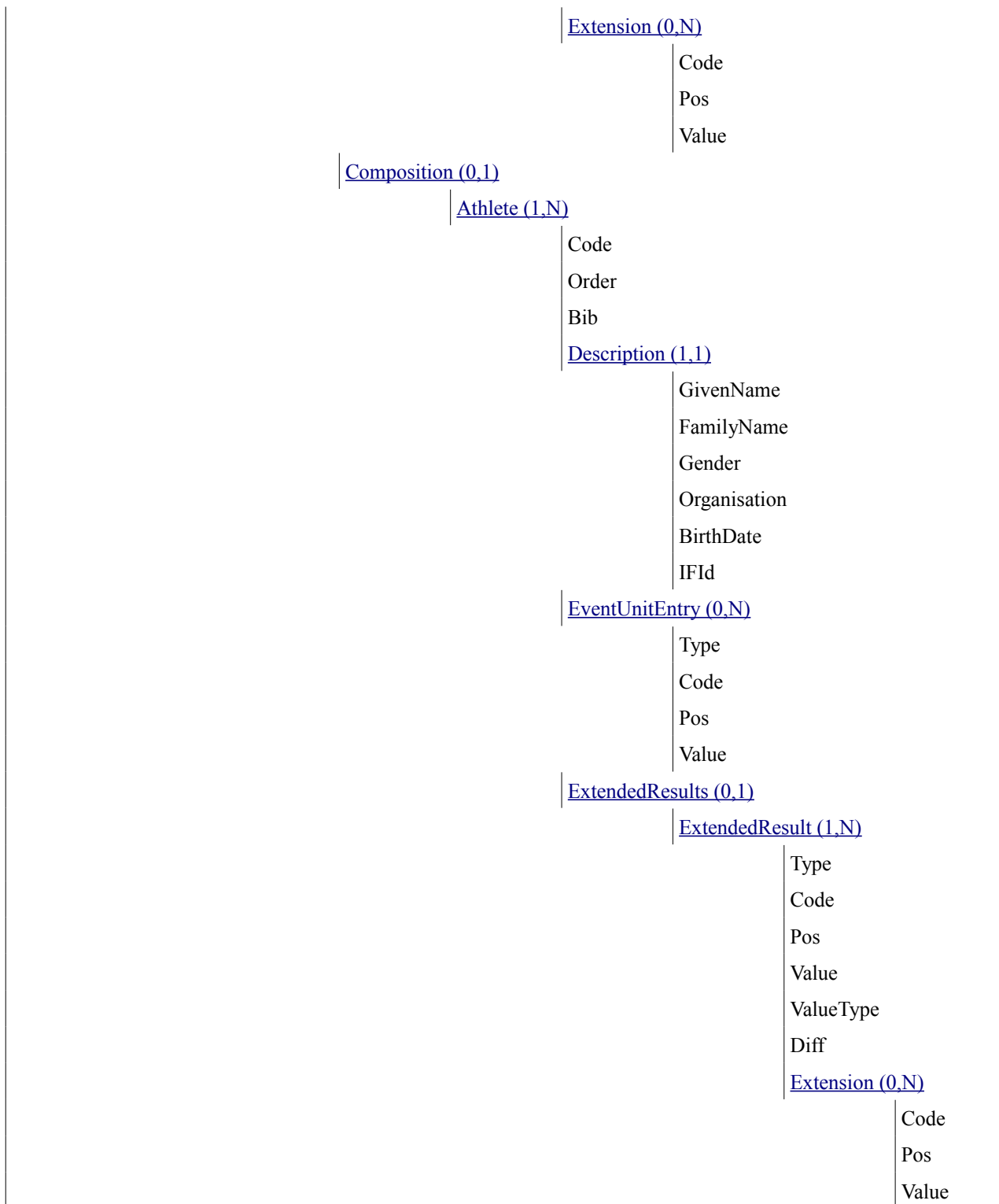
- As soon as the start list is known and any changes in start list data (START_LIST)
- When the unit starts and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- When Unit is not finished but is not currently running (i.e. Waiting a Re-Run but other event is currently LIVE) use (INTERMEDIATE)
- In case of interruption use INTERMEDIATE till competition resumes. If competition is rescheduled, Results are cancelled and status will be START_LIST.
- After the unit is over (UNCONFIRMED/UNOFFICIAL/OFFICIAL)

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	Level 7	Level 8	Level 9
<u>Competition (1,1)</u>								
	Code							
	<u>ExtendedInfos (0,1)</u>							
		<u>UnitDateTime (0,1)</u>						
			StartDate					
		<u>ExtendedInfo (0,N)</u>						
			Type					
			Code					
			Pos					
			Value					
			<u>Extension (0,N)</u>					
				Code				
				Pos				
				Value				
		<u>SportDescription (0,1)</u>						
			DisciplineName					
			EventName					
			Gender					
			SubEventName					
		<u>VenueDescription (0,1)</u>						
			Venue					
			VenueName					







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: 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	M	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	GATE	N/A	Element Expected: When available
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	MISSED		
Pos	Numeric #0	Gate number.	
Value	Numeric #0	Total number of misses for referenced gate	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	TOUCHED		
Pos	Numeric #0	Gate number.	
Value	Numeric #0	Total number of touches for referenced gate	



UI		FORERUNNER	Numeric 0	Pos Description: Send the forerunner number Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Start time for the forerunner
	Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available			
	Attribute	Value	Description	
	Code	BOAT		
	Pos	N/A	N/A	
	Value	String	Boat Type of the forerunner. e.g. C1, K1,	
DISPLAY		LAST_QUAL	Numeric #0	Pos Description: Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed the semi- final run.
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Sample (Sample)



```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-07-29T13:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="1" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="2" Value="13:03:00" >
    <Extension Code="BOAT" Value="C1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="3" Value="13:06:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FORERUNNER" Pos="4" Value="13:09:00" >
    <Extension Code="BOAT" Value="K1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
  ....
    <Extension Code="TOUCHED" Pos="22" Value="2" />
    <Extension Code="MISSED" Pos="22" Value="0" />
  </ExtendedInfo>
</ExtendedInfos>
....

```

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	M	S(40)	EventUnit short name (not code) from Common Codes

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 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	Rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition. Only send in semifinal.
SortOrder	M	Numeric	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	Competitor's start order
StartSortOrder	M	Numeric	Sequential number for Start Order. Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader. Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.



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	Competitor's ID
Type	M	A,T	A for athlete T for team
Bib	O	String	Bib number Although this attribute is optional, it will be updated and informed as soon as this information is known.
Organisation	O	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.

Element: Result /Competitor /EventUnitEntry (0,N)				
For team event information				
Type		Code	Pos	Description
EUE		START_TIME	N/A	Element Expected: When available Send for Double events
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Start time for the team

Sample (Sample)

```

.....
<EventUnitEntry Type="EUE" Code="START_TIME" Value="16:48:00" />
.....

```

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
PROGRESS		PTY	N/A	Element Expected: At the end of each run by each competitor.



Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total penalties
PROGRESS		RE_RUN	N/A
Element Expected: If available			
Attribute	M/O	Value	Description
Value	M	S(1)	Send "Y" if boat has get a Re-Run choice, otherwise do not send.
PROGRESS		REVIEW	N/A
Element Expected: If available			
Attribute	M/O	Value	Description
Value	M	S(1)	Send "Y" if boat results are under review, otherwise do not send.
PROGRESS		INTERMEDIATE	Numeric 0
Pos Description: The number that identifies intermediate, from 1 to n (including finish point).			
Element Expected: If available			
Attribute	M/O	Value	Description
Value	O	sss.ff	Total time at the intermediate including penalties
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value. Send TIME
Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of Penalty's Seconds at this intermediate point	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available			
Attribute	Value	Description	



	Code	TIME		
	Pos	N/A	N/A	
	Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections. Element Expected: If available
	Attribute	M/O	Value	Description
	Value	O	S(2)	Send the penalty at the gate, "-" for no penalty.

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	The order for the boat member for each boat. Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
Bib	O	String	Bib number

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 /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type		Code	Pos	Description
EUE		START_TIME	N/A	Element Expected: When available Send for Single events
	Attribute	M/O	Value	Description
	Value	M	hh:mm:ss	Start time for the single competitor
EUE		POSITION	N/A	Element Expected: When available in team boats only
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Send position

Sample (Sample)

```

.....
<EventUnitEntry Type="EUE" Code="POSITION" Value="A" />
.....

```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Team member or individual athlete's extended result.				
Type		Code	Pos	Description
PROGRESS		PTY	N/A	Element Expected: At the end of each run by each competitor.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total penalties
PROGRESS		RE_RUN	N/A	Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat has get a Re-Run choice, otherwise do not send.
PROGRESS		REVIEW	N/A	Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat results are under review, otherwise do not send.
		INTERMEDIATE	Numeric	Pos Description:



PROGRESS			0	The number that identifies intermediate, from 1 to n (including finish point). Element Expected: If available
Attribute	M/O	Value	Description	
Value	O	sss.ff	Total time at the intermediate including penalties	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value Send TIME	
Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available				
Attribute	Value	Description		
Code	PTY			
Pos	N/A	N/A		
Value	Numeric ##0	Total of Penalty's Seconds at this intermediate point		
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available				
Attribute	Value	Description		
Code	TIME			
Pos	N/A	N/A		
Value	sss.ff	Time at this intermediate point (not including penalties)		
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections Element Expected: If available
Attribute	M/O	Value	Description	
Value	M	S(2)	Send the penalty at the gate, "-" for no	



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				penalty.
--	--	--	--	----------

Sample (Sample)



```
....
<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7"
Diff="0.00" >
  <Competitor Code="1108222" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1108222" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1989-12-26" />
        <EventUnitEntry Type="EUE" Code="START_TIME" Value="16:48:00" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="PTY" Value="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="1" Value="25.08" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="25.08" />
            <Extension Code="PTY" Value="0" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="2" Value="60.59" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="60.59" />
            <Extension Code="PTY" Value="0" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="3" Value="92.56" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="92.56" />
            <Extension Code="PTY" Value="0" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="7"
Value="-" />
          ...
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="21"
Value="-" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```



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2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Current Information

2.2.4.1 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.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	Not used	Not used
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.

2.2.4.3 Trigger and Frequency

Trigger as follows:

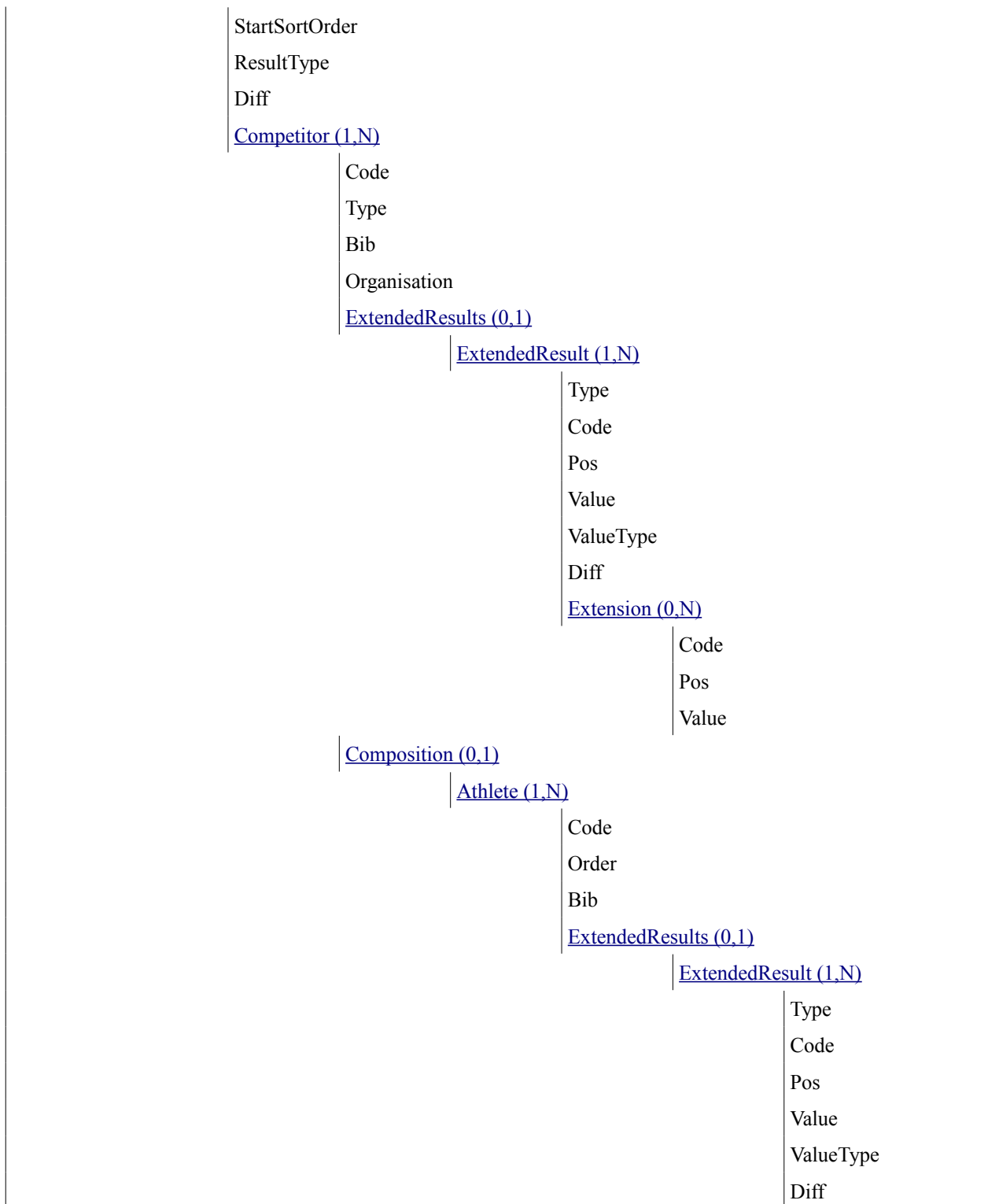
- * With the next to start when the unit ScheduleStatus becomes GETTING_READY
- * At any time a new athlete starts on the field of play
- * Immediately after every gate/addition/change in data during each run by each competitor.
- * Immediately after the competitor completes the course and the data is available.

Included in the message in each case could be received, the most recently finished, the current (or currents in case that several competitors be competing at the same time) and the next one. The number is less at the start and end of each unit as all of these statuses do not exist.

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
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		ExtendedInfo (1,N)						
			Type					
			Code					
			Pos					
			Value					
	Result (0,N)							
		Rank						
		RankEqual						
		Result						
		IRM						
		SortOrder						
		StartOrder						





	Extension (0,N)
	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: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
DISPLAY	CURRENT	Numeric	Pos Description: From 1 to n to identify the different current competitors. Element Expected: Send with every update if CURRENT exists. In case of several current competitors, @Pos value will be updated after each one arrives to finish point.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor
DISPLAY	LAST_COMP	N/A	Element Expected: Send with every update after first competitor finished and when new current rider is known. If competitor finish and CURRENT is not updated, LAST_COMP remains with old value until CURRENT is updated.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to finish
DISPLAY	NEXT	N/A	Element Expected: Send with every update if NEXT exists	



Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the competitor ID of the Next competitor to start

Sample (Sample)

```

....
<ExtendedInfos>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Value="1122334" />
</ExtendedInfos>
....

```

Element: Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	sss.ff	The result of the competitor in the event unit. Total time (including the penalty) for the particular event unit.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	Order by start order for the competitors in the file. Used to sort all the results of an event unit 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
StartOrder	O	Numeric	Competitor's start order
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+sss.ff	Time behind leader, send 0.00 for leader Display the time behind the leader. All fill when applicable, 0.00 for leader, positive for behind.

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	A,T	A for athlete T for team
Bib	O	String	Bib number Although this attribute is optional, it will be updated and informed as soon as this information is known.
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
PROGRESS	PTY	N/A	Element Expected: If available for CURRENT competitor only	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total penalties
PROGRESS	RE_RUN	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat has get a Re-Run choice, otherwise do not send.
PROGRESS	REVIEW	N/A	Element Expected: If available	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat results are under review, otherwise do not send.
PROGRESS	INTERMEDIATE	Numeric 0	Pos Description: The number that identifies intermediate, from 1 to n (including finish point). Element Expected: If available for CURRENT & LAST_SCORED competitor only	
	Attribute	M/O	Value	Description
	Value	M	sss.ff	Total time at the intermediate including penalties



ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value Send TIME
Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: always, except when DNF is sent at the same time.			
Attribute	Value	Description	
Code	CURRENT		
Pos	N/A	N/A	
Value	S(1)	Send "Y" if is the last Intermediate point crossed, otherwise do not send.	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT & LAST_SCORED competitor only			
Attribute	Value	Description	
Code	PTY		
Pos	N/A	N/A	
Value	Numeric ##0	Total of Penalty's Seconds at this intermediate point	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT & LAST_SCORED competitor only			
Attribute	Value	Description	
Code	TIME		
Pos	N/A	N/A	
Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS	GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections Element Expected:



				If available for CURRENT & LAST_SCORED competitor only
Attribute	M/O	Value	Description	
Value	M	S(2)	Send the penalty at the gate, "-" for no penalty.	
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension Expected: always				
Attribute	Value	Description		
Code	CURRENT			
Pos	N/A	N/A		
Value	S(1)	Send "Y" if is the last gate crossed, otherwise do not send.		

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	The order for the boat member for each boat. Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	String	Bib number Although this attribute is optional, it will be updated and informed as soon as this information is known.

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Type	Code	Pos	Description
PROGRESS	PTY	N/A	Element Expected: If available for CURRENT competitor only
Attribute	M/O	Value	Description
Value	M	Numeric ##0	Total penalties
PROGRESS	RE_RUN	N/A	Element Expected: If available
Attribute	M/O	Value	Description



	Value	M	S(1)	Send "Y" if boat has get a Re-Run choice, otherwise do not send.
PROGRESS		REVIEW	N/A	Element Expected: If available
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if boat results are under review, otherwise do not send.
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: The number that identifies intermediate, from 1 to n (including finish point). Element Expected: If available for CURRENT & LAST_SCORED competitor only
	Attribute	M/O	Value	Description
	Value	M	sss.ff	Total time at the intermediate including penalties
	ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value Send TIME
	Diff	O	+/-sss:ff	Send time behind leader at the intermediate including penalties
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: always				
	Attribute	Value	Description	
	Code	CURRENT		
	Pos	N/A	N/A	
	Value	S(1)	(FILL)Send "Y" if is the last Intermediate point crossed, otherwise do not send.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT & LAST_SCORED competitor only				
	Attribute	Value	Description	
	Code	PTY		
	Pos	N/A	N/A	



	Value	Numeric ##0	Total of Penalty's Seconds at this intermediate point	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available for CURRENT & LAST_SCORED competitor only				
	Attribute	Value	Description	
	Code	TIME		
	Pos	N/A	N/A	
	Value	sss.ff	Time at this intermediate point (not including penalties)	
PROGRESS		GATE_PTY	Numeric #0	Pos Description: The number that identifies the gate, from 1 to the total number of sections Element Expected: If available for CURRENT & LAST_SCORED competitor only
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the penalty at the gate, "-" for no penalty.
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: always, except when DNF is sent at the same time.				
	Attribute	Value	Description	
	Code	CURRENT		
	Pos	N/A	N/A	
	Value	S(1)	Send "Y" if is the last gate crossed, otherwise do not send.	

Sample (Sample)



```

<Result Rank="1" ResultType="TIME" Result="92.56" SortOrder="1" StartOrder="7" StartSortOrder="7"
Diff="0.00" >
  <Competitor Code="1108222" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1108222" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1989-12-26" />
        <EventUnitEntry Type="EUE" Code="START_TIME" Value="16:48:00" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="PTY" Value="2" />
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="1" Value="25.08" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="25.08" />
            <Extension Code="PTY" Value="0" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="2" Value="60.59" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="60.59" />
            <Extension Code="PTY" Value="0" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE"
Pos="3" Value="92.56" ValueType="TIME" Diff="0.00" >
            <Extension Code="TIME" Value="92.56" />
            <Extension Code="PTY" Value="0" />
            <Extension Code="CURRENT" Value="Y" />
          </ExtendedResult>
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="1"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="2"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="3"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="4"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="5"
Value="-" />
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="6"
Value="-" />
          .....
          <ExtendedResult Type="PROGRESS" Code="GATE_PTY" Pos="22"
Value="-" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
.....

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT155- R-SOG-2016-v1.6 APP (CS)

2.2.4.6 Message Sort

Sort by Result @SortOrder.



2.2.5 Cumulative Results

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase The DocumentCode attribute in the ODF header will be sent according for all the competition events to the ODF Common Codes document (header values). The message is only required in the heats so the DocumentCode will be DDGEEEE900.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	DDGEEEEPUU	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 The DocumentSubType should be by event unit (DDGEEEEPUU) and should be sent just per Heats.
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	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.

2.2.5.3 Trigger and Frequency

Trigger as follows:

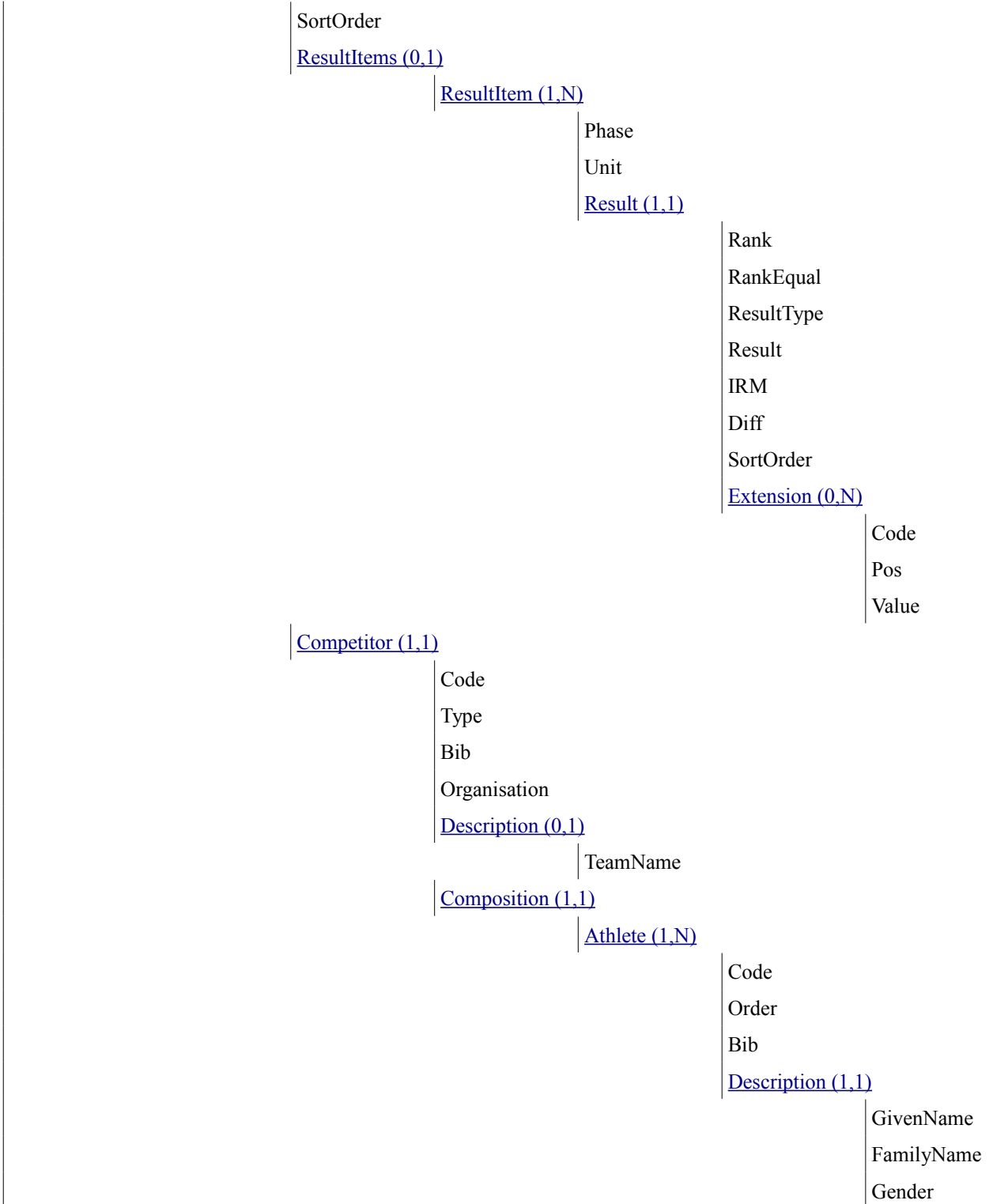
- When the unit starts (for Run 1 or Run 2) and after every competitor completes the course and receives a result/rank or any changes in result/rank (LIVE)
- When First Run is finished (INTERMEDIATE).
- When Second Run is finished (UNOFFICIAL/OFFICIAL).



2.2.5.4 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
<u>Competition (1,1)</u>						
	Code					
	<u>ExtendedInfos (0,1)</u>					
		<u>ExtendedInfo (0,N)</u>				
			Type			
			Code			
			Pos			
			Value			
			<u>Extension (0,N)</u>			
				Code		
				Pos		
				Value		
		<u>SportDescription (0,1)</u>				
			DisciplineName			
			EventName			
			SubEventName			
			Gender			
		<u>VenueDescription (0,1)</u>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<u>Result (1,N)</u>					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		QualificationMark				
		Diff				





	Organisation BirthDate
--	---------------------------

2.2.5.5 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)			
Type	Code	Pos	Description
UI	GATE	Numeric #0	Pos Description: (FILL) Element Expected: When available
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	MISSED		
Pos	N/A	N/A	
Value	Numeric #0	Total number of misses for referenced gate	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	TOUCHED		
Pos	N/A	N/A	
Value	Numeric #0	Total number of touches for referenced gate	
	LAST_QUAL	Numeric	Pos Description:



DISPLAY		#0	Send cumulative rank of the competitor. Element Expected: Send with every update after 4 competitors have completed at least one run
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the last qualifying place ID. In the situation where insufficient competitors have participated to show the last qualifying position then show the current last place

Sample (Sample)

```

....
<ExtendedInfos>
  <ExtendedInfo Type="UI" Code="GATE">
    <Extension Code="TOUCHED" Pos="1" Value="0" />
    <Extension Code="MISSED" Pos="1" Value="0" />
    <Extension Code="TOUCHED" Pos="2" Value="1" />
    <Extension Code="MISSED" Pos="2" Value="0" />
    <Extension Code="TOUCHED" Pos="3" Value="2" />
    <Extension Code="MISSED" Pos="3" Value="0" />
    <Extension Code="TOUCHED" Pos="4" Value="2" />
  ....
    <Extension Code="TOUCHED" Pos="22" Value="2" />
    <Extension Code="MISSED" Pos="22" Value="0" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="LAST_QUAL" Pos="12" Value="123456" />
</ExtendedInfos>
....

```

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	M	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	M	CC @Location	Location code
LocationName	M	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	Rank over all athletes who have completed at least one run.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	sss.ff	The cumulative result of the competitor. Best score (including the penalties)
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition
Diff	O	+sss.ff	Time behind leader, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.

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	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative results is updated to.
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit.



			Otherwise, do not include.
--	--	--	----------------------------

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	Rank over all athletes who have completed this run. 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	SC @ResultType	Result type, either time or IRM for the corresponding event unit 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	sss.ff	Total score (including the penalty) in this run/unit 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.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM
Diff	O	+sss.ff	Time behind leader in this unit, 0.00 for the leader
SortOrder	M	Numeric	Competitor order within event unit Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Element: Result /ResultItems /ResultItem /Result /Extension (0,N)

Extensions of ResultItem if required.

Type	Code	Pos	Description
	BEST	N/A	Element Expected: Always for the best run. Don't send if result for both runs is the same.



Attribute	M/O	Value	Description
Value	M	S(1)	Send Y is this is the best run, else do not send.

Sample (Sample)

```

....
<Result ResultType="TIME" Result="93.49" Rank="1" QualificationMark="Q" SortOrder="1" Diff="0.00">
  <ResultItems>
    <ResultItem Phase="9" Unit="01">
      <Result Rank="11" ResultType="TIME" Result="92.56" Diff="+7.45" SortOrder="11" />
    </ResultItem>
    <ResultItem Phase="9" Unit="02">
      <Result Rank="1" ResultType="TIME" Result="93.49" Diff="0.00" SortOrder="1" >
        <Extension Code="BEST" Value="Y" />
      </Result>
    </ResultItem>
  </ResultItems>
  <Competitor Code="1108222" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1108222" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1989-12-26" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

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
Type	M	T,A	T for team A for athlete
Bib	O	String	Bib number
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. Not



			usually for pairs (figure skating & beach volleyball are the exceptions).
--	--	--	---

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	String	Bib number

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

2.2.5.6 Message Sort

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



2.2.6 Event Final Ranking

2.2.6.1 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.

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_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.

2.2.6.3 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.

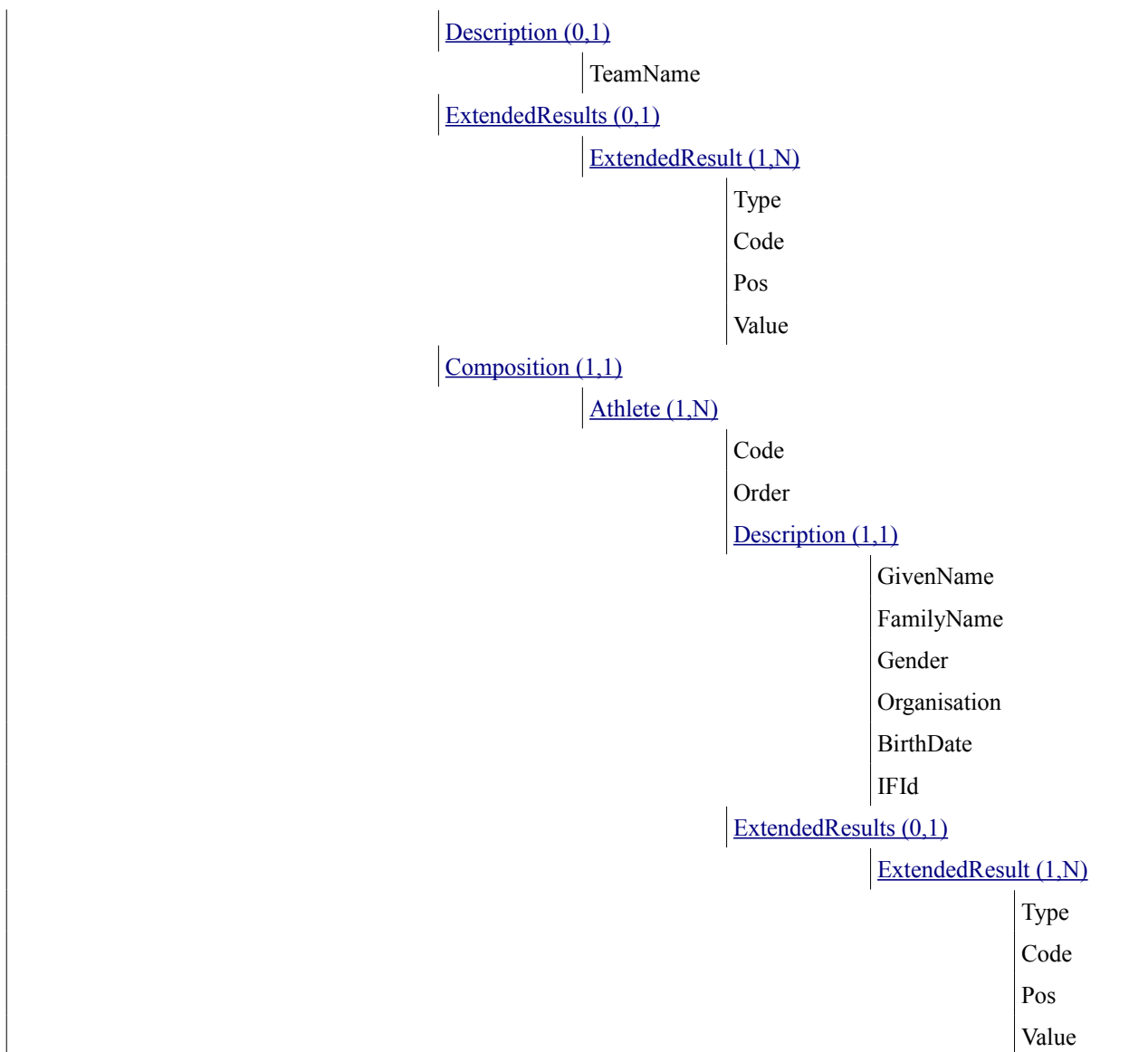
- * After the event is finished (OFFICIAL)
- * After any final ranking is known (PARTIAL)
- * Trigger also after any major change.

Messages will be sent always when the results of the corresponding phase be Official

2.2.6.4 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
Competition (1,1)							
	Code						
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor (1,1)					
				Code			
				Type			
				Organisation			



2.2.6.5 Message Values

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

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	M	Text	Final rank for the all competitors in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute. Send if IRM or competitor is in final.
Result	O	sss.ff	Total time (including the penalty) if the competitor was in the final.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented.

Element: Result /Competitor (1,1)

Competitor related to one final event 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
Organisation	O	CC @Organisation	Competitors'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.

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

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

Type	Code	Pos	Description
ER	PHASE	N/A	Element Expected: When available.



Attribute	M/O	Value	Description
Value	M	CC @Phase	Send the phase RSC of the highest phase reached

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

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 /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.			
Type	Code	Pos	Description
ER	PHASE	N/A	Element Expected: When available.
Attribute	M/O	Value	Description
Value	M	CC @Phase	Send the phase RSC of the highest phase reached. Full Char(9) RSC value

Sample (Sample)



```
....
<Result Rank="8" ResultType="TIME" Result="140.15" SortOrder="8" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1994-12-18" />
      <ExtendedResults>
        <ExtendedResult Type="ER" Code="PHASE" Value="CSM110100" />
      </ExtendedResults>
    </Composition>
  </Competitor>
</Result>
<Result Rank="9" SortOrder="9" >
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="PHASE" Value="CSM110200" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Configuration

2.2.7.1 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="").

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit This message is expected that the message is sent at Phase level (CSGEEPUU).
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).



		<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>

2.2.7.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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.

2.2.7.4 Message Structure

The following table defines the structure of the message.

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



	Value
--	-------

2.2.7.5 Message Values

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

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

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_CODE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	String	Send the correspondent event code. Example: "K1 W", "C2 M"
EC	INTERMEDIATE	Numeric 0	Pos Description: Send the number that identifies the intermediate point, from 1 to n. (including finish point) Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the gate number where the split point is placed. (not send for finish point if it is not a gate)



Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				
Expected: When available				
Attribute		Value	Description	
Code		IS_LAST		
Pos		N/A	N/A	
Value		S(1)	Send "Y". Only send for the last Intermediate point (finish line).	
EC		GATES_NUM	N/A	Element Expected: Always
Attribute		M/O	Value	Description
Value		M	Numeric #0	Send the total number of gates
EC		QUAL_RULE	N/A	Element Expected: Always, if the rule applies to the competition.
Attribute		M/O	Value	Description
Value		M	String	Qualification rule text (long version).
EC		QUAL_RANK	Numeric 0	Pos Description: Send 1 to indicate first rank included in the @Code rule. Send 2 to indicate last rank included in the @Code rule. Element Expected: Always, if the rule applies to the competition.
Attribute		M/O	Value	Description
Value		M	Numeric #0	Qualification for next round based on rank. Send the rank according to @Pos

Sample (Sample (for discipline message))



```
....  
<Configs>  
  <Config Gender="2M" Event="210">  
    <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C1 M" />  
  </Config>  
  <Config Gender="M" Event="220">  
    <ExtendedConfig Type="EC" Code="EVENT_CODE" Value="C2 M" />  
  </Config>  
....
```

Sample (Sample (for phase message))

```
....  
  <Config Gender="M" Event="210" Phase="9">  
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="Progression: 1 to 12 to semifinal, rest  
out" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="1" Value="1" />  
    <ExtendedConfig Type="EC" Code="QUAL_RANK" Pos="2" Value="12" />  
....
```

2.2.7.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	19 December 2014	Submitted for review version
v1.1	30 January 2015	Submitted for approval version
v1.2	6 March 2015	Updated version
v1.3	14 May 2015	Approved version
v1.4	05 November 2015	Updated version
v1.5	01 June 2016	Updated version
v1.6	09 June 2016	Updated version

File Reference: ODF/INT155- R-SOG-2016-v1.6 APP (CS)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.1	SFA	<ul style="list-style-type: none"> - Codes section removed after IDM meeting review - (DT_PARTIC_TEAM) RANK_WLD, new value added to display when no rank available for Team. - (DT_RESULT) PARTIAL status removed. Trigger explanation added to clarify how to manage when competition is interrupted. - (DT_RESULT) LAST_COMP, CURRENT and NEXT has been removed from this message. - (DT_RESULT) LAST_QUAL has been added to DISPLAY section, to be used in Semifinals - (DT_CURRENT) Trigger explanation has been updated to clarify that several competitors could be CURRENT at the same time. - (DT_CURRENT) CURRENT attribute has redefined to add the use of @Pos to have the possibility of several competitors on course. - (DT_CURRENT) LAST_COMP expected definition has been updated to clarify how this attribute will be managed. - (DT_CURRENT) PTY attribute expected definition updated. This information is received only for CURRENT competitors. - (DT_CONFIG) Header definition updated. Message will be generated only at phase level, with all the information.
v1.2	SFA	- (DT_RANKING) Triggers definition updated to clarify when message will be sent.
v1.3	APP	Approved version



v1.4	APP	- (DT_RESULT) ExtendedInfo GATE definition updated. - (DT_CUMULATIVE_RESULT) Birthdate information added to Athlete description
v1.5	APP	- (DT_CURRENT) CURRENT extension definition updated to avoid receive it when DNF is sent at the same time. - (DT_CUMULATIVE_RESULT) BEST extension definition updated to clarify that shouldn't be used when both runs have the same result.
v1.6	APP	- (DT_RESULT) Extensions definition updated for ExtendedResult elements.