



**ODF General Messages Interface
Document
Rio 2016 – Games of the XXXI Olympiad**

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.

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
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/COD186	ODF Common Codes	The document describes the ODF Common codes 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 Sport Messages

2.1.1 Competition schedule / Competition schedule update

2.1.1.1 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. AR, BD, TE etc)
HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)
HNOC NOC Head to Head units (e.g. AR)
HTEAM Teams Head to Head units (e.g. BK, BV, HB 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.

2.1.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	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.

		<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>

2.1.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month 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.

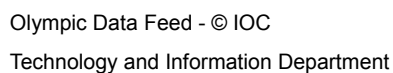
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.1.1.4 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	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)	



	Code
	Value

2.1.1.5 Message Values

Element: Competition (1,1)

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 GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 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="OAT01"      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="OAT02"      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	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	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). This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) 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

			<p>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. 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. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. 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. 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. Do not send if not a medal event unit</p>
Venue	M	CC @VenueCode	<p>Venue where the unit takes place Use TBD if the Venue is not known yet (CC).</p>
Location	M	CC @Location	<p>Location where the unit takes place 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 GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 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 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="BKM400A01" 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="OBK04" >
  <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="BKW400CZE01" Type="T" Organisation="CZE">
        <Description TeamName="Czech Republic" />
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="BKW400USA01" Type="T" Organisation="USA">
        <Description TeamName="United States" />
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

Sample (Individual Head to Head)

```
<Unit Code="TEM001101" 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="OTE12" >
  <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="ATM001101" 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="OAT12" >
  <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.
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

			This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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

2.1.1.6 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.

2.1.2 List of participants by discipline / List of participants by discipline update

2.1.2.1 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 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.

2.1.2.2 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 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>

2.1.2.3 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.

2.1.2.4 Message Structure

The following table defines the structure of the message.

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



2.1.2.5 Message Values

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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.
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 specific definition	
Type	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific 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
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".
Class	O	CC @SportClass	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".

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

2.1.2.6 Message Sort

The message is sorted by Participant @Code

2.1.3 List of teams / List of teams update

2.1.3.1 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.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

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.

2.1.3.2 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_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).

		<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>

2.1.3.3 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.

2.1.3.4 Message Structure

The following table defines the structure of the message.

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

	IFId
	RegisteredEvent (0.1)
	Event
	Gender
	Bib
	EventEntry (0.N)
	Code
	Type
	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: 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 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

			<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>
--	--	--	--

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 (1,N)

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

2.1.3.6 Message Sort

The message is sorted by Team @Code.

2.1.4 List of horses / List of horses update

2.1.4.1 Description

The list of horses (DT_PARTIC_HORSES) is a bulk message containing a complete list of horses and provided only for equestrian (not for the horses in modern pentathlon). The arrival of this message resets all the previous equestrian horses' information.

List of horses update (DT_PARTIC_HORSES_UPDATE) is not a complete list, it only contains the data that has been modified and it is available for both equestrian and modern pentathlon.

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

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	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_HORSES_UPDATE / DT_PARTIC_HORSES	List of horses 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>

2.1.4.3 Trigger and Frequency

The DT_PARTIC_HORSES 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_HORSES_UPDATE messages are sent.

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

2.1.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code Horse (1,N)	Code Name Organisation Sex YearBirth Passport ColourCode BreedCode Sire Owner SecondOwner Groom ModificationIndicator Entry (0,N)	Type Code Pos Value

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: Horse (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID
Name	M	S(25)	Horse's name in upper case.
Organisation	O	CC @Organisation	Horse's organisation. It's mandatory except for the message List of Horses Update of Modern Pentathlon.
Sex	O	CC @HorseSex	Horse's sex. Send when information is available
YearBirth	O	Numeric####	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's passport. Send if the information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send when information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send when information is available
Sire	O	S(25)	Horse's sire. Send when information is available. The content is expected in upper case.
Owner	O	S(35)	Horse's primary (first) owner. Send when information is available. The content is expected in upper case.
SecondOwner	O	S(35)	Horse's secondary owner. Send when available. The content is expected in upper case.
Groom	O	S(35)	Horse's groom. Send when information is available. The content is expected in upper case.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only N - New horse (any horse but particularly for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then updates the horse information to the existing one If ModificationIndicator='D', then deletes the horse

Element: Horse /Entry (0,N)

Only when there are entries specific for the horse.

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	

2.1.4.6 Message Sort

The message will be sorted by Horse @Code

2.1.5 Event Unit Start List and Results

2.1.5.1 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.

2.1.5.2 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 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 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> <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>

2.1.5.3 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.

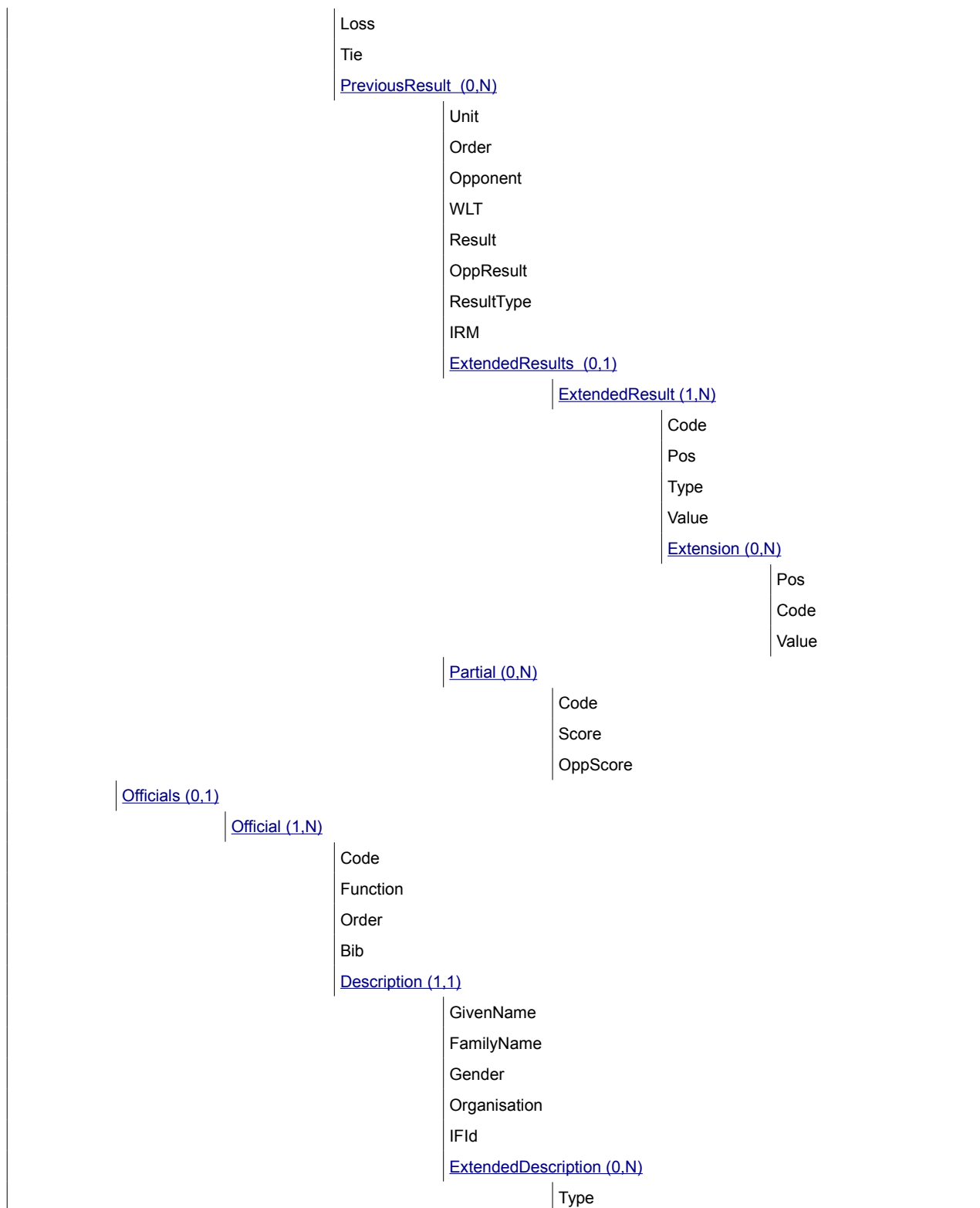
Trigger also after any change.

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

2.1.5.4 Message Structure

The following table defines the structure of the message.

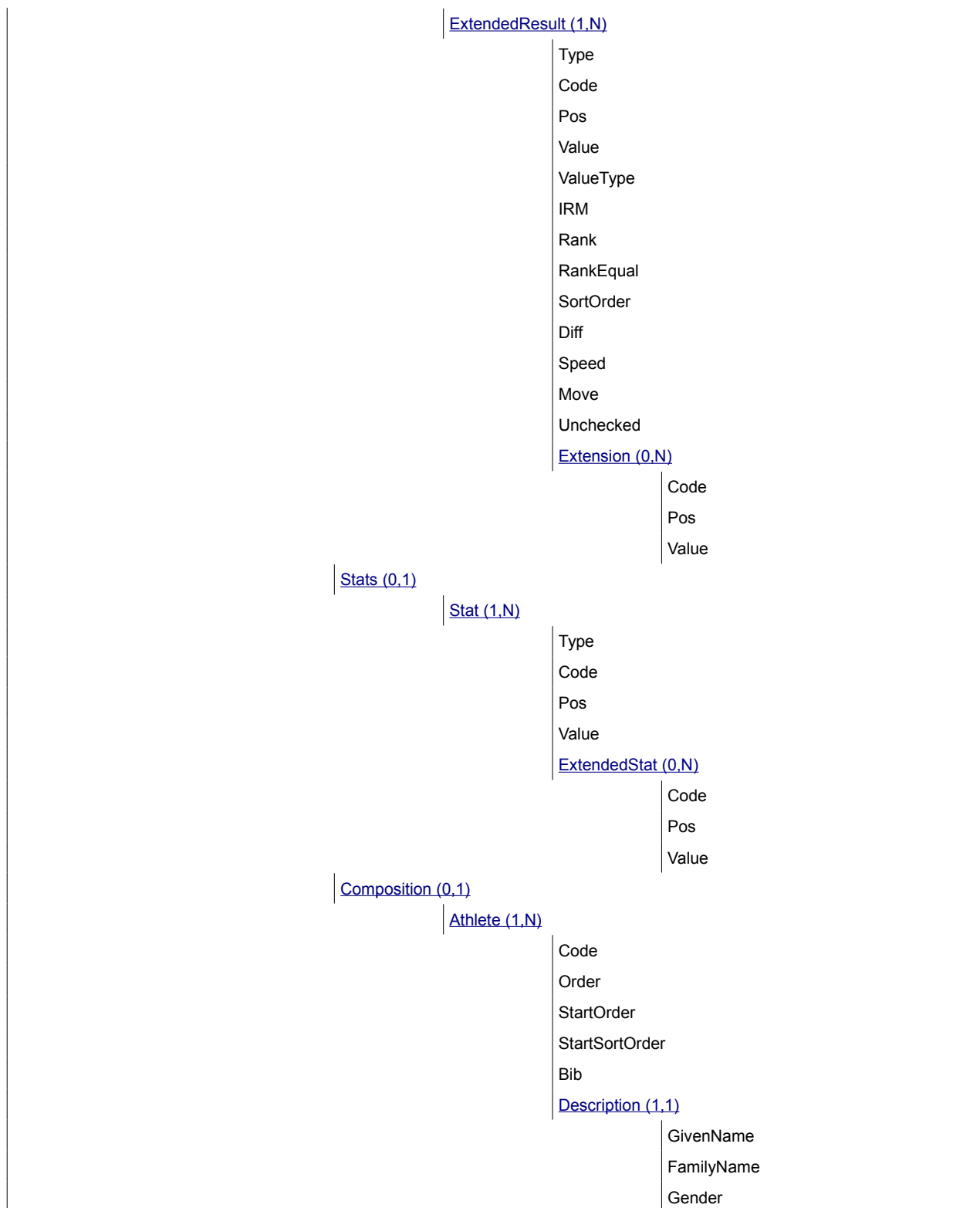
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1.1)								
	Code							
	ExtendedInfos (0.1)							
		UnitDateTime (0.1)						
			StartDate					
			EndDate					
		ExtendedInfo (0.N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0.N)					
				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					
			LocationName					
		PreviousResults (0.N)						
			Code					
			Win					





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				Order
				Code
				RecordType
				Equalled
	Competitor (1,1)			
		Code		
		Type		
		Bib		
		Organisation		
		Description (0,1)		
			TeamName	
			IFId	
			ExtendedDescription (0,N)	
				Type
				Code
				Pos
				Value
	Coaches (0,1)			
		Coach (1,N)		
			Code	
			Order	
			Function	
			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)			



	Organisation		
	BirthDate		
	IFId		
	Class		
	Horse		
	GuideID		
	GuideFamilyName		
	GuideGivenName		
	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	
		Move	
		Unchecked	
		Extension (0,N)	
			Code
			Pos
			Value
Stats (0,1)			
	Stat (1,N)		

	Type
	Code
	Pos
	Value
	ExtendedStat (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 /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 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 specific definition	
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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)			
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="TEW001901" 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="TEW001301" 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 (Basketball)

```
<PreviousResults Code="BKW400FRA01" Win="2" Loss="1">
  <PreviousResult Unit="BKW400A01" Order="1" Opponent="BKW400NZL01" WLT="W" Result="76" OppResult="76" />
  <PreviousResult Unit="BKW400A04" Order="2" Opponent="BKW400USA01" WLT="L" Result="75" OppResult="77" />
  <PreviousResult Unit="BKW400A07" Order="3" Opponent="BKW400RSA01" WLT="W" ResultType="IRM" IRM="DSQ" />
</PreviousResults>
```

Sample (Wrestling)

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

```
    <PreviousResult Unit="WRW001901" Order="1" Opponent="2222" WLT="W" Result="5"
    OppResult="0"/>
```

```
    <PreviousResult Unit="WRW001301" 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	

		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 result 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 /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 /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 H for Horse
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	

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

Element: Result /Competitor /EventUnitEntry (0,N)

For team event 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 /ExtendedResults /ExtendedResult (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	
ValueType	O	See sport definition specific	ValueType should be used to describe the type of data @Value

		definition	
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 /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 /Stats /Stat (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 /Stats /Stat /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

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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

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

Element: Result /Competitor /Composition /Athlete /Stats /Stat (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 /Stats /Stat /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	

2.1.5.6 Message Sort

Sort by Result @SortOrder

2.1.6 Play by Play

2.1.6.1 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.

2.1.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
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.

2.1.6.3 Trigger and Frequency

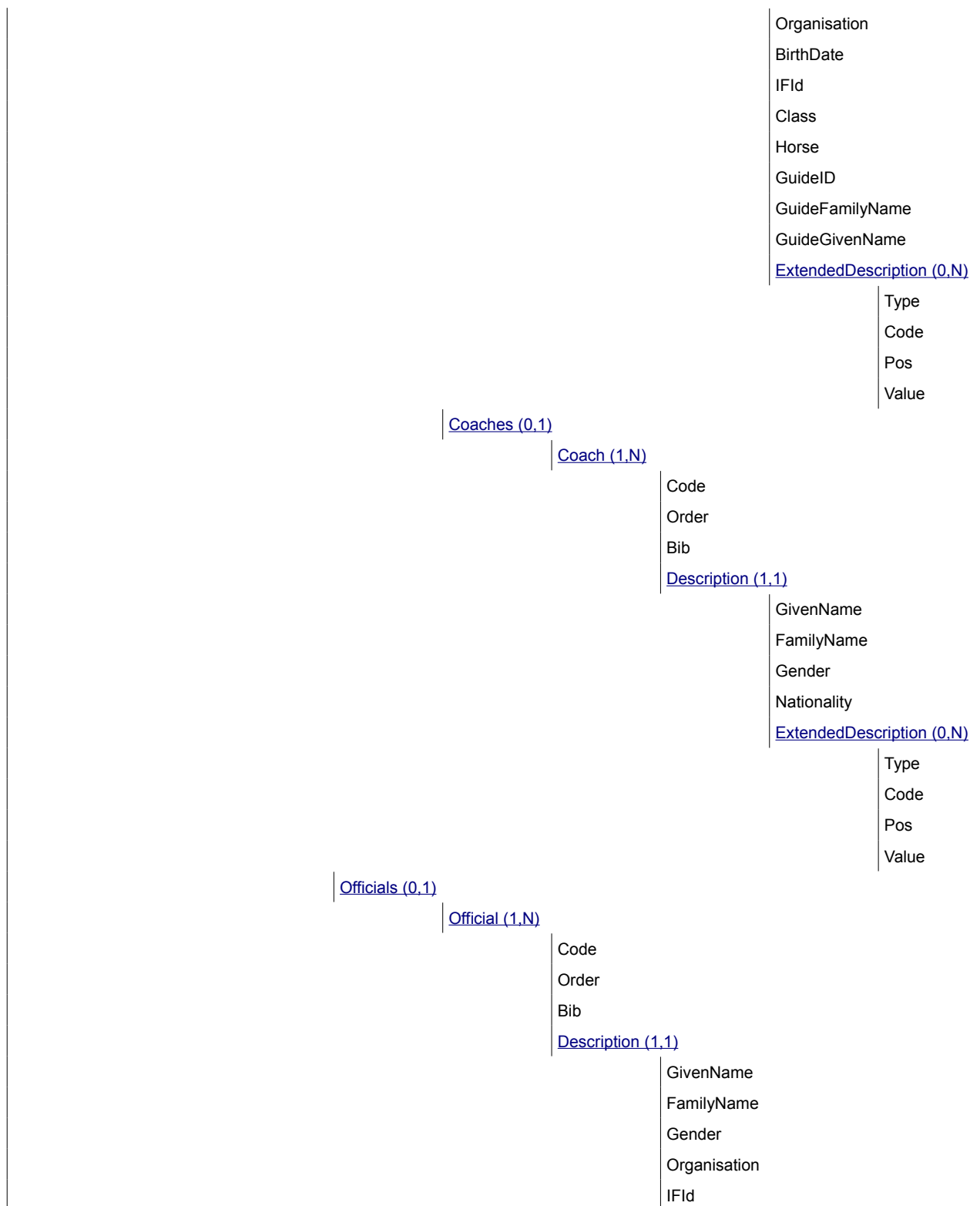
Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

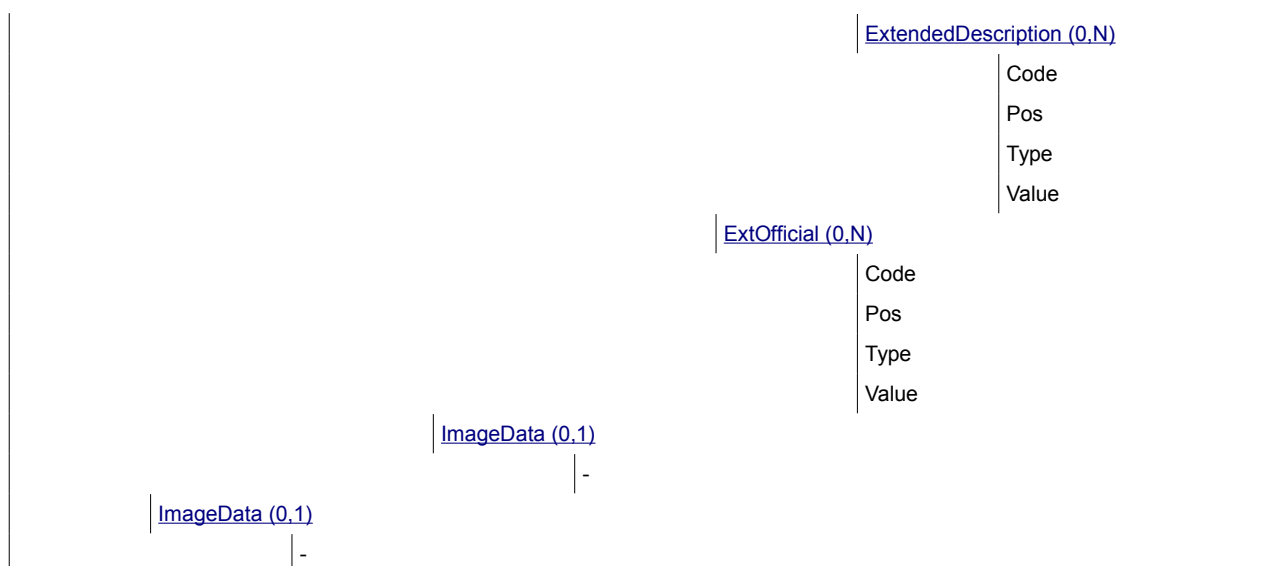
2.1.6.4 Message Structure

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					
	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





2.1.6.5 Message Values

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

Element: 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 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 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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 /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

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 /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 /Officials /Official /Description /ExtendedDescription (0,N)			
---	--	--	--

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

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

2.1.6.6 Message Sort

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

2.1.7 Results Analysis

2.1.7.1 Description

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

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

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	DDGEEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to update the definition of this attribute
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis 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 unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used when the competition is not finished but not currently live) LIVE (used during the competition when nothing else applies) UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required)
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 triggered is defined on a sport by sport basis but in principle is updated each time there is a change.

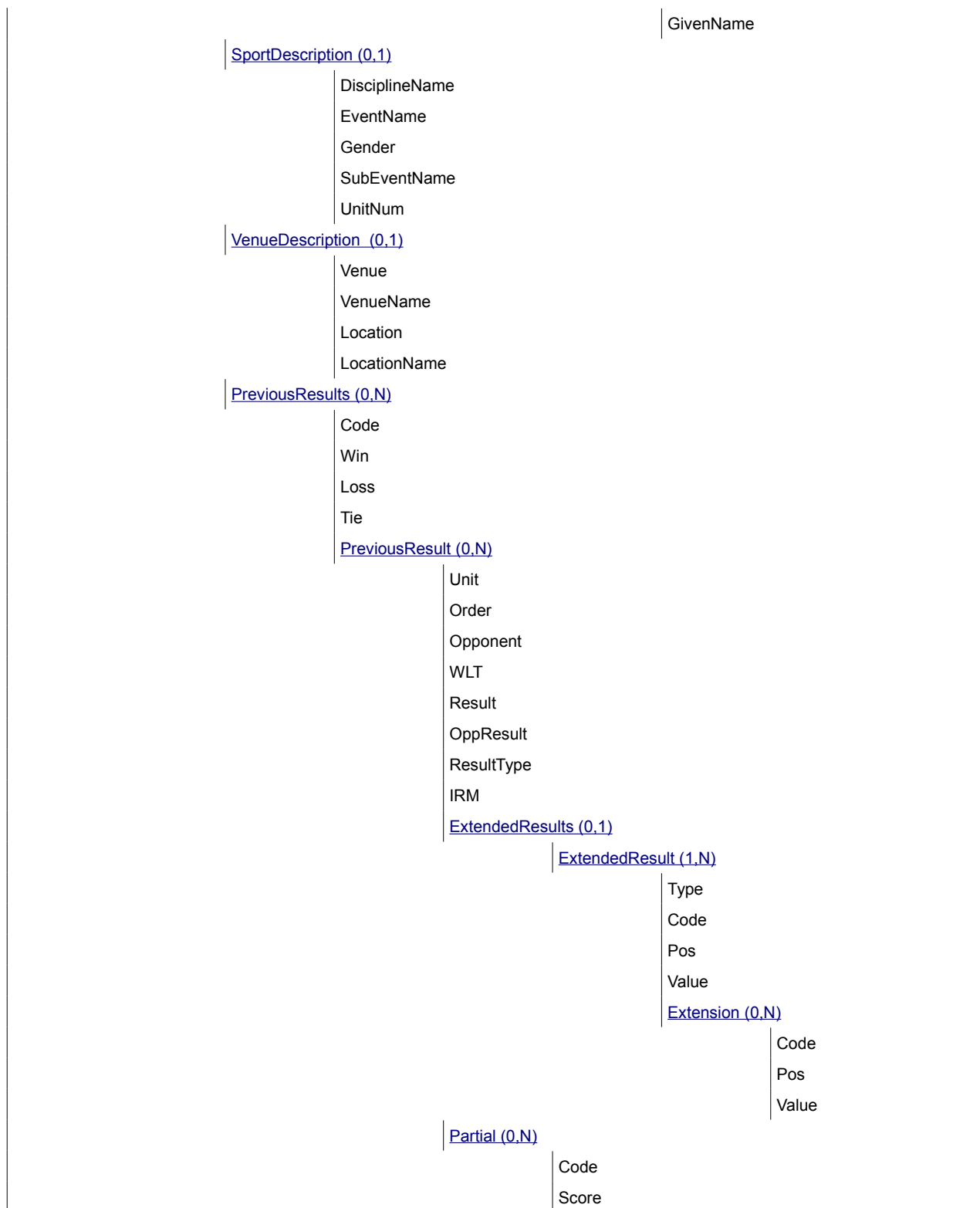
This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute). The message is sent as 'INTERMEDIATE' during extended breaks.

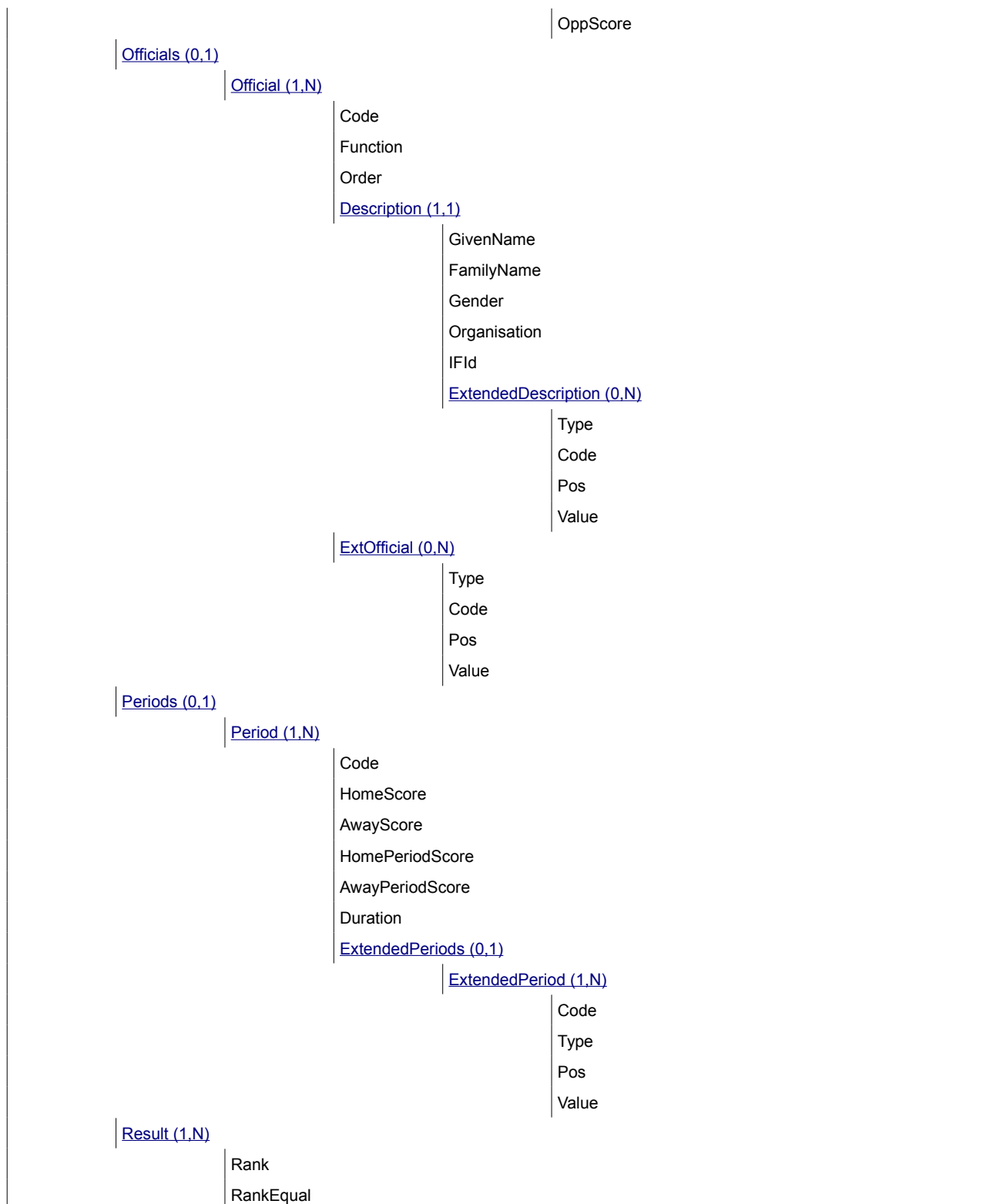
If there is any kind of sport specific rule, this can overwrite in the corresponding ODF Sport Data Dictionaries the general trigger rule

2.1.7.4 Message Structure

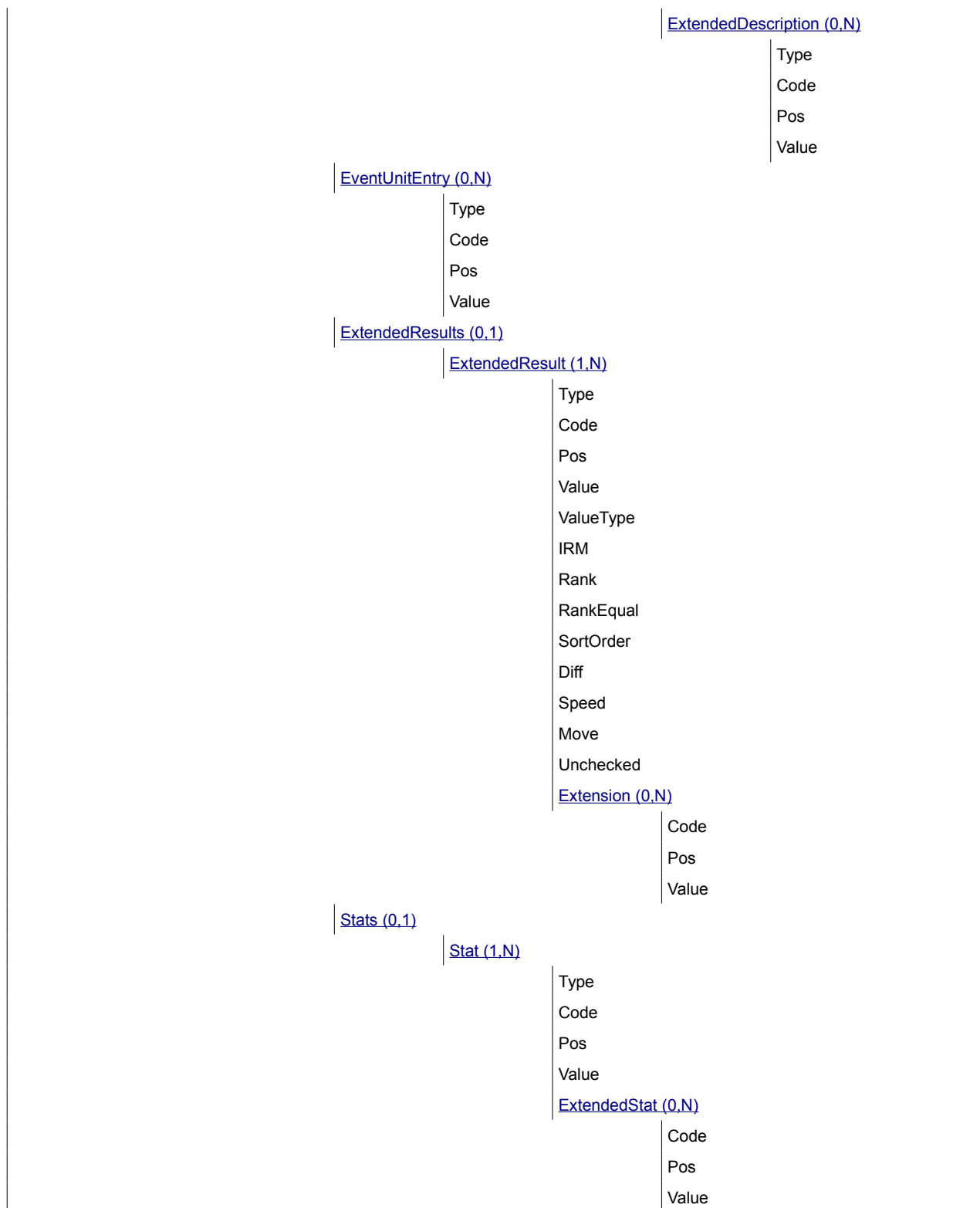
The following table defines the structure of the message.

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

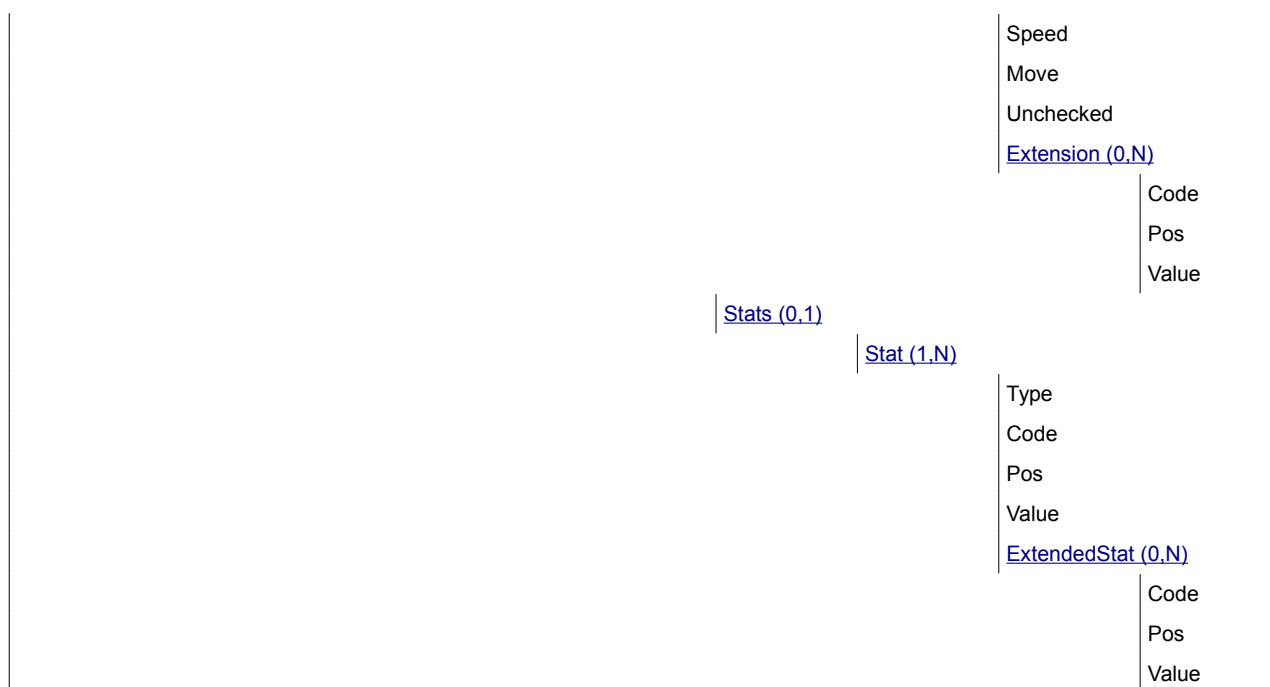




Result
Unchecked
IRM
QualificationMark
WLT
SortOrder
StartOrder
StartSortOrder
ResultType
Diff
RecordIndicators (0.1)
RecordIndicator (1.N)
Order
Code
RecordType
Equalled
Competitor (1.1)
Code
Type
Bib
Organisation
Description (0.1)
TeamName
IFId
ExtendedDescription (0.N)
Type
Code
Pos
Value
Coaches (0.1)
Coach (1.N)
Code
Function
Order
Description (1.1)
GivenName
FamilyName
Gender
Nationality



Composition (0.1)	
Athlete (1.N)	
	Code
	Order
	Bib
	Description (1.1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Horse
	GuideID
	GuideFamilyName
	GuideGivenName
	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



2.1.7.5 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 /UnitDateTime (0,1)			
Scheduled start date and 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)			
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)

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="TEW001901" 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="TEW001301" 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 (Basketball)

```
<PreviousResults Code="BKW400FRA01" Win="2" Loss="1">
  <PreviousResult Unit="BKW400A01" Order="1" Opponent="BKW400NZL01" WLT="W"
Result="76" OppResult="76" />
  <PreviousResult Unit="BKW400A04" Order="2" Opponent="BKW400USA01" WLT="L"
Result="75" OppResult="77" />
  <PreviousResult Unit="BKW400A07" Order="3" Opponent="BKW400RSA01" WLT="W"
ResultType="IRM" IRM="DSQ" />
</PreviousResults>
```

Sample (Wrestling)

```
<PreviousResults Code="123456" Win="2" Loss="0">
  <PreviousResult Unit="WRW001901" Order="1" Opponent="2222" WLT="W" Result="5"
OppResult="0" />
  <PreviousResult Unit="WRW001301" Order="2" Opponent="4444" WLT="W" Result="4"
OppResult="0" />
</PreviousResults>
```

Element: ExtendedInfos /PreviousResults /PreviousResult (0,N)			
Attribute	M/O	Value	Description
Unit	M	S(40)	Full RSC of the previous event unit
Order	M	Numeric #0	Order of the units
Opponent	O	S(20) with no leading zeroes	Competitor ID of the opponent
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 /ExtendedResult /Extension (1,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	

		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

Element: ExtendedInfos /PreviousResults /PreviousResult /ExtendedResult /Extension /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	

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 redefinition	
Score	O	See sport redefinition	Usually for the competitor in the period
OppScore	O	See sport 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)			
Officials in the case there are officials receiving events medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	See table comment	Official's function (example: referee, etc.). Can be different from the function sent in the DT_PARTIC message.
Order	O	See table comment	Official's order (if the discipline specificity required it).

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

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

Element: Officials /Official /ExtOfficial (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: 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 definition specific	
Type	O	See sport definition 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 being awarded with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Text See table comment	Rank of the competitor
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	See table comment	The result of the competitor in the event unit
Unchecked	O	See table comment	Send with ="Y" in the case that there is a value which needs to be validated. For example by reading photo to change from transponder times. Do not send if not ="Y"
IRM	O	See table comment	The invalid result 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 /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 /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 H for Horse
Bib	O	See table comment	Bib number
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. 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 definition specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	
Value	O	See sport definition specific	

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.

Function	O	See table comment	Official function
Order	O	See table comment	Coach order (if more than one coach is needed).

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

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

Element: Result /Competitor /EventUnitEntry (0,N)			
For team event 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 /ExtendedResults /ExtendedResult (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	

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 /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 /Stats /Stat (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 /Stats /Stat /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

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 /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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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 /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 ExtendResult 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 specific definition	
-------	---	-------------------------------	--

Element: Result /Competitor /Composition /Athlete /Stats /Stat (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 /Stats /Stat /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	

2.1.7.6 Message Sort

Message sorting is the same as in the DT_RESULTS message

2.1.8 Current Information

2.1.8.1 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.

2.1.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentSubcode	To be defined in each ODF Data Dictionary	Extension for the DocumentCode. This is an optional attribute. It is used when the RSC is not enough and it is required several different messages with the same RSC. Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute.
DocumentType	DT_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.

2.1.8.3 Trigger and Frequency

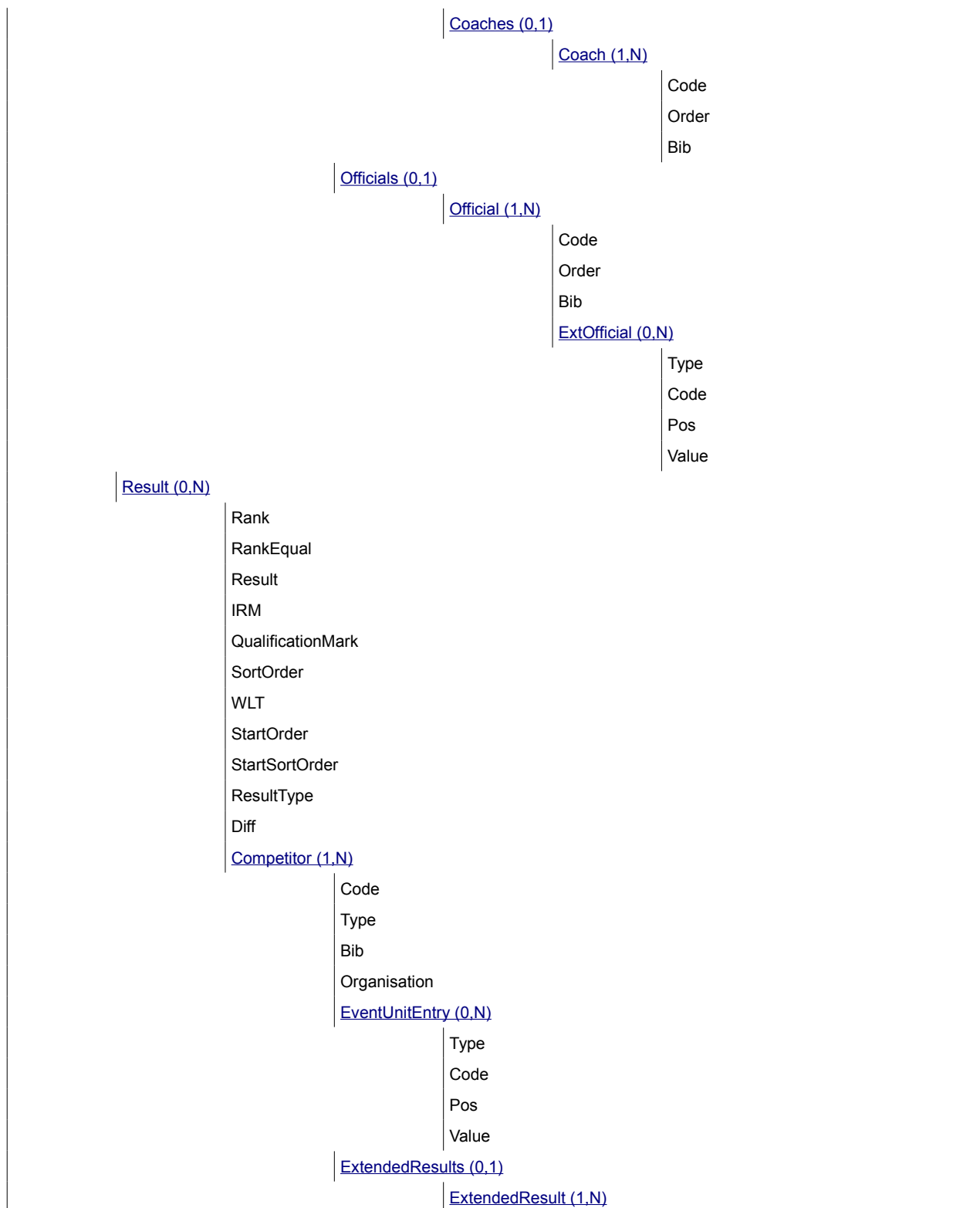
Each ODF Sport Data Dictionary defines triggering and frequency for that sport.

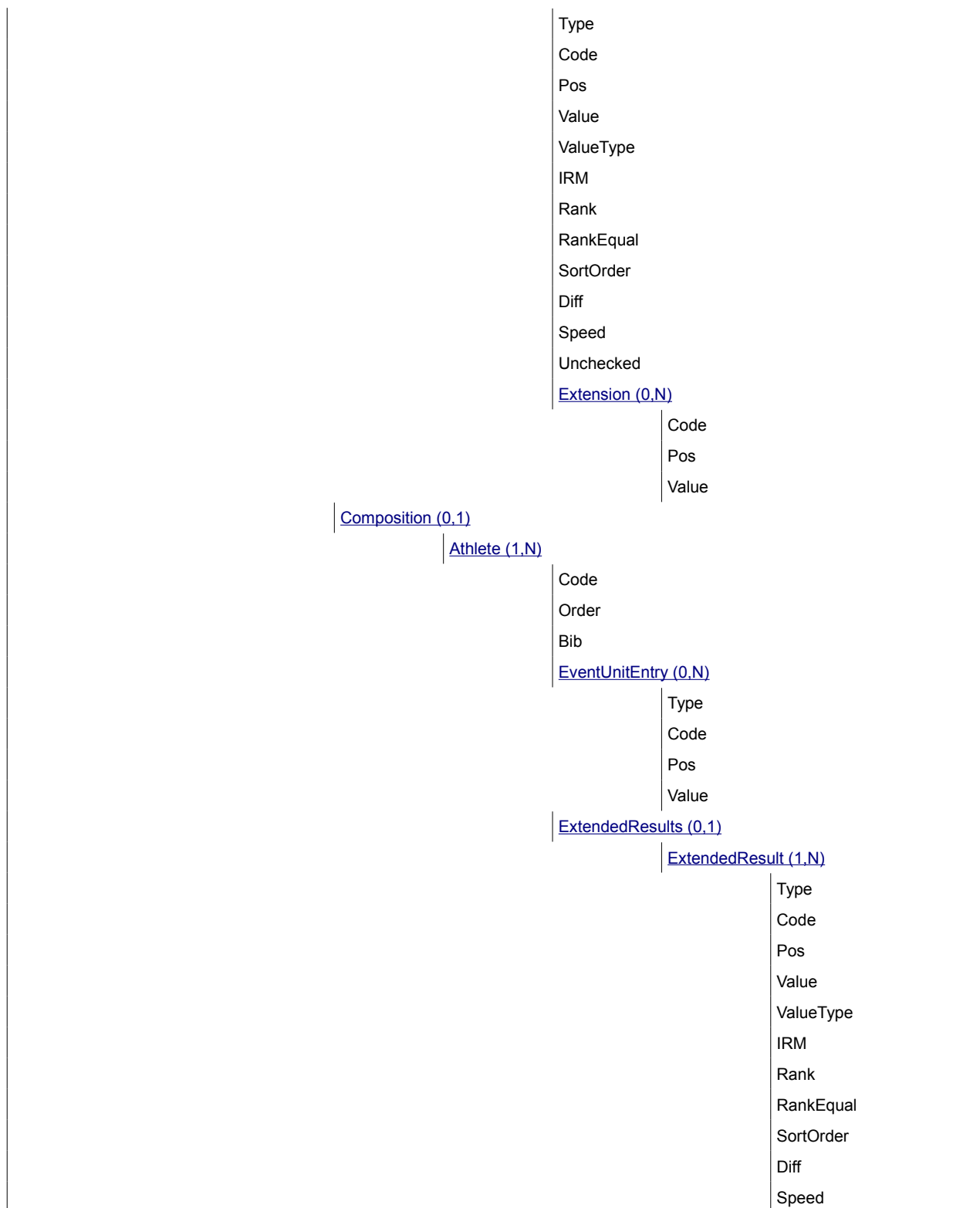
2.1.8.4 Message Structure

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
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
	Organisation
	Composition (0.1)
	Athlete (1.N)
	Code
	Order
	Bib
	Role





			Unchecked Extension (0,N)
			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 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	S(1)	Indicates if the clock is currently running. Y to indicate the clock is running, N to indicate the clock is stopped.

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 (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 See table comment	Unique sequential number for all the actions of the period, from 1 to n It is used to sort UnitAction
Value	O	See table comment	Value of the @Code (+ @Pos) referenced UnitAction
Time	O	mm:ss	Action's time in minutes and seconds

		or See table comment for some Sports	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 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 /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 result 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 /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 /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 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
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 specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.8.6 Message Sort

Sort by Result @SortOrder.

2.1.9 GPS Data

2.1.9.1 Description

The GPS Data message is a message containing current competitors' position at the field of play.

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	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
DocumentType	DT_GPS_DATA	GPS Data 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.

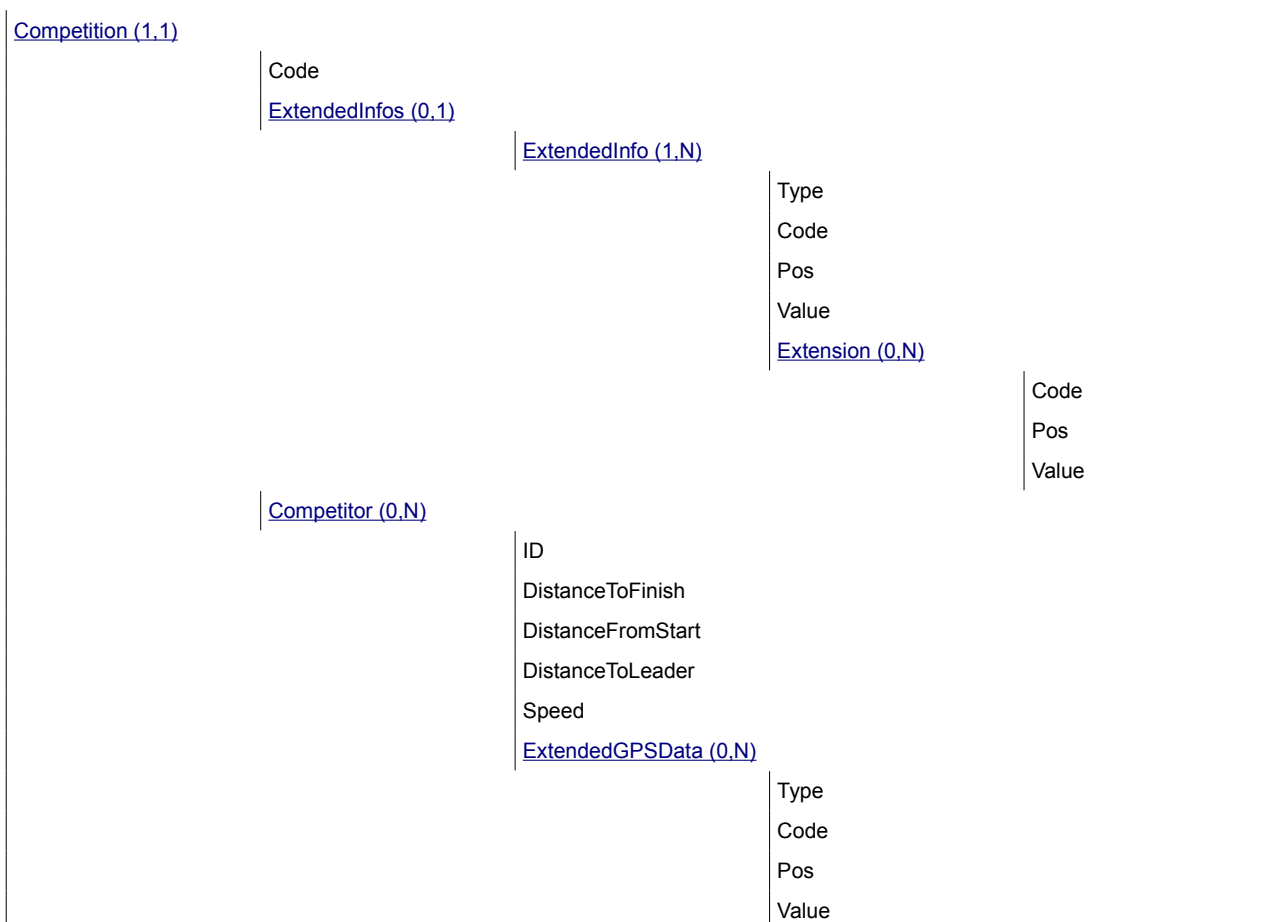
2.1.9.3 Trigger and Frequency

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

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
---------	---------	---------	---------	---------



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

Element: Competitor (0,N)			
Attribute	M/O	Value	Description
ID	M	S(25)	Competitor ID
DistanceToFinish	M	Numeric	Distance (in metres) from competitor position to the finish line
DistanceFromStart	M	Numeric	Distance (in metres) from the Start Line to competitor position
DistanceToLeader	M	Numeric	Distance (in metres) from competitor position to leader position
Speed	M	Numeric	Current speed.

Element: Competitor /ExtendedGPSData (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	

2.1.9.6 Message Sort

There is no message sorting requirement for this message.

2.1.10 Image

2.1.10.1 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.

2.1.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP00 (sent at event unit level)
DocumentSubcode	S(10)	Picture number or may be redefined by discipline as needed.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	This is defined by the needs of the sport and defined in the sport data dictionary. Possibilities are: PHOTOFINISH STROKETRAIL SHOTCHART PHOTO
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	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>

2.1.10.3 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.

2.1.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1.1)	Code ExtendedInfos (0.1)	ExtendedInfo (1.N)	Type Code Pos Value Extension (0.N)	Code Pos Value
	RightsInfo (0.1)	CopyrightHolder Notice Usage Extension (0.N)	Code Pos Value	
	ContentInfo (0.1)	Title Description		

		Extension (0,N)	Code
			Pos
			Value
Image (1,N)		Pos	
		Version	
		Revision	
		ImageType	
		ImageTitle (0,1)	-
		ImageDescription (0,1)	-
		ImageData (1,1)	-

2.1.10.5 Message Values

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

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

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

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

Element: Competition /RightsInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M	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="ATW008904" Version="1" Serial="148">
  <Competition Code="OG2012">
    <Image Pos="1" Version="1" Revision="0" ImageType="jpg" >
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
  </Competition>
</OdfBody>
```

Sample (Stroke Trail)

```
<OdfBody      CompetitionCode="OG2012"      DocumentType="DT_IMAGE"
DocumentSubtype="STROKETRAIL" Date="2016-08-08" Time="120830417" LogicalDate="2016-08-08"
Source="GOSTA1" FeedFlag="P" DocumentCode="GOW001001" DocumentSubcode="4352682"
Version="1" Serial="148">
  <Competition Code="OG2012">
    <Image Pos="1" Version="1" Revision="0" ImageType="png" >
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
    <Image Pos="2" Version="1" Revision="0" ImageType="png" >
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAAA          ETC          ETC
Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
    </Image>
  </Competition>
</OdfBody>
```

2.1.10.6 Message Sort

Sort by Competition /Image /Pos

2.1.11 Press Photofinish

2.1.11.1 Description

The "Press Photofinish message" contains a link to the Press Diffusion Document for a particular event unit. It is a PDF containing the photo finish picture (uncompressed) which includes judgment markers as well as all necessary additional information.

It is a generic message for all sports.

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	@ RSC	Depending on the message, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEPUU (sent at event unit level)
DocumentSubcode	S(10)	Picture number
DocumentType	DT_PRESSPHOTOFINISH_LK	Press Photofinish message
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). 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.

2.1.11.3 Trigger and Frequency

Trigger when available.

Trigger also after any major 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
Competition (1,1)	Code ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value Extension (0,N)	Code Pos Value
	PhotoFinish (1,1)	Version Revision Link		

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

Element: PhotoFinish (1,1)			
Attribute	M/O	Value	Description
Version	M	Numeric	Document version: 1..9999
Revision	M	Numeric	Document version: 1..9999
Link	M	S(255)	URL of the link to the document

2.1.11.6 Message Sort

There is no message sorting requirement for this message.

2.1.12 Phase Results

2.1.12.1 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.

2.1.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit (usually 00) Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the phase message contains information: E.g.: DDGEEEEPUU would be phase results up to the end of the referenced event unit
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 when the unit or message transmission extends after midnight.

		<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>

2.1.12.3 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.

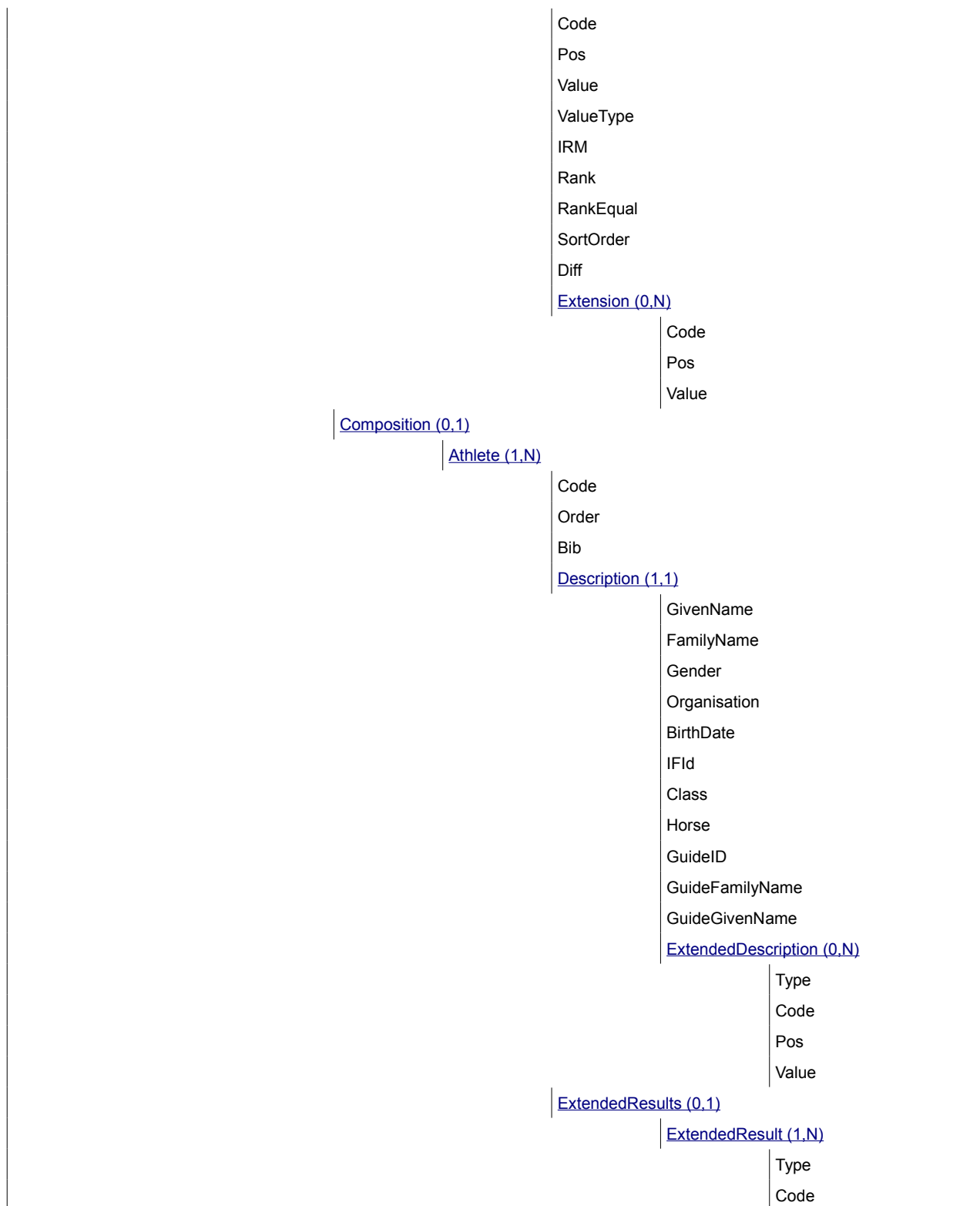
If there is any kind of sport specific rule, this can be overwritten in the corresponding ODF Sport Data Dictionaries.

2.1.12.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	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	
	RecordIndicators (0,1)	
		RecordIndicator (1,N)
		Order
		Code
		RecordType
		Equalled
	Competitor (1,1)	
		Code
		Type
		Bib
		Organisation
		Description (0,1)
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
	ExtendedResults (0,1)	
		ExtendedResult (1,N)
		Type





2.1.12.5 Message Values

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 result 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 /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

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

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)			
Team competitor's extended results.			
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 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading	ID of the Guide, used for some athletes with a disability (e.g:

		zeros	Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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 /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 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 ExtendResult 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

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	

2.1.12.6 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.

2.1.13 Cumulative Results

2.1.13.1 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.

2.1.13.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase Each ODF Sport Data Dictionary will have to complete the explanation regarding to this attribute
DocumentType	DT_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.: DDGEEEP00 would be cumulative results up to the end of the referenced event unit E.g.: DDGEEEP00 would be cumulative results up to the end of the referenced phase
Version	1..V	Version number associated to the message's content. Ascendant number
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>

2.1.13.3 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.

2.1.13.4 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	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
			RecordIndicators (0,1)	
			RecordIndicator (1,N)	
				Order
				Code
				RecordType
				Equalled
		ResultItems (0,1)		
		ResultItem (1,N)		
				Phase
				Unit
			Result (1,1)	
				Rank
				RankEqual
				ResultType
				Result
				ResultPoints
				IRM
				QualificationMark
				Diff
				WLT
				SortOrder



Composition (1.1)	
Athlete (1.N)	
	Code
	Order
	Bib
	Description (1.1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Horse
	GuideID
	GuideFamilyName
	GuideGivenName
	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

2.1.13.5 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 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)	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 result 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 /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	See table comment	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It should be informed just in the case the latest schedule item is an event unit. Otherwise, do not include.

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

Element: 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 result 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 /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 Or Organisation code in the case of NOC or NPC	Competitor's ID
Type	M	T,A, N	T for team A for athlete N for NOC or NPC
Bib	O	See table comment	Bib number
Organisation	M	CC @Organisation	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	ValueType should be used to describe the type of data @Value

		definition	
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 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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g. Paralympic Games). This attribute is optional because it is not used in events without

			such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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 /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 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 ExtendResult 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

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	

2.1.13.6 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.

2.1.14 Pool Standings

2.1.14.1 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.

2.1.14.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEP00	Message at the phase level. DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase
DocumentType	DT_POOL_STANDING	Pool Standings 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.

2.1.14.3 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.
- * 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.

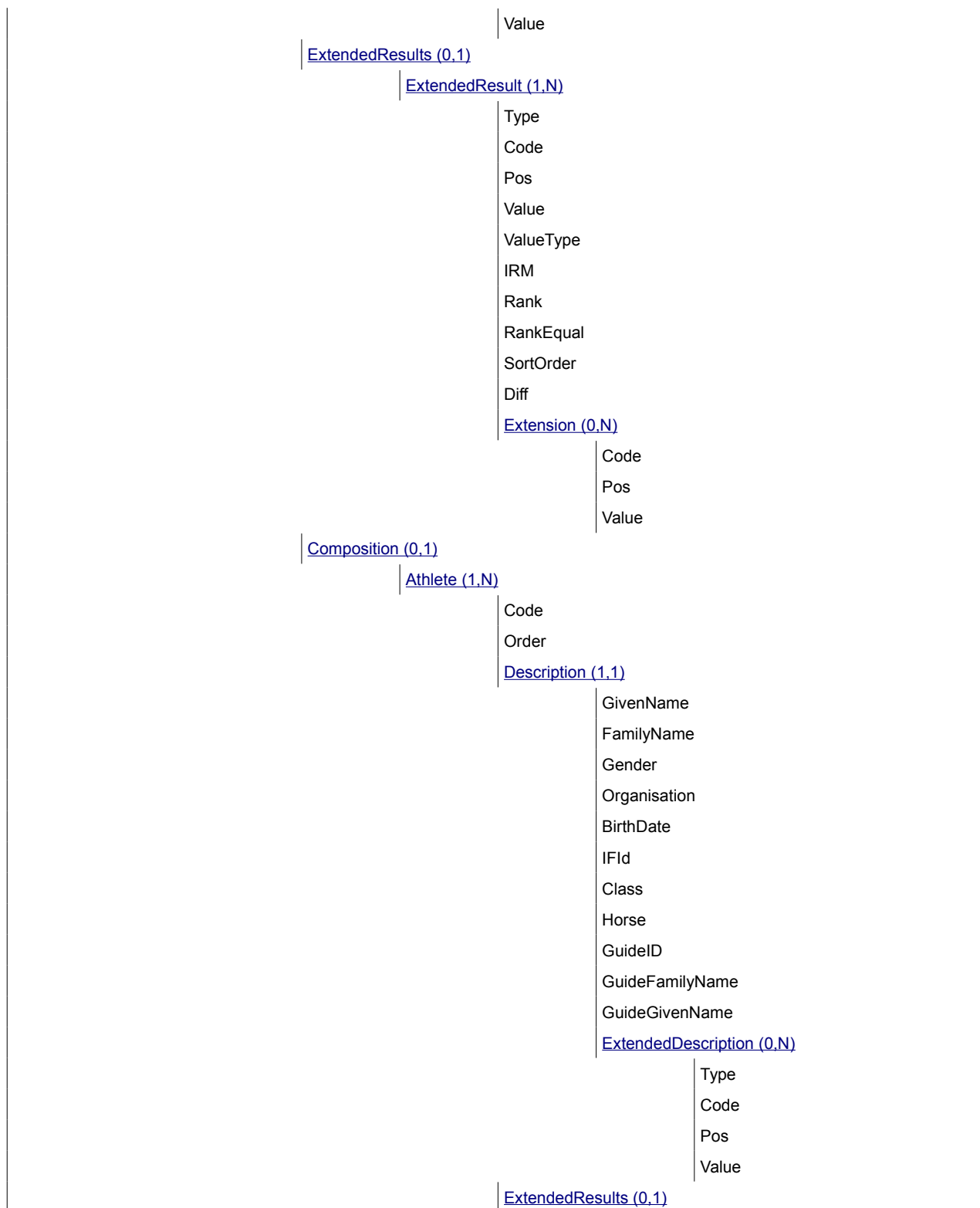
However, if there is any kind of sport specific rule, overwrite it in each of the ODF Sport Data Dictionaries.

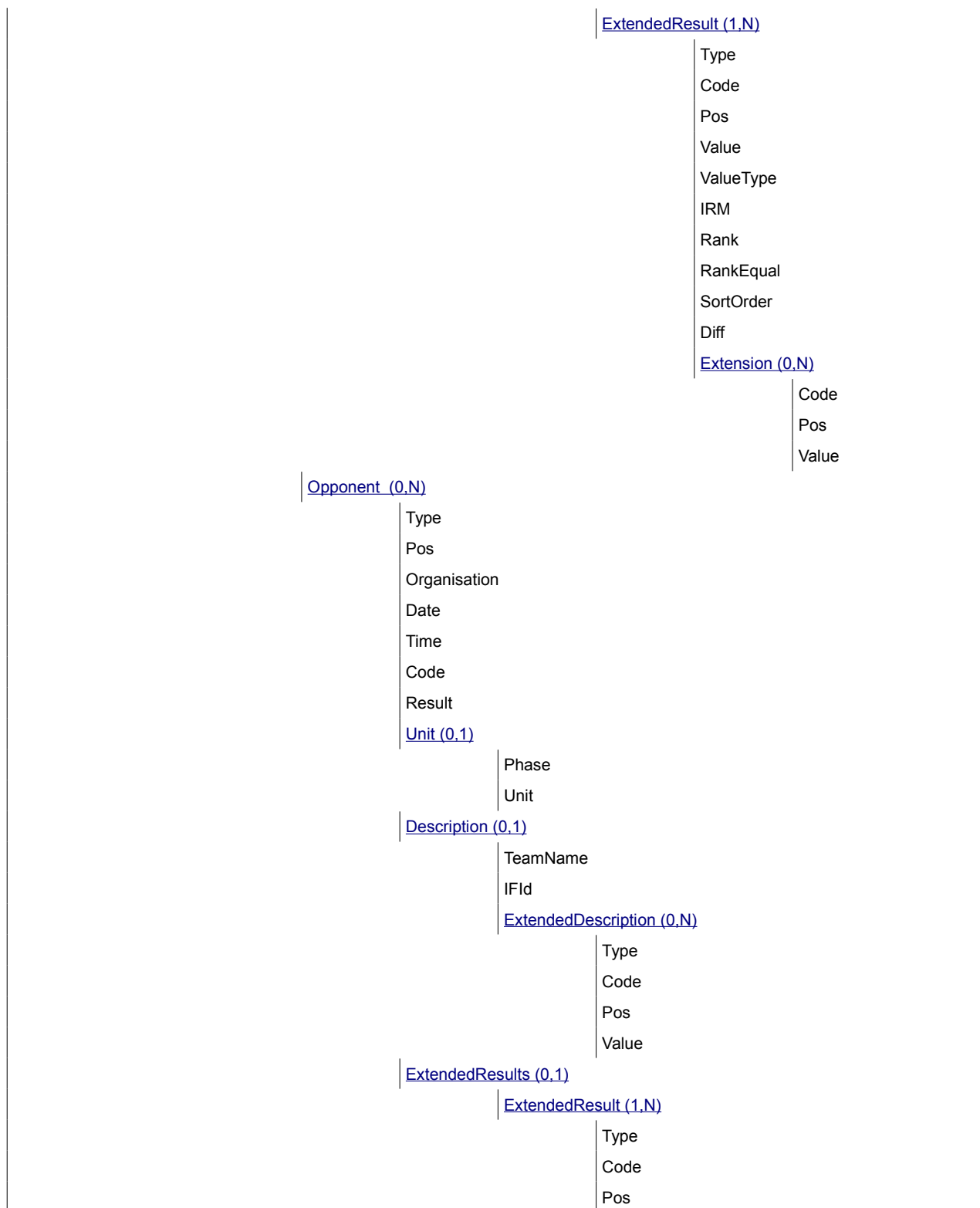
2.1.14.4 Message Structure

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
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
	RecordIndicators (0,1)		
		RecordIndicator (1,1)	Order
			Code
			RecordType
			Equalled
	Competitor (1,1)		Code
			Type
			Organisation
		Description (0,1)	TeamName
			IFId
		ExtendedDescription (0,N)	Type
			Code
			Pos







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			IRM
			Rank
			RankEqual
			SortOrder
			Diff
			Extension (0.N)
			Code
			Pos
			Value

2.1.14.5 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 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)	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 result mark, in case it is assigned
QualificationMark	O	See table comment	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Numeric See table comment	Unique sort order for result in the pool, based on rank to break rank ties.
Won	O	Numeric See table comment	Number of matches or games won
Lost	O	Numeric See table comment	Number of matches or games lost
Tied	O	Numeric See table comment	Number of matches or games tied
Played	O	Numeric See table comment	Number of matches or games played by the competitor
For	O	Numeric See table comment	Points/Goals achieved by the 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 /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.
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	

		definition	
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	S(1)	Send Y where Rank at this specific ExtendResult 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

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

Extensions of Team competitor's extended results.

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 (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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.

Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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 /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 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	S(1)	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

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
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 /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.
IFId	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 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	Athletes ID, corresponding to either a team member or an

		zeroes	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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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
Type	O	See sport specific definition	

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	S(1)		Send Y where Rank at this specific ExtendResult 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

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

2.1.14.6 Message Sort

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

2.1.15 Brackets

2.1.15.1 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.

2.1.15.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	DD should be according to CC @Discipline G should be according to CC @DisciplineGender EEE should be according to CC @Event
DocumentType	DT_BRACKETS	Brackets message
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 competition) 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.

2.1.15.3 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.

2.1.15.4 Message Structure

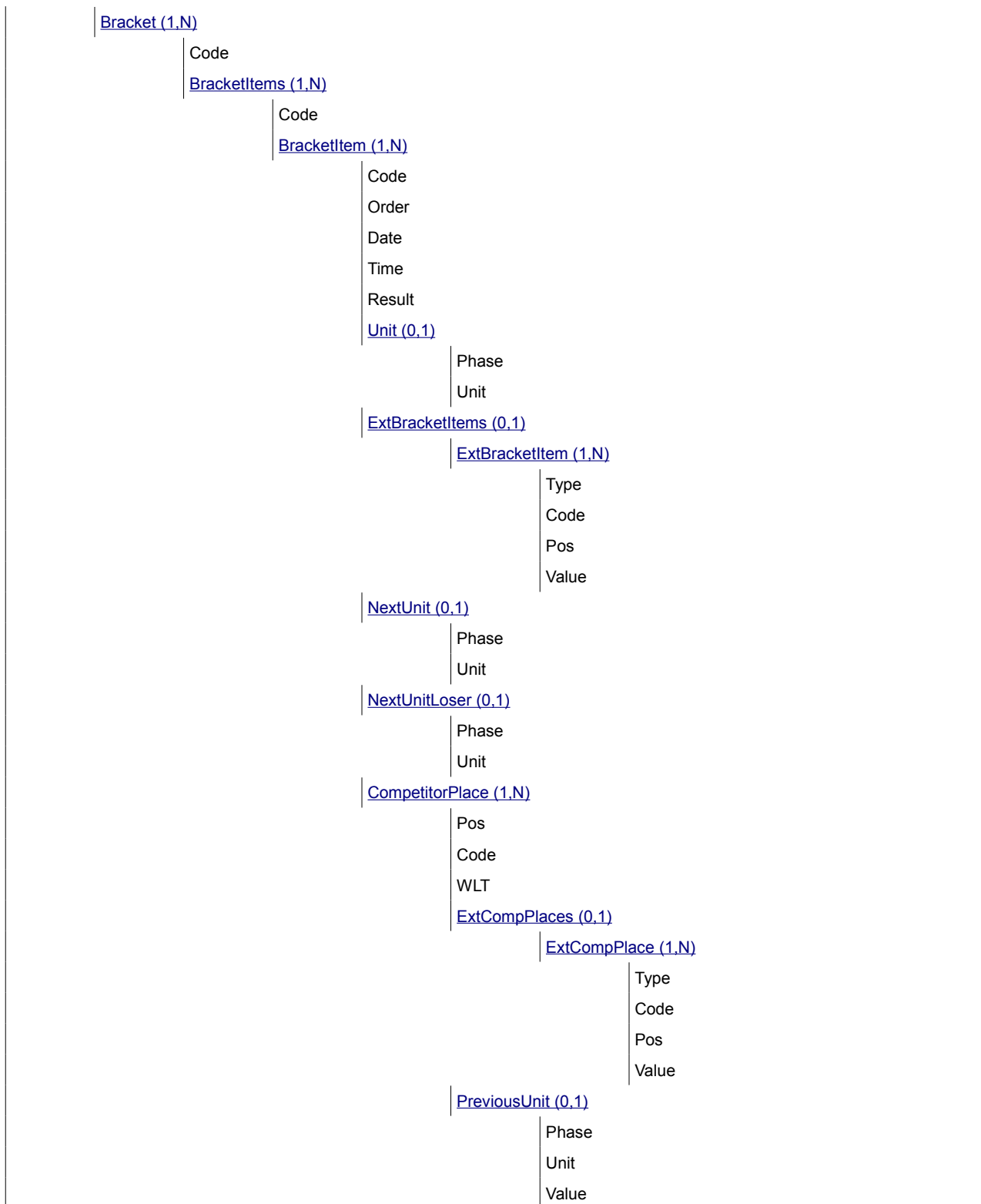
The following table defines the structure of the message.

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							



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2.1.15.5 Message Values

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: 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 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.
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

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

		definition	
Value	O	See sport specific definition	

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	CC @Unit	Unit code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit.
Value	O	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 See table comment	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.

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 (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	
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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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)

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	

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

2.1.15.6 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.

2.1.16 Statistics

2.1.16.1 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.

2.1.16.2 Header Values

The following table describes the message header attributes.

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

		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.

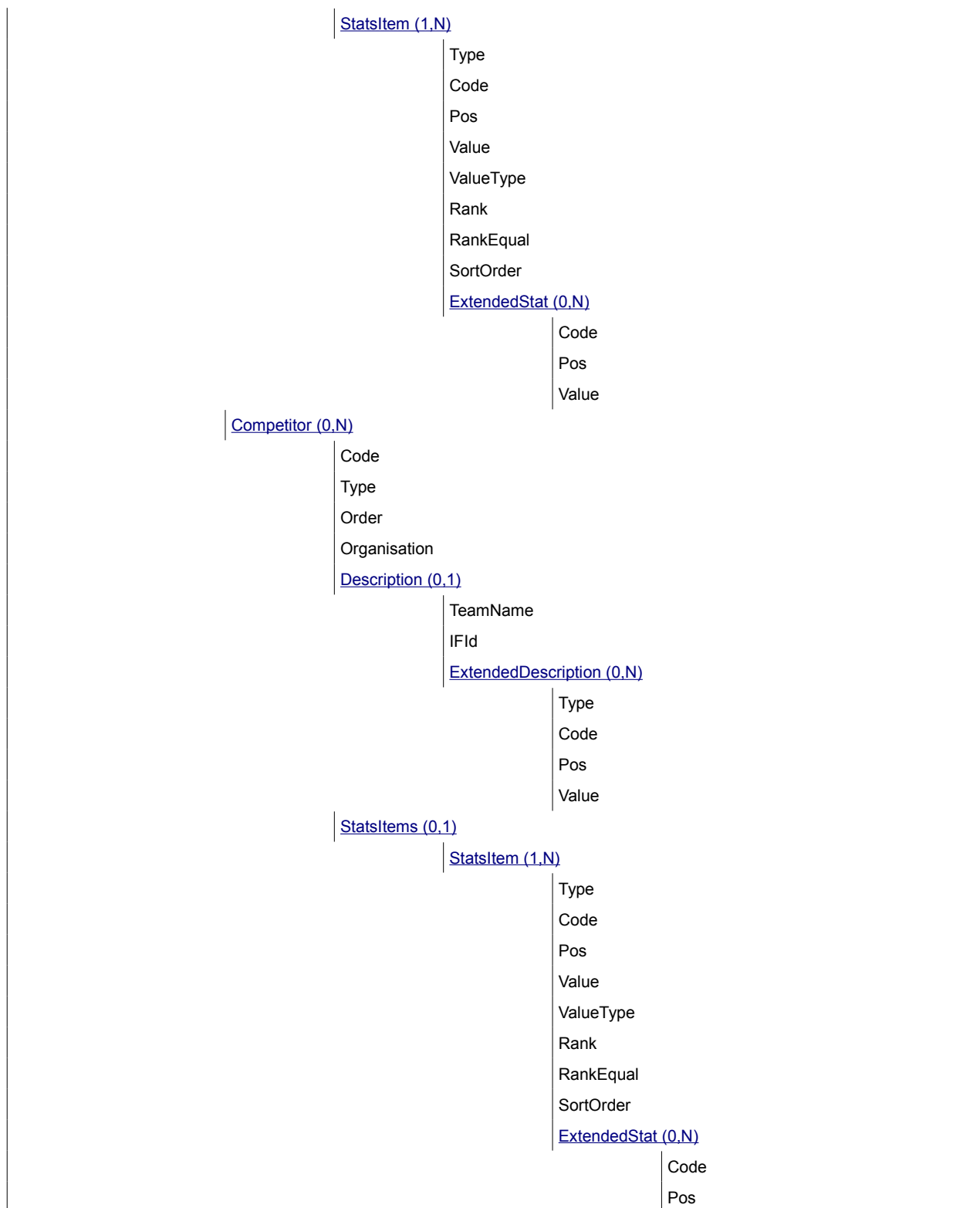
2.1.16.3 Trigger and Frequency

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.

2.1.16.4 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)						



					Value
			Composition (0.1)		
				Athlete (1,N)	
				Code	
				Order	
				Description (1.1)	
				GivenName	
				FamilyName	
				Gender	
				Organisation	
				BirthDate	
				IFId	
				Class	
				Horse	
				GuideID	
				GuideFamilyName	
				GuideGivenName	
				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

2.1.16.5 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 (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	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Table comment: Attribute to be set Mandatory from Optional or redefined. Refer to the ODF Sport Data

Dictionary for each of the disciplines

Element: 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.

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

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Stats /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: 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 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	ValueType should be used to describe the type of data @Value

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

2.1.16.6 Message Sort

Sort according to the @Order attributes.

2.1.17 Records

2.1.17.1 Description

This message applies for all records depending on the sport.

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

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	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
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	Sequence number (positive integer) for ODF messages.

		Serial starts with 1 each day for each Source.
--	--	--

2.1.17.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

2.1.17.4 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)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0.N)						
				Code					
				Pos					
				Value					
		SportDescription (0.1)							
			DisciplineName						
	Record (1.N)								
		Code							
		Description (1.1)							
			Name						
		RecordType (1.N)							
			Order						
			RecordType						
			Subcode						
			Shared						
			NotEstablished						
			NotEstablishedLabel						
			RecordData (0.N)						
				Order					
				ResultType					
				Result					
				Unit					

Country
Place
Date
Time
Equalled
Unconfirmed
Competition
Historical
Current
ModificationIndicator
Extension (0..N)
Type
Code
Pos
Value
Competitor (0..1)
Code
Type
Organisation
Description (0..1)
TeamName
IFId
ExtendedDescription (0..N)
Type
Code
Pos
Value
Composition (0..1)
Athlete (1..N)
Code
Order
Description (0..1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId
Class



2.1.17.5 Message Values

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: Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Sample (Individual Event)

```
<Record Code="ARM0700000">
  <Description Name="Men 72 Arrows Ranking Round" />
  <RecordType Code="WR" Order="1" Shared="N">
    <RecordData ResultType="POINTS" Result="699" Unit="ARM070901" Country="GBR"
Place="London" Date="2012-07-27" Time="105830427" Competition="The XXX Olympic Summer Games
in 2012" Historical="N" Current="Y" ModificationIndicator="N" >
      <Extension Code="XS_NUM" Value="22" />
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="John" GivenName="Smith"
Gender="M" Organisation="NZL" IFId="12920" BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</Record>
```

Sample (Not Established Record)

```
<Record Code="SHM104100">
  <Description Name="50m Rifle 3 Positions Men" />
  <RecordType Code="FOR" Order="2" NotEstablished="Y" NotEstablishedLabel ="Not
Established" Shared="N" >
    </RecordType>
</Record>
```

Sample (Teams)

```
<Record Code="ATM401000">
  <Description Name="Women's 4 x 100 metres Relay" />
  <RecordType Code="WR" Order="1" Shared="N" >
    <RecordData ResultType="TIME" Result="36.84" Unit="ATM401101" Country="GBR"
Place="London" Date="2012-08-11" Time="210600000" Competition="Olympic Games" Historical="N"
Current="Y" ModificationIndicator="N" >
      <Competitor Code="ATM401JAM01" Type="T" Organisation="JAM" >
        <Description TeamName="Jamaicia" />
        <Composition>
          <Athlete Code="1020436" Order="1" >
            <Description FamilyName="Joan" GivenName="Smith"
Gender="W" Organisation="JAM" BirthDate="1990-12-15" />
          </Athlete>
          <Athlete Code="1020467" Order="2" >
            <Description FamilyName="Mary" GivenName="Brown"
Gender="W" Organisation="JAM" BirthDate="1992-12-11" />
          </Athlete>
          <Athlete Code="1020433" Order="3" >
            <Description FamilyName="Jane" GivenName="White"
Gender="W" Organisation="JAM" BirthDate="1987-12-13" />
          </Athlete>
          <Athlete Code="1020434" Order="4" >
            <Description FamilyName="Barb" GivenName="Busby"
Gender="W" Organisation="JAM" BirthDate="1994-12-17" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</Record>
```

Element: Record /Description (1,1)

Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)

It is possible to have more than one element with the same type (as in the case of National Records).			
Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Subcode	O	- NOC if RecordType = "NR" or "NB" - Rank if RecordType = "BOP", "ALL" or "SBP" - WRC order if RecordType = "WRC"	It will be mandatory in case of RecordType = "NR", "NB", "BOP", "WRC", "ALL" and "SBP".
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

Element: Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records			
Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	N/A	Indicates whether the record result is a distance, a time, etc.
Result	O	N/A	Send always unless the record is not established. The performance of the competitor for the record.
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Include the event unit in the current competition where the record was broken. It is the full RSC in the format DDGEEPUU. Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".

Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition. Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

Element: Record /RecordType /RecordData /Extension (0,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	N/A	See sport specific definition

Element: Record /RecordType /RecordData /Competitor (0,1)			
Competitor to whom the record is assigned. Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

Element: Record /RecordType /RecordData /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description

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

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

Element: Record /RecordType /RecordData /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 #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)			
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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide used in the record, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide used in the record (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description /ExtendedDescription (0,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	N/A	See sport specific definition

Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /ExtRecords /ExtRecord (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	N/A	See sport specific definition

2.1.17.6 Message Sort

The following order applies:

- RecordType @Order
- RecordData, in the case Current=Y. Then send first the competitor who most recently broke/equalled the record.

2.1.18 Event Final Ranking

2.1.18.1 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).

2.1.18.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	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.

2.1.18.3 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.

2.1.18.4 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
IRM
SortOrder
<u>Competitor (1,1)</u>
Code
Type
Organisation
<u>Description (0,1)</u>
TeamName
IFld
<u>ExtendedDescription (0,N)</u>
Type
Code
Pos
Value
<u>ExtendedResults (0,1)</u>
<u>ExtendedResult (1,N)</u>
Type
Code
Pos
Value
<u>Extension (0,N)</u>
Code
Pos
Value
<u>Composition (1,1)</u>
<u>Athlete (1,N)</u>
Code
Order
<u>Description (1,1)</u>
GivenName
FamilyName
Gender
Organisation
BirthDate
IFld
Class
Horse

				GuideID
				GuideFamilyName
				GuideGivenName
				ExtendedDescription (0.N)
				Type
				Code
				Pos
				Value
				ExtendedResults (0,1)
				ExtendedResult (1.N)
				Type
				Code
				Pos
				Value
				Extension (0.N)
				Code
				Pos
				Value

2.1.18.5 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	

		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 result 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 /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "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.
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	

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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

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 /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 specific	
Code	O	See sport definition specific	
Pos	O	See sport definition specific	

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

2.1.18.6 Message Sort

Sort by Result @SortOrder

2.1.19 Official Communication

2.1.19.1 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.

2.1.19.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	For all sports: NOTICE SPORT_NOTICE Additionally for Sailing only: PROTEST PROTEST42 REQUEST LIMIT Additionally for Golf only: COMPETITOR_NOTICE	<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 * COMPETITOR_NOTICE: Used for Notice to Competitors, only for Golf.
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	Sequence number (positive integer) for ODF messages.

		Serial starts with 1 each day for each Source.
--	--	--

2.1.19.3 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.

2.1.19.4 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		
			Subtitle (1,1)		



INTERNATIONAL
OLYMPIC
COMMITTEE

ODF/INT184- R-SOG-2016-GL-v1.22 APP

		-
	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 DecisionTime 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	
	EventUnit (0,1)	
		Gender
		Event
		Phase
		Unit
	CompAction (1,1)	
		-
	JuryAction (1,1)	
		-
Request (0,1)		
	Code	
	ReplyDate	
	EventUnit (0,1)	
		Gender
		Event
		Phase

					Unit
			Details (1.1)		-
			Reply (1.1)		-
		Limit (0,N)			
			DateTime		
			EventUnit (1.1)		
				Gender	
				Event	
				Phase	
				Unit	
				Extension (0,N)	
					Code
					Pos
					Value

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

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

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

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
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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
DecisionTime	O	DateTime	Decision time Example: 2012-07-26T10:00:00+01:00

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

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	Reply date

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

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	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 /Limit /EventUnit /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	

2.1.19.6 Message Sort

There are not specific sorting requirements

2.1.20 Configuration

2.1.20.1 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="").

2.1.20.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit Each ODF Sport Data Dictionary will have to 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.

2.1.20.3 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.

2.1.20.4 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

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

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

Element: Configs /Config /ExtendedConfig (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	

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

2.1.20.6 Message Sort

There is no general message sorting rule.

2.1.21 Federation Ranking

2.1.21.1 Description

The "Federation Ranking" is a message containing the rankings in a discipline. The rankings may be over the whole discipline or divided by event as appropriate for the discipline. One message may contain a single event or multiple events.

Rankings may be based on some points system and updated at fixed points or based on single performances and updated with each new performance.

Rankings may be for a fixed period, for example a calendar year or be taken over a rolling period.

2.1.21.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Full RSC code. -If the message contains data for only one event then the RSC will be at event level. -If the message includes ranking for more than one event (Rankings appears multiple times) then the document code will be at discipline level. -If the message includes ranking for more than one event in a single gender (Rankings appears multiple times) then the document code will be at discipline gender level.
DocumentSubcode	S(10)	Provides greater granularity for document if DocumentCode is not sufficient.
DocumentType	DT_FED_RANKING	Federation ranking message
DocumentSubtype	S(20)	Federation Ranking type. To be defined in each ODF Data Dictionary as needed.
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.

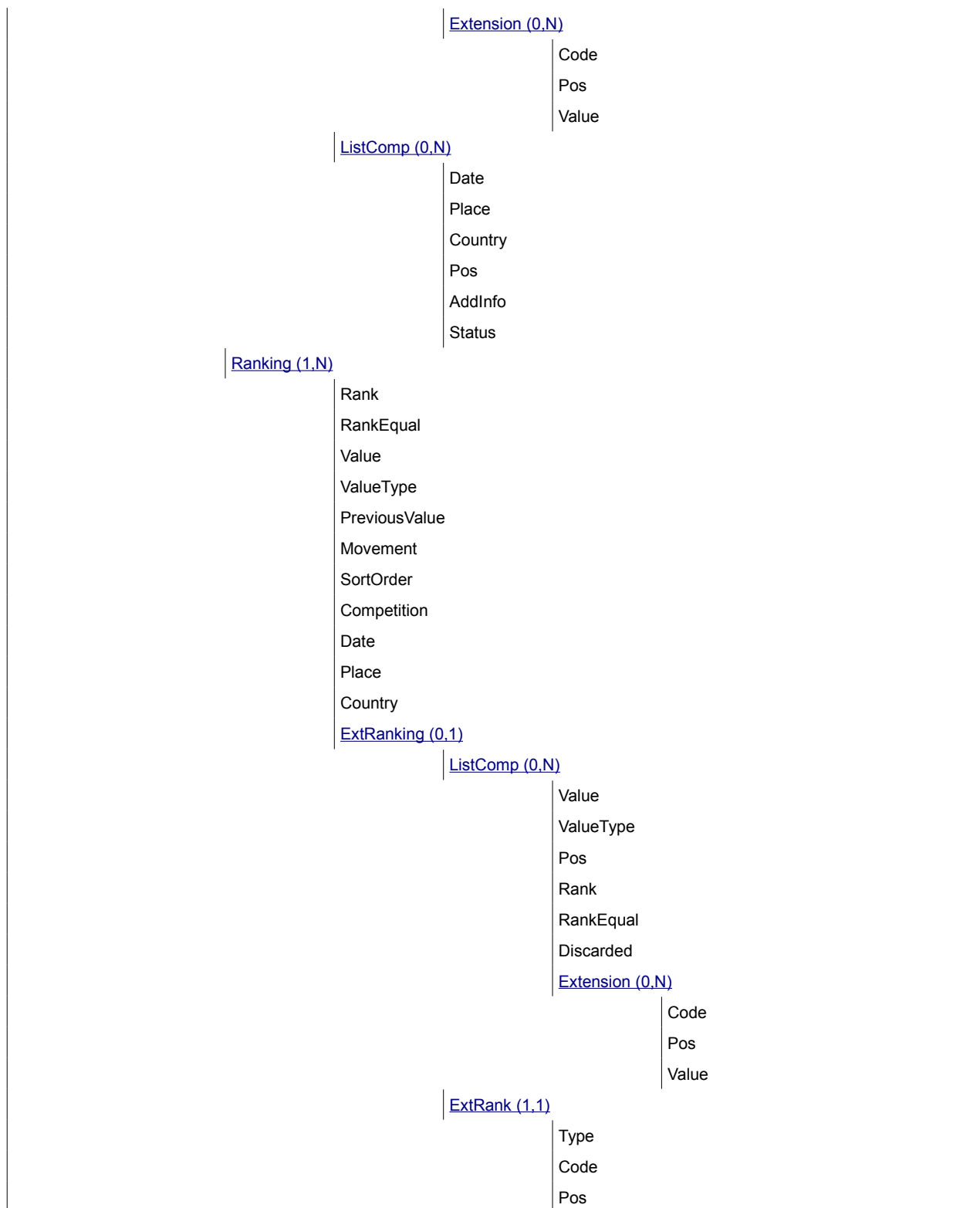
2.1.21.3 Trigger and Frequency

Triggers in rankings are usually manual as the ranking may be distributed when updates are complete from multiple competitions or at fixed points in time. As a result each discipline defines its own triggers.

2.1.21.4 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)	DateTime (1,1)	Update PreviousUpdate NextUpdate	ExtendedInfo (0,N)	Type Code Pos Value	Extension (0,N)	Code Pos Value
			SportDescription (0,1)	DisciplineName				
	Rankings (1,N)	Code Description	ExtendedInfos (0,1)	ExtendedInfo (0,N)	Code Pos Type Value			





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2.1.21.5 Message Values

Element: Rankings (1,N)			
Attribute	M/O	Value	Description
Code	M	Full RSC	Full applicable RSC

Description	O	S(40)	Full name applicable to the code
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Sample (Athletics)

<Rankings Code="ATHW100m-----" Description="Women's 100 metres" >

Element: Rankings /ExtendedInfos /ExtendedInfo (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: Rankings /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	N/A	
Pos	O	N/A	
Value	O	N/A	

Element: Rankings /ExtendedInfos /ListComp (0,N)			
Attribute	M/O	Value	Description
Date	M	Date	Date when the related competition took place (starting date).
Place	O	S(40)	Place when the related competition took place.
Country	O	CC @Country	Country when the related competition took place.
Pos	M	Numeric ##0	Order for the related competitions
AddInfo	O	String	Additional related information
Status	O	String	Status of related competition (could be cancelled for example)

Sample (Alpine Ski)

<ListComp Date="2014-01-25" Place="Innsbruck" Country="AUT" Pos="6" />

Element: Rankings /Ranking (1,N)			
Attribute	M/O	Value	Description
Rank	M	Defined by Discipline	Ranking related to performance or points as applicable
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send 'Y' if applicable.
Value	O	Defined by Discipline	Performance value, usually actual performance or points.
ValueType	O	Defined by Discipline	
PreviousValue	O	Defined by Discipline	Previous performance value, usually actual performance or points. Only if applicable.
Movement	O	Numeric +##0 or	Change in rank since the last release of the ranking.

		##0	
SortOrder	M	Numeric ###0	Unique sort order based on rank to break rank ties
Competition	O	S(40)	Name of the competition related to the ranking. Usually only applicable where rankings are performance based (not points)
Date	O	Date	Date of the competition related to the ranking. Usually only applicable where rankings are performance based (not points)
Place	O	S(40)	Place of the competition related to the ranking. Usually only applicable where rankings are performance based (not points)
Country	O	CC @Country	Country of the competition related to the ranking. Usually only applicable where rankings are performance based (not points)

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

Sample (Athletics)

```
<Ranking Rank="2" Value="10.85" ValueType="TIME" SortOrder="2" Competition="Commonwealth Games" Place="Glasgow(Hampden Park)" Country="GBR" Date="2014-07-28">
```

Sample (Alpine Ski)

```
<Ranking Rank="1" Value="652" ValueType="POINTS" SortOrder="1">
```

Element: Rankings /Ranking /ExtRanking /ListComp (0,N)			
Attribute	M/O	Value	Description
Value	O	Defined by Discipline	Performance value of the related competition
ValueType	O	N/A	
Pos	O	Numeric ##0	Equivalent to the @Pos in the list of competitions.
Rank	O	Defined by Discipline	Rank in the related competition
RankEqual	O	S(1)	Send 'Y' if the rank is equalled else do not send.
Discarded	O	S(1)	Send 'Y' if the value is not counted else do not send.

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

Element: Rankings /Ranking /ExtRanking /ListComp /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	N/A	
Pos	O	N/A	
Value	O	N/A	

Element: Rankings /Ranking /ExtRanking /ExtRank (1,1)			
Attribute	M/O	Value	Description
Type	O	N/A	
Code	O	N/A	
Pos	O	N/A	
Value	O	N/A	
ValueType	O	SC @ResultType	

Rank	O	Defined by Discipline	
RankEqual	O	S(1)	Send 'Y' if the Rank is equalled else do not send

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

Element: Rankings /Ranking /ExtRanking /ExtRank /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	N/A	
Pos	O	N/A	
Value	O	N/A	

Element: Rankings /Ranking /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID Mandatory for Type= "A" or "T"
Type	M	S(1)	T for team A for athlete N for NOC's or NPC's (in case of Organisation rank)
Current	M	S(1)	Can be redefined by discipline. Usually send 'Y' if the competitor is taking part in the current competition or 'N' if not participating.
Organisation	O	CC @Organisation	Organisation ID

Element: Rankings /Ranking /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: Rankings /Ranking /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: Rankings /Ranking /Competitor /Composition /Athlete (1,N)			
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 ##0	Send 1 for individual athlete; otherwise send the order of the team members within the team.

Element: Rankings /Ranking /Competitor /Composition /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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Rankings /Ranking /Competitor /Composition /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	

2.1.21.6 Message Sort

@Order attribute sorts each node whenever the attribute is informed.

2.1.22 Event Unit Weather conditions

2.1.22.1 Description

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

2.1.22.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. 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.

2.1.22.3 Trigger and Frequency

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

2.1.22.4 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
	Weather (1,1)		
		Conditions (1,N)	
		Code	
		Humidity	
		Wind_Direction	
		Prec_Type	
		Condition (0,3)	
			Code
			Value
		Precipitation (0,N)	
			Unit
			Value
		Pressure (0,N)	
			Unit
			Value
		Temperature (0,N)	
			Code
			Unit
			Value
			Type
		Wind (0,N)	
			Code
			Unit
			Value
			Type

2.1.22.5 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: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	See table comment	Weather Points
Humidity	O	Numeric ##0	Humidity in %
Wind_Direction	O	CC @WindDirection	Wind direction
Prec_Type	O	SC @PrecType	Precipitation type

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

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

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

Value	M	Numeric ###0.0	Precipitation quantity
-------	---	-------------------	------------------------

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

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

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

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

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

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

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

2.1.22.6 Message Sort

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

2.1.23 Event's Medallists

2.1.23.1 Description

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

2.1.23.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	DDGEEEE000	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.

2.1.23.3 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.

2.1.23.4 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					
		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
		Class
		Horse

2.1.23.5 Message Values

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	Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.

Element: 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	
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	

		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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Medal /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: 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	
Code	O	See sport definition	
Pos	O	See sport definition	
Value	O	See sport definition	

2.1.23.6 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.

2.1.24 Medallists by discipline

2.1.24.1 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.

2.1.24.2 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_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>

2.1.24.3 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.

2.1.24.4 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
				ExtendedDescription (0,N)
				Type
				Code
				Pos
				Value
				Composition (1,1)
				Athlete (1,N)
				Code
				Order
				Bib
				Description (1,1)
				GivenName
				FamilyName
				Gender
				Organisation
				BirthDate
				IFId
				Class
				Horse
				GuideID
				GuideFamilyName
				GuideGivenName
				ExtendedDescription (0,N)
				Type
				Code
				Pos
				Value

2.1.24.5 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	CC @Discipline	Discipline Code
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded any type of medal, out of the total. 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	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 /Medal (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 /Medal /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 /Medal /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 /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	
Value	O	See sport specific definition	

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
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 /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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case).

Element: Discipline /Gender /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (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	

2.1.24.6 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).

2.1.25 Discipline/Venue Start Transmission

2.1.25.1 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.

2.1.25.2 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

2.1.25.3 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.

2.1.25.4 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				

2.1.25.5 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.

2.1.25.6 Sample

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

2.1.25.7 Message sort

There is no sort order for this message.

2.1.26 Discipline/Venue Stop Transmission

2.1.26.1 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).

2.1.26.2 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

2.1.26.3 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.

2.1.26.4 Message Structure

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

2.1.26.5 Message Values

There are no attributes to be defined in this message.

2.1.26.6 Sample

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

2.1.26.7 Message sort

There is no sort order for this message.

2.1.27 Discipline/Venue Keep Alive

2.1.27.1 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.

2.1.27.2 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

2.1.27.3 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.

2.1.27.4 Message Structure

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

2.1.27.5 Message Values

There are no attributes to be defined in this message.

2.1.27.6 Sample

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

2.1.27.7 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. AR, BD, TE etc)
HCOUP Pairs/Couples Head to Head units (e.g. BD, TE etc)
HNOC NOC Head to Head units (e.g. AR)
HTEAM Teams Head to Head units (e.g. BK, BV, HB 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	DD0000000	DD should be defined according to CC @Discipline
DocumentSubcode	DDGEEPUU	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.

		<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 competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") approximately 1 month 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.

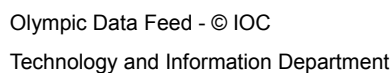
If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

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)	



	Code
	Value

2.2.1.5 Message Values

Element: Competition (1,1)

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 GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 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="OAT01"      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="OAT02"      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	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	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). This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status) 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

			<p>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. 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. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. 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. 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. Do not send if not a medal event unit</p>
Venue	M	CC @VenueCode	<p>Venue where the unit takes place Use TBD if the Venue is not known yet (CC).</p>
Location	M	CC @Location	<p>Location where the unit takes place 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 GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 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 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="BKM400A01" 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="OBK04" >
  <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="BKW400CZE01" Type="T" Organisation="CZE">
        <Description TeamName="Czech Republic" />
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="BKW400USA01" Type="T" Organisation="USA">
        <Description TeamName="United States" />
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

Sample (Individual Head to Head)

```
<Unit Code="TEM001101" 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="OTE12" >
  <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="ATM001101" 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="OAT12" >
  <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.
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).

			This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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

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 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.

2.2.2.2 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 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	
		Class	
		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.
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 specific definition	
Type	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific 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
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".
Class	O	CC @SportClass	Code to identify the handicap class in the case of events with handicapped athletes (e.g: paralympic games). This attribute is optional because is not used in other type of events without handicapped athletes. Send only in the Case of Current="true".

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 specific definition	
Type	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific 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.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

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	DD0000000	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).

		<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>

2.2.3.3 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	
		TeamOfficials (0,1)			
			Official (1,N)		
				Code	
				Function	
				Order	
		Discipline (0,1)			
			Code		

	IFId
	RegisteredEvent (0.1)
	Event
	Gender
	Bib
	EventEntry (0.N)
	Code
	Type
	Pos
	Value

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 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 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

			<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>
--	--	--	--

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 (1,N)

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

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

2.2.3.6 Message Sort

The message is sorted by Team @Code.

2.2.4 List of horses / List of horses update

2.2.4.1 Description

The list of horses (DT_PARTIC_HORSES) is a bulk message containing a complete list of horses and provided only for equestrian (not for the horses in modern pentathlon). The arrival of this message resets all the previous equestrian horses' information.

List of horses update (DT_PARTIC_HORSES_UPDATE) is not a complete list, it only contains the data that has been modified and it is available for both equestrian and modern pentathlon.

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

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	DD0000000	DD should be defined according to CC @Discipline
DocumentType	DT_PARTIC_HORSES_UPDAT E / DT_PARTIC_HORSES	List of horses 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>

2.2.4.3 Trigger and Frequency

The DT_PARTIC_HORSES 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_HORSES_UPDATE messages are sent.

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

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code Horse (1,N)	Code Name Organisation Sex YearBirth Passport ColourCode BreedCode Sire Owner SecondOwner Groom ModificationIndicator Entry (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: Horse (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID
Name	M	S(25)	Horse's name in upper case.
Organisation	O	CC @Organisation	Horse's organisation. It's mandatory except for the message List of Horses Update of Modern Pentathlon.
Sex	O	CC @HorseSex	Horse's sex. Send when information is available
YearBirth	O	Numeric####	Horse's year of birth. Send when information is available
Passport	O	S(12)	Horse's passport. Send if the information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send when information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send when information is available
Sire	O	S(25)	Horse's sire. Send when information is available. The content is expected in upper case.
Owner	O	S(35)	Horse's primary (first) owner. Send when information is available. The content is expected in upper case.
SecondOwner	O	S(35)	Horse's secondary owner. Send when available. The content is expected in upper case.
Groom	O	S(35)	Horse's groom. Send when information is available. The content is expected in upper case.
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_HORSES_UPDATE message only N - New horse (any horse but particularly for modern pentathlon when it is sent the first time) U - Update horse D - Delete horse If ModificationIndicator='N', then adds the new horse to the previous bulk-loaded list of horses If ModificationIndicator='U', then updates the horse information to the existing one If ModificationIndicator='D', then deletes the horse

Element: Horse /Entry (0,N)

Only when there are entries specific for the horse.

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	

2.2.4.6 Message Sort

The message will be sorted by Horse @Code

2.2.5 Medal Standings

2.2.5.1 Description

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

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

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

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

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	GL0000000	Global message for all disciplines
DocumentType	DT_MEDALS	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

2.2.5.3 Trigger and Frequency

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

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
Competition (1,1)	Code	MedalStandings (1,1)	DateTime LastEvent TotalEvents FinishedEvents MedalSummary (1,1)	MedalNumber (1,N)	Type Gold Silver Bronze Total	
			MedalsTable (1,1)	MedalLine (0,N)	Rank RankTotal SortRank RankEqual SortRankTotal RankTotalEqual Organisation Description (1,1)	OrganisationName ExtendedDescription (0,N)
						Type Code Pos Value
				MedalNumber (1,N)	Type Gold Silver Bronze Total	

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: MedalStandings (1,1)			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and Time when the content has been updated Example: 2006-02-26T10:00:00+01:00
LastEvent	M	RSC in the format DDGEEEE000 as result of the concatenation of CC @Discipline, CC @DisciplineGender, CC @Event, 0 00	Last event updating the medal standings message
TotalEvents	M	Numeric	Total number of competition events (events that award medals)
FinishedEvents	M	Numeric	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

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

Element: MedalStandings /MedalSummary /MedalTable /MedalLine (0,N)			
Attribute	M/O	Value	Description
Rank	M	Numeric	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
RankTotal	M	Numeric	Organisation's rank according to the total number of medals
SortRank	M	Numeric	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be defined by the IOC rules.
RankEqual	M	S(1)	Y: If there are more organisations with the same @Rank N: If there are no more organisations with the same @Rank
SortRankTotal	M	Numeric	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
RankTotalEqual	M	S(1)	Y: If there are more organisations with the same @RankTotal N: If there are no more organisations with the same @RankTotal
Organisation	M	CC @Organisation	Organisation's code.

Element: MedalStandings /MedalSummary /MedalTable /MedalLine /Description (1,1)			
Attribute	M/O	Value	Description
OrganisationName	M	S(60)	Name of the Organisation in text. Long Description from common codes.

Element: MedalStandings /MedalSummary /MedalTable /MedalLine /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions if extended
Code	M		
Pos	O		
Value	O		

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

2.2.5.6 Sample

```
<Competition Code="OG2012">
  <MedalStandings DateTime="2012-08-11T23:52:28+01:00" LastEvent="BKW400000"
TotalEvents="302" FinishedEvents="287">
    <MedalSummary>
      <MedalNumber Type="M" Gold="149" Silver="151" Bronze="188" Total="488" />
      <MedalNumber Type="W" Gold="130" Silver="130" Bronze="148" Total="408" />
      <MedalNumber Type="X" Gold="8" Silver="8" Bronze="8" Total="24" />
      <MedalNumber Type="TOT" Gold="287" Silver="289" Bronze="344" Total="920" />
    </MedalSummary>
    <MedalsTable>
      <MedalLine Rank="1" SortRank="1" RankEqual="N" RankTotal="1" SortRankTotal="1"
RankTotalEqual="N" Organisation="USA">
        <Description NOCName="UnitedStates" />
        <MedalNumber Type="M" Gold="15" Silver="15" Bronze="13" Total="43" />
        <MedalNumber Type="W" Gold="29" Silver="14" Bronze="15" Total="58" />
        <MedalNumber Type="X" Gold="0" Silver="0" Bronze="1" Total="1" />
        <MedalNumber Type="TOT" Gold="44" Silver="29" Bronze="29" Total="102" />
      </MedalLine>
      <MedalLine Rank="2" SortRank="2" RankEqual="N" RankTotal="2" SortRankTotal="2"
RankTotalEqual="N" Organisation="CHN">
        <Description NOCName="China" />
        <MedalNumber Type="M" Gold="17" Silver="8" Bronze="11" Total="36" />
      </MedalLine>
    </MedalsTable>
  </MedalStandings>
</Competition>
```



```
<MedalNumber Type="W" Gold="20" Silver="18" Bronze="11" Total="49" />
<MedalNumber Type="X" Gold="1" Silver="1" Bronze="0" Total="2" />
<MedalNumber Type="TOT" Gold="38" Silver="27" Bronze="22" Total="87" />
</MedalLine>
.....
```

2.2.5.7 Message Sort

Message should be sorted by the SortRank @Value attribute. There is no defined sort for MedalSummary.

2.2.6 Medallists of the Day

2.2.6.1 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.

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.

2.2.6.2 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	GL0000000	It is a global message for all the disciplines
DocumentType	DT_MEDALLISTS_DAY	Medallists by day
DocumentSubtype	YYYY-MM-DD	Refer to the ODF header definition
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
LogicalDate	Date	Refer to the ODF header definition
Source	SC @Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.6.3 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.

2.2.6.4 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	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 Class Horse GuideID GuideFamilyName GuideGivenName ExtendedDescription (0,N)	
										Type Code Pos Value

2.2.6.5 Message Values

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

Element: Discipline (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline Code
TotalEvents	O	Numeric	Total number of competition events (events that award medals)
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
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
Class	O	CC @SportClass	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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		

2.2.6.6 Sample

```

<Competition Code="OG2012">
  <Discipline Code="CS">
    <Gender Code="M">
      <Event Code="210" 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="DV">
    <Gender Code="W">
      <Event Code="202" EventName="Women's 3m Synchronized Diving">
        <Medal Code="ME_GOLD">
          <Competitor Code="DVW202CHN01" Type="T" Order="1" Organisation="CHN">
            <Description TeamName="China" />
            <Composition>
              <Athlete Code="1072148" Order="1">
                <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="CHN"
BirthDate="1992-12-15" />
              </Athlete>
              <Athlete Code="1072150" Order="2">
                <Description GivenName="Emily" FamilyName="Brown" Gender="W" Organisation="CHN"
BirthDate="1992-12-13" />
              </Athlete>
            </Composition>
          </Competitor>
        </Medal>
        .....
      </Event>
    </Gender>
  </Discipline>
  .....

```

2.2.6.7 Message Sort

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

Within an event, medals will be sorted by medal type (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).

2.2.7 Global Good Morning

2.2.7.1 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.

2.2.7.2 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

2.2.7.3 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.

2.2.7.4 Message Structure

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

2.2.7.5 Message Values

There are no attributes defined in this message.

2.2.7.6 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" />
```

2.2.7.7 Message sort

There is no sort order for this message.

2.2.8 Global Good Night

2.2.8.1 Description

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

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	GL0000000	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GN	Global good night
Version	1...V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	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

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

2.2.8.4 Message Structure

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

2.2.8.5 Message Values

There are no attributes defined in this message.

2.2.8.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="GL0000000" Serial="677915" Time="234040632"
Date="2012-07-27" FeedFlag="P" LogicalDate="2012-07-27" DocumentType="DT_GLOBAL_GN" Source="PDC"
Version="1" />
```

2.2.8.7 Message sort

There is no sort order for this message.

2.2.9 Background Document

2.2.9.1 Description

A Background document message is considered as a unique document of background information.

The arrival of this message replaces the previous Background document with the same DocumentSubcode.

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(9)	RSC with the following format: DD0000000 Where DD is CC @BackgroundSport (the main category associated to the background item)
DocumentSubcode	Numeric	Unique identifier for each background item
DocumentType	DT_BCK	Type of BCK documents
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

2.2.9.2 Trigger and Frequency

Background document will be sent every time that the document is published.

2.2.9.3 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			
	Code		
	Categories (1,1)		
		Category (1,N)	
			Code
			CategoryName
			Main
	Document (1,1)		
		Parent	
		ReportType	
		ReportTypeName	
		SortOrder	
		FileName	
		ReportFormat	
		ModificationIndicator	
		Title (1,1)	
			-
		Body	
			-

2.2.9.4 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: Categories (1,1) / Category (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @BackgroundSport	Code of application Criteria level 1 (usually sport but may be other categories)
CategoryName	M	S(40)	Category Name
Main	O	S(1)	"Y" if this category is the main category else do not send. Must be one main category for each valid document.

Element: Document			
Attribute	M/O	Value	Description
Parent	M	Numeric ¹	Unique identifier of parent document. If the report has no parent ID then it takes value 0
ReportType	M	CC @BackgroundReport	Report Type code of application (for example MDL – Past Medallists, PRE –Past Results, FCT - Facts, CER – Ceremonies Facts, etc.)
ReportTypeName	M	S(40)	Report Type Name
SortOrder	O	S(8)	This field identifies the Sort order associated to the report. Value to be defined by the Committee.
FileName	M/O	S(10)	This field identifies the filename of the report. This is only Mandatory for DT_BCK_IMP
ReportFormat	M	S(1)	This field identifies the format of the report. The possible values are: "H" for HTML Reports and "P" for PDF Reports.
ModificationIndicator	O	S(1)	Send D to Delete / Unpublish BCK document else do not send. If ModificationIndicator='D', then the received version of the document should be deleted.

Element: Document /Title (1,1)			
Attribute	M/O	Value	Description
-	M	S(100)	Text describing Document Title

Element: Document /Body			
Attribute	M/O	Value	Description
-	M	Free text ²	Accordingly to the ReportFormat field the body element will contain: In the case of "H" (HTML Report) the value will be the Free Text containing the Body of the HTML report. In the case of "P" (PDF Report) the value will be the PDF report encoded in Base64.

1 Parent: background documents are originally created in English. If the Press Operations staff consider it appropriate to translate any report, the translations can be created from the English one. For translated items Parent element is the DocumentSubcode of the English version. Example:

English version -> DocumentSubcode ="1230"

French translation -> Parent="1230"

2 The information provided should be codified in UTF-8.

2.2.9.5 Sample

```
OdfBody CompetitionCode="OG2016" DocumentType="DT_BCK" DocumentCode="GA0000000" DocumentSubcode="8"
Serial="32318" Time="160052578" Origin="PDC" Date="2016-07-28" LogicalDate="2016-07-28" FeedFlag="P"
Language="ENG" Version="17" >
<Competition Code="OG2016">
  <Categories>
    <Category Code="GA" CategoryName="Artistic Gymnastics" Main="Y" />
    <Category Code="GT" CategoryName="Trampoline" />
  </Categories>
  <Document Parent="8" ReportType="FCT" ReportTypeName="Facts" SortOrder="N86D" ReportFormat="H">
    <Title>
      <![CDATA[Facility Description]]>
    </Title>
    <Body>
      <![CDATA[<p>As of 22 July 2016</p>
        <p>&nbsp;</p>
        <p><strong>The Powerhouse</strong></p>
        <p>Text Here ...</p>]]>
    </Body>
  </Document >
</Competition>
</OdfBody>
```

2.2.9.6 Message sort

The message is not sorted.

2.2.10 Background Import Document

2.2.10.1 Description

Background import document message is considered as a unique document of background.

The arrival of this message resets the previous Background document.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.10.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(9)	RSC with the following format: DD0000000 Where DD is CC @BackgroundSport (the main category associated to the background item)
DocumentSubcode	Numeric	Unique identifier for each background item
DocumentType	DT_BCK_IMP	Type of BCK documents
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
Serial	Numeric	Refer to the ODF header definition

2.2.10.3 Trigger and Frequency

Background import document will be received by the OCOG in the months before games.

2.2.10.4 Message Structure

The message structure of the Background import document message is the same as the Background document message.

2.2.10.5 Message Values

All message attributes are the same as the background document message.

2.2.10.6 Message sort

The message is not sorted.

2.2.11 Participant Biography

2.2.11.1 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.

2.2.11.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC.@Competition	Unique ID for competition
DocumentCode	DDGTYP000	DD – Discipline G – Gender TYP – Participant Type (ATH, COA, OFF, BIO). For example ATMCOA000: 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

2.2.11.3 Trigger and Frequency

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

2.2.11.4 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.



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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)				



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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)	-		
					-		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Award (0,1)			
					-		
				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-

2.2.11.5 Message Values

Fields are mandatory or optional depending on the biography type.

Element: Competition						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
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		
-	O			O	Free Text with a maximum length of 1000 characters.	Training

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

Element: ParticipantBiography /Language/GInterest /Influence						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	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		
-	O			O	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		
-	O			O	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		
-	O	O	O	O	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 in 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.	

2.2.11.6 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>
```

2.2.11.7 Message sort

There is no specific sorting for this message.

2.2.12 Participant Biography Import

2.2.12.1 Description

The Participant Biography Import 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 always have assigned at least one discipline, although it could be more than one.

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

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.12.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(20) with no leading zeroes	Participant's external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials.
DocumentSubcode	S(3)	ATH – Athlete COA – Coach OFF – Official
DocumentType	DT_BIO_PAR_IMP	Participant's Biography Import
Version	1...V	Refer to the ODF header definition
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
Serial	Numeric	Refer to the ODF header definition

2.2.12.3 Trigger and Frequency

Participant's Biography Import will be received by the OCOG some months before the games.

2.2.12.4 Message Structure

It has the same attributes (except for @Code) and elements as in the Participant's Biography message, and adding the attributes/elements that are marked with an asterisk (*). See the next chapter.

The elements that are optional in this message depend on the DocumentSubcode attribute.

2.2.12.5 Message Values

Element: Competition / ParticipantBiography			
Attribute	M/O	Value	Description
ExternalCode	M	S(20) with leading zeroes no	Participant's Biography Import external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider and must also match the external ID for the same athlete if supplied with records.
ParticipantID	O	S(20) with leading zeroes no	Participant's ID (in Info Diffusion System). This ID is a pre-matched value with the Accreditation ID (ie is the accreditation ID of the person for the current Games).
GivenName	O	S(25)	Given name in mixed case
FamilyName	M	S(25)	Family name mixed case
BirthDate	M	YYYY-MM-DD	Date of birth. This information may not known at the very beginning, but it will be completed for all participants after successive updates
Height	O	Numeric ###	Height in centimetres. It will be included when this information is available. This information is not needed in the case of officials/referees.
Weight	O	Numeric ###	Weight in kilograms. It will be included when this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth. This information is not needed in the case of officials/referees.
CountryofBirth	O	CC @Country	Country of Birth. This information is not needed in the case of officials/referees.
PlaceofResidence	O	S(75)	Place of Residence. This information is not needed in the case of officials/referees.
CountryofResidence	O	CC @Country	Country of Residence. This information is not needed in the case of officials/referees.
Nationality	O	CC @Country	Participant's nationality. For some participants not to be sent in exceptional circumstances when it is not known.
OlympicSolidarity	O	S(1)	Olympic Solidarity mark, Y for Yes, N for No. This information is not needed in the case of officials/referees.

Element: Competition / ParticipantBiography /Discipline			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline's code

2.2.12.6 Message sort

There is no specific sorting for this message.

2.2.13 Team Biography

2.2.13.1 Description

The Team Biography message contains a team participating in the event (competitor of type team).
The message resets the previous Team Biography information. This message includes only one team.

2.2.13.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDG000000	DD – Discipline G – Gender For example BKM000000: Basketball men
DocumentSubcode	S(20) with no leading zeroes	Team's ID
DocumentType	DT_BIO_TEA	Team'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

2.2.13.3 Trigger and Frequency

Team's Biography messages will 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.

2.2.13.4 Message Structure

The elements that are optional in this message are:

- CHighlights
- Ginterest

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)	Code						
	TeamBiography (1,1)						
		Code					
		Gender					
		Organisation					
		Number					
		Name					
		Current					
		ModificationIndicator					
		ExternalCode (*)					
		Language					
			Language				
			CHighlights (0,1)				
				Highlights (1,1)			
					-		
			GInterest				
				Nickname (0,1)			
					-		
				Music (0,1)			
					-		
				Choreographer (0,1)			
					-		
				Training (0,1)			
					-		
				Award (0,1)			
					-		
				AddInformation (0,1)			
					-		
				ExtendedBios (0,1)			
					ExtendedBio (1,N)		
						Type	
						Code	
						Pos	
						Value	
						Extension (0,N)	
							Code
							Pos
							Value
		Discipline (*)					
			Code (*)				
			RegisteredEvent				
				Event (*)			
				Gender (*)			

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System - Team Biography Import message.

2.2.13.5 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: TeamBiography (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example BKM400ESP01, 393553)
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team
Organisation	M	CC @Organisation	Team's organisation ID
Number	O	Numeric 0	Team's number. It will be 1 when there is only one team (for one organisation in one event). Otherwise, it will be incremental, 1, 2, etc. Mandatory in the case of @Current=true.
Name	M/O	S(73)	Team's name. It applies to some of the disciplines. It will be the same as @Organisation when there is no a specific rule for a discipline. It is Optional for Team's Biography Update when @ModificationIndicator=D
Current	M	Boolean	true – The team is participating in the event false – The team is not participating (historical team)
ModificationIndicator	O	S(1)	Send only to delete or unpublish a biography, when needed send D for Delete.

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

Element: TeamBiography /Language /CHighlights (0,1) /Highlights (1,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 4000 characters.	Free Text describing the most important results the team achieved during his/her career

Element: TeamBiography /Language /GInterest (0,1) /Nickname (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Awards

Element: TeamBiography /Language /GInterest (0,1) /Music (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Music for performance

Element: TeamBiography /Language /GInterest (0,1) /Choreographer (0,1)			
--	--	--	--

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 150 characters.	Choreographer of Performance

Element: TeamBiography /Language /GInterest (0,1) /Training (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Training

Element: TeamBiography /Language /GInterest (0,1) /Award (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Awards

Element: TeamBiography /Language /GInterest (0,1) /AddInformation (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 10000 characters.	Additional Information

Element: TeamBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio

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

Element: TeamBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio /Extension (1,N)

Attribute	M/O	Value	Description
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

2.2.13.6 Message sort

There is no specific sorting for this message.

2.2.14 Team Biography Import

2.2.14.1 Description

The Team Biography Import is a message containing the biography of one team.

The message resets the previous Team Biography Import information. There is only one team per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.14.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(20) with no leading zeroes	Team's external ID. This ID will start with "T".
DocumentType	DT_BIO_TEA_IMP	Team's Biography Import
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
Serial	Numeric	Refer to the ODF header definition

2.2.14.3 Trigger and Frequency

Team's Biography Import will be provided to the OCOG some months before games.

2.2.14.4 Message Structure

It has the same attributes and elements as in the Team's Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

2.2.14.5 Message Values

Element: TeamBiography			
Attribute	M/O	Value	Description
ExternalCode	M	S(20) with no leading zeroes	Team's external ID. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider.

Element: TeamBiography /Discipline			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline code

Element: TeamBiography /Discipline /RegisteredEvent			
Attribute	M/O	Value	Description
Event	M	CC @Event	Event code
Gender	M	CC @ DisciplineGender	Gender code

2.2.14.6 Message sort

There is not a special sorting for this message.

2.2.15 NOC/NPC Biography

2.2.15.1 Description

The NOC/NPC Biography message contains the NOC/NPC information.

The message resets the previous NOC/NPC information. There is only one NOC/NPC per message.

2.2.15.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	Global message for all Organisation biographies
DocumentSubcode	S(3)	Organisation Code
DocumentType	DT_BIO_NOC	NOC/NPC
Version	1...V	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

2.2.15.3 Trigger and Frequency

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

2.2.15.4 Message Structure

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

The elements that are optional in this message are:

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



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	Organisation (1,1)				
		Code			
		Current			
		ModificationIndicator			
		ExternalCode (*)			
		Name (*)			
		Language			
			Language		
			GInterest (0,1)		
				OCFlagBearer (0,1)	
					Code
				Highlights (0,1)	
					-
				AddInformation (0,1)	
					-
			Anthem (0,1)		
				Title (0,1)	
					-
				Composer (0,1)	
					-
				Inducted (0,1)	
					-
			Membership (0,1)		
				OfficialNocName (0,1)	
					-
				CountriesIncluded (0,1)	
					-
				FoundingDate (0,1)	
					-
				DateIOCRognition (0,1)	
					-
			Officials (0,1)		
				NOCPresident (0,1)	
					-
				NOCGenSecretary (0,1)	
					-
				IOCMembers (0,1)	
					-
				IOCExecBoard (0,1)	
					-

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			Participation (0,1)		
				FirstOGAppearance (0,1)	
					-
				NumOGAppearance (0,1)	
					-
				Summary (0,1)	
					-

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System - NOC/NPC Biography Import.

2.2.15.5 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: Organisation (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Organisation	Organisation's ID
Current	M	Boolean	true - Organisation participating in the event false - Historical organisation
ModificationIndicator	O	S(1)	Send only to delete or unpublish a biography, when needed send D for Delete.

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

Element: Organisation /Language /GInterest (0,1) /OCFlagBearer			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Flag Bearer Id. This attribute is not expected in the _IMP message.

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

Element: Organisation /Language /GInterest (0,1) /AddInformation (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 10000 characters.	Additional Information

Element: Organisation /Language /Anthem (0,1) /Title (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Anthem's title

Element: Organisation /Language /Anthem (0,1) /Composer (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Anthem's composer name

Element: Organisation /Language /Anthem (0,1) /Inducted (0,1)			
Attribute	M/O	Value	Description
-	O	YYYY	Anthem's inducted year

Element: Organisation /Language /Membership (0,1) /OfficialNocName (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Official Organisation name

Element: Organisation /Language /Membership (0,1) /CountriesIncluded (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Countries that composes this Organisation

Element: Organisation /Language /Membership (0,1) /FoundingDate (0,1)			
Attribute	M/O	Value	Description
-	O	YYYY	Founding date

Element: Organisation /Language /Membership (0,1) /DateIOCRecognition (0,1)			
Attribute	M/O	Value	Description
-	O	YYYY	IOC recognition date

Element: Organisation /Language /Officials (0,1) /NOCPresident (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	NOC/NPC President's name

Element: Organisation /Language /Officials (0,1) /NOCGenSecretary (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	NOC/NPC General Secretary's name

Element: Organisation /Language /Officials (0,1) /IOCMembers (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	IOC member's name(s)

Element: Organisation /Language /Officials (0,1) /IOCExecBoard (0,1)			
Attribute	M/O	Value	Description

-	O	Free Text	IOC Executive Board Member's name(s)
---	---	-----------	--------------------------------------

Element: Organisation /Language /Participation (0,1) /FirstOGAppearance (0,1)

Attribute	M/O	Value	Description
-	O	Free Text	Year of the first appearance in Olympic / Paralympic Games

Element: Organisation /Language /Participation (0,1) /NumOGAppearance (0,1)

Attribute	M/O	Value	Description
-	O	Free Text	Number of appearances in Olympic / Paralympic Games

Element: Organisation /Language /Participation (0,1) /Summary (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 10000 characters.	Free Text with the summary of Olympic / Paralympic Games appearances

2.2.15.6 Message sort

There is no specific sorting for this message

2.2.16 NOC/NPC Biography Import

2.2.16.1 Description

The NOC/NPC Biography Import is a message containing the biography of one NOC/NPC.

The message resets the previous NOC/NPC Biography Import information. There is only one biography per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.16.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(20) with no leading zeroes	Organisation's external ID Biography. This ID will start with "N".
DocumentType	DT_BIO_NOC_IMP	NOC/NPC Biography Import
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
Serial	Numeric	Refer to the ODF header definition

2.2.16.3 Trigger and Frequency

Message is provided to the OCOG some months before games.

2.2.16.4 Message Structure

It has the same attributes and elements as in the NOC/NPC Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

2.2.16.5 Message Values

Element: Competition /Organisation			
Attribute	M/O	Value	Description
ExternalCode	M	S(20) with no leading zeroes	Organisation's Biography external ID. It is the same as in the @DocumentCode header's attribute. This ID starts with "N".
Name	M	S(20)	Organisation Name

2.2.16.6 Message sort

There is not a special sorting for this message.

2.2.17 Horse Biography

2.2.17.1 Description

The Horse Biography message contains the Horse information.

The message resets the previous Horse's information. There is only one Horse per message.

2.2.17.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	EQ0000000	Message used only in Equestrian
DocumentSubcode	S(20) with no leading zeroes	Horse's ID
DocumentType	DT_BIO_HOR	Horse'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

2.2.17.3 Trigger and Frequency

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

2.2.17.4 Message Structure

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

The elements that are optional in this message are:

- GInterest

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code				
	HorseBiography (1,1)				
		Code			
		Organisation			
		Sex			
		Current			
		Height			
		CountryofBirth			
		Dam			
		StudBook			
		Breeder			
		FormerName			
		FormerRider			
		ModificationIndicator			
		ExternalCode (*)			
		Name (*)			
		YearBirth (*)			
		Passport (*)			
		ColourCode (*)			
		BreedCode (*)			
		Sire (*)			
		Owner (*)			
		SecondOwner (*)			
		Groom (*)			
		Language			
		GInterest (0,1)			
			MajorAchievements (1,1)		
				-	
		Discipline (*)			
			Code (*)		

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System.

2.2.17.5 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: HorseBiography (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Horse's ID
Organisation	M	CC @Organisation	Horse's organisation
Sex	M	CC @HorseSex	Horse's sex.
Height	O	Numeric ###	Height in cms
CountryofBirth	O	CC @Country	Country ID of Birth
Dam	O	S(25)	Dam Name
StudBook	O	S(120)	Stud book Name
Breeder	O	S(120)	Breeder Name
FormerName	O	S(120)	Former Name
FormerRider	O	S(120)	Former Rider Name
ModificationIndicator	O	S(1)	Send only to delete or unpublish a biography, when needed send D for Delete.

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

Element: HorseBiography /Language /GInterest (0,1) /MajorAchievements			
Attribute	M/O	Value	Description
-	O	Free text	Free Text with Major Achievements

2.2.17.6 Message sort

There is no specific sorting for this message

2.2.18 Horse Biography Import

2.2.18.1 Description

The Horse Biography Import is a message containing the biography of one Horse.

The message resets the previous Horse Biography Import information. There is only one biography per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.18.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	S(20) with no leading zeroes	Horse's external ID Biography. This ID will start with "H".
DocumentType	DT_BIO_HOR_IMP	Horse's Biography Import
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
Serial	Numeric	Refer to the ODF header definition

2.2.18.3 Trigger and Frequency

Message is provided to the OCOG some months before games.

2.2.18.4 Message Structure

It has the same attributes and elements as in the Horse Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

2.2.18.5 Message Values

Element: HorseBiography			
Attribute	M/O	Value	Description
ExternalCode	M	S(20) with no leading zeroes	Horse's external ID biography. It is the same as in the @DocumentCode header's attribute. This ID will start with "H".
Name	M	S(25)	Horse's name in upper case.
YearBirth	M	Numeric ####	Horse's year of birth.
Passport	O	S(12)	Horse's passport. Send if the information is available
ColourCode	O	CC @HorseColour	Horse's colour code. Send if the information is available
BreedCode	O	CC @HorseBreed	Horse's breed code. Send if the information is available
Sire	O	S(25)	Horse's sire. Send if the information is available. The content is in upper case.
Owner	O	S(35)	Horse's first owner. Send if the information is available. The content is in upper case.
SecondOwner	O	S(35)	Horse's second owner. Send if this information is available. The content is in upper case.
Groom	O	S(35)	Horse's groom. Send if the information is available. The content is in upper case.

Element: HorseBiography /Discipline			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Discipline code

2.2.18.6 Message sort

There is not a special sorting for this message.

2.2.19 Alert

2.2.19.1 Description

The Alert message contains one individual alert and notifies users of important information.

2.2.19.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD is the discipline (GL used for global message)
DocumentSubcode	Numeric	ID of the information
DocumentType	DT_ALERT	Alert
DocumentSubtype	TICKER	TICKER for CIS Ticker Information
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

2.2.19.3 Trigger and Frequency

For TICKER, triggered by CIS operator when appropriate information is entered in the CIS Ticker.

2.2.19.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code		
	Document (1,1)	Parent	
		ModificationIndicator	
		Message	
			-

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System.

2.2.19.5 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: Document (1,1)			
Attribute	M/O	Value	Description
Parent	M	Numeric ³	Parent's ID. If the report has no parent ID then it takes value 0. (Always 0 for TICKER) Only applicable if language <> ENG then the Parent ID = ID of ENG document.
ModificationIndicator	O	S(1)	Send only to delete or unpublish information, when needed send D for Delete.

Element: Document /Message			
Attribute	M/O	Value	Description
-	O	S(4000)	Text of the Alert

2.2.19.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="SY0000000" DocumentSubcode="1"
DocumentType="DT_ALERT" DocumentSubtype="TICKER" Version="2" Language="ENG" FeedFlag="P" Date="2012-
08-06" Time="174130012" LogicalDate="2012-08-06" Source="PDC" Serial="8">
  <Competition Code="OG2016">
    <Document Parent="0" >
      <Message>
        <![CDATA[New Notificacion]]>
      </Message>
    </Document>
  </Competition>
</OdfBody>
```

2.2.19.7 Message sort

There is no specific sorting for this message

³ Parent: Breaking News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubcode of the English version for translated messages. Example: English version. DocumentSubcode ="1230", then French translation -> @Parent="1230"

2.2.20 TV Tracking

2.2.20.1 Description

The TV Tracking message alerts users as to which event unit or activity is currently the focus of the integrated TV production. This message only applies in athletics, artistic gymnastics and ceremonies.

2.2.20.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0EEE000	DD according to CC @Discipline (AT, GA or CE) EEE according to CC @Event (OPN or CLO if DD=CE)
DocumentType	DT_TV_TRACKING	TV Tracking Message
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

2.2.20.3 Trigger and Frequency

The message triggered with each change to a new activity or unit in the current discipline.

2.2.20.4 Message Structure

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 (0,N)		
			Type	
			Code	
			Pos	
			Value	
			Extension (0,N)	
				Code
				Pos
				Value

2.2.20.5 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 (0,1) /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See extended definition if applicable
Code			
Pos			
Value			

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

The following table describes in more detail the ExtendedInfo.

Type	Code	Pos	Value	Description	Expected
EI	UNIT		S(9)	For @Type: Send proposed type	In athletics when changing to a new unit. In gymnastics when changing to a new apparatus.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: The RSC of the current unit in CIS TV Tracking. In athletics it is the unit, in gymnastics it will be the apparatus (phase and unit 000)	
	ACTIVITY		S(100)	For @Type: Send proposed type	In Ceremonies when changing to a new activity.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Title of the current CIS TV Tracking activity in ceremonies.	
	NOC		CC @NOC	For @Type: Send proposed type	In Ceremonies when changing to a single selected NOC.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: The NOC code of the current NOC in CIS TV Tracking if a single NOC is selected in ceremonies.	

2.2.20.6 Sample

Athletics

```
<OdfBody CompetitionCode="OG2016" DocumentCode="AT0000000" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25"
Serial="19" >
  <Competition Code="OG2016">
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="UNIT" Value="ATM001101"/>
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Artistic Gymnastics

```
<OdfBody CompetitionCode="OG2016" DocumentCode="GA0000000" DocumentType=" DT_TV_TRACKING "
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25"
Serial="19" >
  <Competition Code="OG2016">
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="UNIT" Value="GAM001000"/>
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Ceremonies (Activities)

```
<OdfBody CompetitionCode="OG2016" DocumentCode="CE00PN000" DocumentType="DT_TV_TRACKING "
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25"
Serial="19" >
  <Competition Code="OG2016">
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="ACTIVITY" Value="Bach Speech" />
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Ceremonies (March)

```
<OdfBody CompetitionCode="OG2016" DocumentCode="CE00PN000" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25"
Serial="19" >
  <Competition Code="OG2016">
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="NOC" Value="ESP" />
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

2.2.20.7 Message sort

There is no specific sorting for this message

2.2.21 News Document

2.2.21.1 Description

The News Document message contains individual news.

The message resets the previous news. Each message includes one news document.

2.2.21.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DD0000000	DD – Discipline associated to the document
DocumentSubcode	Numeric	News' ID
DocumentType	DT_NEWS	News Document
DocumentSubtype	CC @NewsReport	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
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

2.2.21.3 Trigger and Frequency

Trigger every time that a news document is published.

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

2.2.21.5 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: Document (1,1)			
Attribute	M/O	Value	Description
Parent	M	Numeric ⁴	Parent's ID. If the report has no parent ID then it takes value 0.
ExternalCode	O	S(10)	External Identifier for the News article. This is only Mandatory for DT_NEWS_IMP
Category	M	CC @NewsSport	Code of application Criteria level 1 (usually sport but may be other categories)
CategoryName	M	S(40)	Category Name
Item	M	CC @NewsReport	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
ItemName	M	S(40)	Item Name
ItemDate	O	Date	Date of publication or re-publication of the news item. Not required for import or ModificationIndicator="D" otherwise it is required.
ItemTime	O	Time	Time of publication or re-publication of the news item. Not required for import or ModificationIndicator="D" otherwise it is required..
ModificationIndicator	O	S(1)	Send only to delete or unpublish an article, when needed send D for Delete.

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

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

⁴ Parent: News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubcode of the English version for translated messages. Example: English version -> DocumentSubcode ="1230", then French translation -> @Parent="1230"

Element: Document /Related /Athlete /Description (0,1) Athletes extended information, this is required except when ModificationIndicator="D".			
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: Document /Related (0,1) /Coach (0,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.
Function	O	CC @ResultsFunction	Official function
Order	M	Numeric	Coach order

Element: Document /Related /Coach /Description (0,1) Coach extended information this is required except when ModificationIndicator="D".			
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: Document /Related (0,1) /Team (0,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Competitor's ID
Order	M	Numeric	Team order

Element: Document /Related /Team /Description (0,1) Team extended information this is required except when ModificationIndicator="D".			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	International Federation ID

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

Element: Document /Body			
Attribute	M/O	Value	Description
-	M	Free text ⁵	Free Text containing the Body of the HTML article.

2.2.21.6 Sample

```
<OdfBody CompetitionCode="OG2012" DocumentCode="AT0000000" Serial="909480" Time="231728981"
Date="2012-08-04" FeedFlag="P" LogicalDate="2012-08-04" DocumentSubcode="155276" Language="ENG"
DocumentType="DT_NEWS" DocumentSubtype="FQ" Source="IDS" Version="1" >
  <Competition Code="OG2012">
    <Document Parent="0" Category="AT" CategoryName="Athletics" Item="FQ" ItemName="Flash Quotes"
ItemDate="2012-08-04" ItemTime="211300000" >
      <Event Gender="M" Event="061" Phase="1" Unit="01" />
      <Related>
        <Athlete Code="1077408" Order="1" >
          <Description GivenName="Mitchell" FamilyName="Watt" Gender="M" Organisation="AUS"
BirthDate="1993-12-15" />
        </Athlete>
        <Athlete Code="1077444" Order="2" >
          <Description GivenName="Will" FamilyName="Claye" Gender="M" Organisation="USA"
BirthDate="1992-11-14" />
        </Athlete>
      </Related>
      <Title>Men's Long Jump: WATT (AUS) - Silver, CLAYE (USA) - Bronze</Title>
      <Body>
        <![CDATA[<p>LONDON, 4 August - Comments from silver medallist Mitchell WATT (AUS) and bronze
medallist Will CLAYE (USA) at a media conference following the men's long jump final at the Olympic
Stadium on Saturday.</p>
<p><strong>Mitchell WATT (AUS) - silver</strong></p>
<p><em>On taking silver:</em><br />"There is a reason why the Olympic Games is the pinnacle of our
sport. This is so much sweeter than the silver at the (2011) world championships."</p>
<p><em>On a slow start to the competition:</em><br />"A lot of us will not have got much sleep last
night and the wind was tricky too. It was a whole lot different from a Diamond League meeting. My
run was pretty scrappy in the first three runs and then I was lucky to get one out."</p>
<p><em>On the noise from the crowd:</em><br />"I think my best jump was when Jessica ENNIS (GBR) was
going round doing the 800m and so I thank her for that. I was British for a few moments."</p>
<p><em>On the&nbsp;   gold medallist, ;(Greg RUTHERFORD, GBR):</em><br />"He is my closest friend on
the circuit. He had a tough time when he tore his hammy (hamstring, in the qualifying round of the
2011 world championships). He deserved to win. He jumped 8.31 which beats my season's best."</p>
<p><strong>Will CLAYE (USA) - bronze</strong></p>
<p><em>On taking the bronze:</em><br />"I am thankful. I wanted gold but now I will have to get the
gold in the triple (jump)."</p>
<p>"This will help tremendously because I have been on the runway twice now and the triple jump is
my event. I am just going to take these next few days to get my mind and body right to come back on
Tuesday."</p>
<p><em>On support from the crowd:</em><br />"They showed us much love. The crowd was going crazy
with their clapping. They made us feel at home and we are not even from here."</p>
<p>ONS cb/ts/jps/tc</p>]]></Body>
    </Document>
  </Competition>
</OdfBody>
```

2.2.21.7 Message sort

There is no specific sorting for this message

⁵ Codified in UTF-8.

2.2.22 News Document Import

2.2.22.1 Description

The News Document Import is a message containing an individual News Document.

The message resets the previous News Document Import information. There is only one News Document per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.22.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Numeric	News' identifier
DocumentType	DT_NEWS_IMP	News Document Import
DocumentSubtype	CC @NewsReport	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
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
Serial	Numeric	Refer to the ODF header definition

2.2.22.3 Trigger and Frequency

Trigger during operation period.

2.2.22.4 Message Structure

The structure of the News Document Import message is the same as the News Document message.

2.2.22.5 Message Values

All message attributes are the same as the news document message.

2.2.22.6 Message sort

There is no specific sorting for this message

2.2.23 Transport Document (Shuttle Service)

2.2.23.1 Description

The Transport Document (Shuttle Service) message contains individual shuttle services' information. The message resets the previous shuttle service data. Each message includes one shuttle service.

2.2.23.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0TTT000	TTT – Type of Shuttle Service (ATH, OFF, MED)
DocumentSubcode	Numeric	Shuttle Service's identifier
DocumentType	DT_TRS	Transport Document
Version	1...V	Version number associated to the message's content. Ascendant number
Language	CC @Language	Language code
FeedFlag	"P"-Production "T"-Test	Refer to the ODF header definition
Date	Date	Refer to the ODF header definition
Time	Time	Refer to the ODF header definition
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

2.2.23.3 Trigger and Frequency

Trigger every time that a shuttle service is published.

2.2.23.4 Message Structure

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

Level 1	Level 2	Level 3	Level 4
Competition (1,1)	Code Document (1,1)	Parent ShuttleServiceType ShuttleServiceTypeName LineIdentifier AssociatedVenue (0,N)	Code ModificationIndicator Title - Body -

2.2.23.5 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: Document (1,1)			
Attribute	M/O	Value	Description
Parent	M	Numeric ⁶	Parent's ID. If the report has no parent, 0
ShuttleServiceType	M	CC @ShuttleServiceType	Code of Shuttle Services Type
ShuttleServiceTypeName	M	S(40)	Shuttle Service Type Name
LineIdentifier	M	S(10)	Shuttle Service's ID

Element: Document /AssociatedVenue (0,N)			
Attribute	M/O	Value	Description
Code	M	CC @VenueCode	Venue code for a venue associated to the Shuttle Service

⁶ Parent: Shuttle Service documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubcode of the English version for translated messages. Example: English version -> DocumentSubcode ="1230", then French translation -> @Parent="1230"

Element: Document /ModificationIndicator			
Attribute	M/O	Value	Description
ModificationIndicator	O	S(1)	Send only to delete or unpublish an article, when needed send D for Delete.

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

Element: Document /Body			
Attribute	M/O	Value	Description
-	M	Free text ⁷	Free Text containing the Body of the HTML article.

2.2.23.6 Message sort

There is no specific sorting for this message

⁷ Codified in UTF-8.

2.2.24 Transport Document Import (Shuttle Service)

2.2.24.1 Description

The Transport Document Import (Shuttle Service) is a message containing an individual Transport Document (Shuttle Service).

The message resets the previous Transport Document Import (Shuttle Service). There is only one Transport Document Import (Shuttle Service) per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.2.24.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Numeric	Shuttle Service's ID.
DocumentType	DT_TRS_IMP	Type of Transport documents
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
Serial	Numeric	Refer to the ODF header definition

2.2.24.3 Trigger and Frequency

Trigger during operation period, and some days before the operation starts.

2.2.24.4 Message Structure

The structure of the Transport Document Import (Shuttle Service) message is the same as the Transport Document Import (Shuttle Service).

2.2.24.5 Message Values

All message attributes are the same as the Transport Document Import (Shuttle Services) ones.

2.2.24.6 Message sort

There is no specific sorting for this message

2.2.25 Extended Start List

2.2.25.1 Description

The Extended Start List is a message containing the list of competitors for one particular event unit with additional information for each competitor. Competitors could be individual athletes, teams or team members.

It is a generic message for all sports, including as much generic information as possible, considering different types of disciplines and events can have substantial differences (e.g.: mass start lists, line-ups, etc.).

The mandatory attributes and elements defined in this message will have to be used by all the sports. Each ODF Sport Data Dictionary will refine the details of this message with the peculiarities of the discipline.

2.2.25.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	RSC according to the correct combination of: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit
DocumentType	DT_ESL	Extended Start List
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

2.2.25.3 Trigger and Frequency

Trigger when all the competitors for one particular event unit are known.

For team events, trigger this message when the teams are available for the event unit, and for some disciplines afterwards when team members are also known.

Trigger also after any major change.

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

2.2.25.4 Message Structure

The message structure of the Extended Start List is the same as the Start List message, but adding the element `ExtCompetitor` as optional in the elements `Start/Competitor` and `Start/Competitor/Composition/Athlete` (detailed in the next section).



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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				
					Athlete (1,N)			
						FamilyName GivenName		
		SportDescription (0,1)	Disciplinename EventName SubEventName Gender UnitNum					
		VenueDescription (0,1)	Venue VenueName Location LocationName					
		PreviousResults (0,N)	Code Win Loss Tie PreviousResult (0,N)					
				Unit Order Opponent WLT Result OppResult ResultType IRM				
				ExtendedResults (0,1)				
					ExtendedResult (1,N)			
						Type		



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
						Code Pos Value Extension (0,N)		
							Code Pos Value	
				Partial (0,N)				
					Code Score OppScore			
	Officials (0,1)							
		Official (1,N)						
			Code Function Order Bib Description					
				GivenName FamilyName Gender Organisation IFId ExtendedDescription (1,N)				
					Type Code Pos Value			
			ExtOfficial (0,N)					
				Type Code Pos Value				
	Periods (0,1)							
		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						



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
		IRM QualificationMark WLT SortOrder StartSortOrder ResultType Diff RecordIndicators (0,1)						
			RecordIndicator (1,N)					
				Order Code RecordType Equalled				
		Competitor						
			Code Type Bib Organisation Description (0,1)					
				TeamName IFId ExtendedDescription (0,N)				
					Type Code Pos Value			
			ExtCompetitor (0,1) (see Table Note) ExtResults (0,1) (see Table Note)					
			-					
		Coaches (0,1)						
			Coach (1,N)					
				Code Function Order Bib Description				
					GivenName FamilyName Gender Nationality ExtendedDescription (0,N)			
						Type Code Pos Value		
		EventUnitEntry (0,N)						
			Type Code Pos Value					
		ExtendedResults (0,1)						
			ExtendedResult (1,N)					



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
					Type Code Pos Value ValueType IRM Rank RankEqual SortOrder Diff Speed Move Unchecked Extension (0,N)			
						Code Pos Value		
		Stats (0,1)		Stat (1,N)				
					Type Code Pos Value ExtendedStat (0,N)			
						Code Pos Value		
		Composition (0,1)		Athlete (1,N)				
					Code Order StartOrder StartSortOrder Bib Description			
						GivenName FamilyName Gender Organisation BirthDate IFId Class Horse GuideID GuideFamilyName GuideGivenName ExtendedDescription (0,N)		
							Type Code Pos Value	
					ExtCompetitor (0,1) (see Table Note) ExtResults (0,1) (see Table Note) Club (0,1) Coach (0,1)			

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
						-		
					EventUnitEntry (0,N)			
						Type		
						Code		
						Pos		
						Value		
					ExtendedResults (0,1)			
						ExtendedResult (1,N)		
							Type	
							Code	
							Pos	
							Value	
							ValueType	
							IRM	
							Rank	
							RankEqual	
							SortOrder	
							Diff	
							Speed	
							Move	
							Unchecked	
							Extension (0,N)	
								Code
								Pos
								Value
				Stats (0,1)				
					Stat (1,N)			
						Type		
						Code		
						Pos		
						Value		
						ExtendedStat (0,N)		
								Code
								Pos
								Value

Table Note: "Results" and "Extended Start List" share the same message's structure and attributes, except for the ExtCompetitor, ExtResults, Club and Coach_ID (these two last only for Athletes) elements. These are specific elements of the "Extended Start List" message.

2.2.25.5 Message Values

All message attributes are the same as the DT_RESULT (START_LIST) message, but including the attributes defined below.

Element: Result /Competitor /ExtCompetitor (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Team's extended information.

Element: Result /Competitor /ExtResults (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Team's extended results information.

Element: Result /Competitor /Composition /Athlete /ExtCompetitor (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's extended information.

Element: Result /Competitor /Composition /Athlete /ExtResults (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's extended Results information.

Element: Result /Competitor /Composition /Athlete /Club (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's club name.

Element: Result /Competitor /Composition /Athlete /Coach (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's coach ID.

2.2.25.6 Message sort

Sort according to Result @SortOrder attribute used to sort the results (more detail in each of the ODF Sport Data Dictionaries), and other @Order attributes if used for each of the disciplines.

2.2.26 Pictures

2.2.26.1 Description

The Pictures message contains pictures of athletes, coaches or officials.

2.2.26.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000000	Global message for all messages
DocumentSubcode	S(20) with no leading zeroes	Participant's ID (for an athlete, coach or official)
DocumentType	DT_PIC	Picture message
Version	1...V	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

2.2.26.3 Trigger and Frequency

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

2.2.26.4 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 -

2.2.26.5 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.



2.2.26.6 Sample

2.2.26.7 Message sort

Pictures
5 May 2016

2.2.27 Notification Message

2.2.27.1 Description

The Notification message contains a notification about the availability of an online document.

2.2.27.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	S(9)	Document Code of the online document that is being notified.
DocumentSubcode	S(10)	Document Subcode of the online document that is being notified.
DocumentType	DT_NOTIFICATION	Notification message
DocumentSubtype	S(50)	Concatenation of the Document Type and Document Subtype attributes of the online document that is being notified. This is needed to preserve the Key of 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
Source	SC_@Source	Code indicating the system which generated the message.
Serial	Numeric	Refer to the ODF header definition

2.2.27.3 Trigger and Frequency

Trigger of this message is after the reception of the original message that is made available online.

2.2.27.4 Message Structure

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

Level 1	Level 2	Level 3
Competition (1,1)		
	Code	
	DirectLink	
		Link
		DocumentType
		DocumentSubtype

2.2.27.5 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: DirectLink			
Attribute	M/O	Value	Description
Link	M	S(255)	URL of the link to the document
DocumentType	M	S(30)	DocumentType of the original message
DocumentSubtype	O	S(20)	DocumentSubtype of the original message

2.2.27.6 Sample

```
<Competition Code="OG2012">
  <DirectLink Link="https://bif.london2012.com/bif/directaccess/your_doc_here.jpg"
DocumentType="DT_NOTIFICATION" />
</Competition>
```

2.2.27.7 Message sort

There is no specific sorting for this message.

2.2.28 Schedule and Results by NOC

2.2.28.1 Description

The "Schedule and Results by NOC" message contains this information for a single organisation on a single competition day (between the global GM & GN of the day). It only contains competition activities (Phase Type=Competition). Several disciplines may appear in a single message.

It increments its content as more events units are completed by the organisation during the day, and it always includes all data for the day. The arrival of the message resets the entire previous "Schedule and Results by NOC" information.

Information includes only competitors of the current organisation or all competitors in the case an event unit is Head to Head. It also includes competitors defined as group (Competitor Type = Group). In this case, a group is treated as individual competitors and only includes the athletes of the specific organisation.

The message does not include information about horses, records, coaches, period results and actions.

2.2.28.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0000Ydd	Global message for all disciplines (sent at daily level, where dd is the Day)
DocumentSubcode	NOC Code	
DocumentType	DT_SCHED_RES_NOC	Schedule and Results by NOC
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

2.2.28.3 Trigger and Frequency

This message is sent multiple times daily after "Global good morning" message has been sent (only for current logical date). The exact frequency is determined at a given competition.

2.2.28.4 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 Unit (1,N)							



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Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
		Code PhaseType UnitNum ScheduleStatus StartDate HideStartDate EndDate HideEndDate ActualStartDate ActualEndDate Order Medal Venue Location SessionCode StartText (0,N)						
			Language Value					
		ItemName (1,N)						
			Language Value					
		VenueDescription						
			VenueName LocationName					
		Result (0,N)						
			Rank RankEqual ResultType Result IRM QualificationMark WLT SortOrder StartOrder StartSortOrder Competitor					
				Code Type Bib Organisation Description (0,1)				
					TeamName IFId ExtendedDescription (0,N)			
						Type Code Pos Value		
				Composition (0,1)				
					Athlete (1,N)			
						Code Order Bib Description		

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
							GivenName FamilyName Gender Organisation BirthDate IFId Class Horse GuideID GuideFamilyName GuideGivenName ExtendedDescription (0,N)	Type Code Pos Value

2.2.28.5 Message Values

The values of the attributes of Result are the same as defined in the Event Unit StartList and Results 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: Unit (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @RSC	Full 9 character RSC of the Unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(6)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Schedule status of the Unit
StartDate	O	DateTime	<p>Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrect (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.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>SSend 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. 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 in the case of some Unit@Status, such as those meaning cancelled, postponed.</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. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Numeric ###0	<p>Order of the units when displayed. 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 where the concept is used. Starts at 1 in each session each day.</p>
Medal	O	SC @UnitMedalType	<p>Gold medal event unit or bronze medal event unit. Do not send if not a medal event unit</p>
Venue	O	CC @VenueCode	<p>VVenue where the unit takes place Use TBD if the Venue is not known yet (CC).</p>

Element: Unit (1,N)			
Attribute	M/O	Value	Description
Location	M	CC @Location	Location where the unit takes place Use TBD if the Location is not known yet (CC) or a generic code for the discipline.
SessionCode	O	S(5)	Code of the session which contains this event unit. Usually in the format GDD00 where G is the Games (Olympic/Paralympic) DD is the discipline and 00 is the session number within the discipline. For example OAR02 for the second session in Olympic Archery.

Element: Unit /EstimatedStartText (0,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text that explains when the Start Time is in the case that StartDate is an estimation (i.e. "After M.1")

Element: Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Unit name

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

Element: Unit/ Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result.
RankEqual	O	S(1)	Equalled rank indicator. Send "Y" if rank equalled else do not send.
ResultType	O	Same as in the Event Unit Results message for each discipline	Type of the @Result attribute
Result	O	Same as in the Event Unit Results message for each discipline	The result of the competitor in the event unit
IRM	O	Same as in the Event Unit Results message for each discipline	The invalid rank mark, in case it is assigned
QualificationMark	O	Same as in the Event Unit Results message for each discipline	Indication of the qualification of the competitor for the next round of the competition
WLT	O	Same as in the Event Unit Results message for each discipline	In head to head units: W-Won L-Lost T-Tied
SortOrder	O	Same as in the Event Unit Results message for each discipline	Used to sort all results in an event unit. Prior to the competition it is the same as StartSortOrder.
StartOrder	O	Same as in the Start List message for each discipline	Competitor's start order
StartSortOrder	M	Same as the SortOrder in the Start List message for each discipline	Used to sort all start list competitors in an event unit

Element: Unit/ Result /Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T - Team A - Athlete G - Group
Bib	O	Same as in the Start List message for each discipline	Bib number
Organisation	O	CC @Organisation	Should be sent when known.

Element: Unit/ Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	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: Unit/ Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Unit/ Result /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID (team member or 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	Same as in the Start List message for each discipline	Bib number

Element: Unit/ Result /Competitor /Composition /Athlete /Description			
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
Class	O	CC @SportClass	Code to identify the sport class of the athletes with a disability (e.g. Paralympic Games)
Horse	O	S(25)	Name of the athlete's horse
GuideID	O	S(20) without leading zeros	ID of the Guide, used for some athletes with a disability (e.g: Paralympic Games).
GuideFamilyName	O	S(25)	Family Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).
GuideGivenName	O	S(25)	Given Name of the athlete's guide (mixed case). Used for some athletes with a disability (e.g: Paralympic Games).

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

2.2.28.6 Message sort

Unit @StartDate is the attribute used to sort the Units.

Result @SortOrder will be the attribute used to sort the results. This attribute is refined in each of the ODF Sport Data Dictionaries.

2.2.29 List of Codes

2.2.29.1 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.

2.2.29.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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

2.2.29.3 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.

2.2.29.4 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					

2.2.29.5 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: CodeSet (1,N)			
Attribute	M/O	Value	Description
Code	M	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(2)	Discipline Code where applicable
Gender	O	S(1)	Gender Code where applicable
Event	O	S(3)	Event Code where applicable
Phase	O	S(1)	Phase Code where applicable
EventUnit	O	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

2.2.29.6 Samples

Example of Country Codeset

```
<Competition Code="OG2012"...>
...
<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="OG2012"...>
...
<CodeSet Code="ATM062000" Discipline="AT" Gender="M" Event="062" Order="15">
  <Language Language="ENG" Description="Men's Triple Jump" >
  <Language Language="FRA" Description="Triple saut - hommes" >
</CodeSet>
<CodeSet Code="ATM071000" Discipline="AT" Gender="M" Event="071" Order="12">
  <Language Language="ENG" Description="Men's High Jump" >
  <Language Language="FRA" Description="Saut en hauteur - hommes" >
</CodeSet>
...
</Competition>
```

2.2.29.7 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. SW0000000	Multiple	Y	Sport Discipline Schedule Order	If non-sport =Y then "non-sport"
EVENT	Char(9) unique e.g. SWM001000	Multiple	Y	Discipline Gender Event Order	
EVENT_UNIT	Char(9) unique e.g. SWM001902	Multiple	Y	LongDescription Discipline Gender Event Phase EventUnit Schedule Medal Type (EventUnitType)	
HORSE_BREED	ID	Multiple	Y		
HORSE_COLOUR	ID	Multiple	Y		
HORSE_GENDER	ID	Multiple	Y		

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

2.2.29.8 Message sort

The message does not have any defined sort order.

2.2.30 Venue Conditions

2.2.30.1 Description

The weather condition is a message containing the forecast and current conditions of the venue for today and several days.

2.2.30.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC_@Competition	Unique ID for competition
DocumentCode	GL0VVV000	VVV is CC@VenueCode
DocumentType	DT_VEN_COND	Venue weather conditions message
DocumentSubtype	CC_@VenueCode	Venue code
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

2.2.30.3 Trigger and Frequency

This message should be sent on an hourly basis, from 6:00 to 21:00 at least, as close as possible to the top of the hour. Past/Current hours should be updated with real data, not forecast.

An additional message is required every day before 00:15. This should be considered the first message of the day.

The forecast information to be included in the message is:

For Summer Games

- The first forecast message of the day must be provided at 6:00 h. and must update all the information of the current day and the two days after. It must include the hours depicted in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day			6:00	9:00	12:00	15:00	18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00

- There will be a further forecast update message at 11:00 h. It must include information for the hours shown in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day					12:00	15:00	18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00

- There will be another forecast message at 17:00 h. It must include information for the hours shown in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day							18:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 3	0:00	3:00	6:00					

- Finally, there will be a forecast update message at 23:00 h. It must include information for the next days (not for the current day), including the following hours plus hourly the weather provider must send day, night and global data for Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day								
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 3	0:00	3:00	6:00					

For Winter Games

- The message should contain data for the current day and the two following days. It must always include all the hours specified in the table below plus hourly the weather provider must send day, night and global data for Current day, Current day + 1, Current day + 2, Current day + 3, Current day + 4 and Current day + 5.

First/Current day	6:00	7:00	8:00	9:00	10:00	11:00	12:00	13:00
	14:00	15:00	16:00	17:00	18:00	19:00	20:00	21:00
Current day + 1	0:00	3:00	6:00	9:00	12:00	15:00	18:00	21:00
Current day + 2	0:00	3:00	6:00	9:00	12:00	15:00	18:00	

2.2.30.4 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
Competition (1,1)	Code Venue	Code DateTime (1,N)	Date Code Time Conditions	Code Humidity Wind_Direction Wind_Degree Prec_Type Condition (1,2)	Code Value Precipitation (0,N) (*) Code Value Pressure (0,N) Code Value Temperature (1,N)(***) Code Unit Type Value Wind (1,N) (****) Code Unit Value
		Description (0,N)	Period Language -		

(*) N depends on the @Unit

(**) N depends on the @Unit

(***) N depends on the @Code+@Unit+@Type

(****) N depends on the @Code+@Unit

2.2.30.5 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: Venue			
Attribute	M/O	Value	Description
Code	M	CC @VenueCode	Unique ID of the Venue

Element: Venue /DateTime (1..N)			
Attribute	M/O	Value	Description
Date	M	Date	
Code	M	TIME, DAY, NIGHT, GLOBAL	TIME is the hourly forecast DAY is the forecast for the morning data of the day NIGHT is the forecast for the night data of the day GLOBAL is the forecast for the data of the day
Time	O	Time	Time of the conditions Only required for @Code=TIME

Element: Venue /DateTime /Conditions			
Attribute	M/O	Value	Description
Code	M	GEN	Use "GEN" as a general Weather Point at the venue
Humidity	M	Numeric	Humidity in %
Wind_Direction	M	CC @WindDirection	Wind direction
Wind_Degree	M	Numeric	Wind Degree (direction)
Prec_Type	O	SC @PrecType	Precipitation type

Element: Venue /DateTime /Conditions/Condition (1,2)			
Attribute	M/O	Value	Description
Code	M	SKY or SNOW	Weather conditions type Use SNOW only for Winter.
Value	M	CC @WeatherCondition	Codes that describe the Weather Condition

Element: Venue /DateTime /Conditions/Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SC @PrecipitationUnit	System of measurement for precipitation
Value	M	###0.0	Precipitation quantity

Element: Venue /DateTime /Conditions/Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	SC @PressureUnit	Metric system unit for pressure
Value	M	###0	Air pressure

Element: Venue /DateTime /Conditions/Temperature (1,N)			
Attribute	M/O	Value	Description
Code	M	AIR, SNOW, WIND	Air, Snow or Wind Chill temperature Snow and Wind Chill temperature only Mandatory in Winter
Unit	M	SC @ TemperatureUnit	System of measurement for temperature
Type	O	MAX, MIN, NOR	Maximum, Minimum or Normal temperature Maximum and Minimum only required for @Code=AIR (and only for Time = DAY, NIGHT and GLOBAL) NOR is the average temperature for this Date and Time.
Value	M	+/- ##0.0	Temperature value of @Code

Element: Venue /DateTime /Conditions/Wind (1,N)			
Attribute	M/O	Value	Description
Code	M	SPEED, GUSTS	Wind Speed and Wind Gusts Gusts is only Mandatory in Winter
Unit	M	SC @WindUnit	System of measurement for wind
Value	M	##0.00	Wind value of @Code

Element: Venue /DateTime /Description			
Attribute	M/O	Value	Description
Period	M	SC @WeatherPeriod	Only use at Midday and at Tonight
Language	M	CC@Language	Language
-	M	Free Text	Description of the weather in a Venue with no more than 4000 characters

2.2.30.6 Sample

```

.....
<Competition Code="OG2012">
  <Venue Code="RAB">
    <DateTime Date="2012-07-18" Time="0300000000" Code="TIME">
      <Conditions Code="C" Humidity="95" Wind_Degree="221" Wind_Direction="SW" Prec_Type="R">
        <Condition Code="SKY" Value="medcld"/>
        <Precipitation Value="0.0" Unit="M"/>
        <Pressure Value="1018" Unit="HPA"/>
        <Temperature Code="AIR" Value="16.3" Unit="C" Type="NOR"/>
        <Wind Code="SPEED" Value="4.48" Unit="MS"/>
      </Conditions>
    </DateTime>
    <DateTime Date="2012-07-18" Time="0400000000" Code="TIME">
      <Conditions Code="C" Humidity="94" Wind_Degree="232" Wind_Direction="SW" Prec_Type="R">
        <Condition Code="SKY" Value="medcld"/>
        <Precipitation Value="0.0" Unit="M"/>
        <Pressure Value="1017" Unit="HPA"/>
        <Temperature Code="AIR" Value="15.6" Unit="C" Type="NOR"/>
        <Wind Code="SPEED" Value="4.94" Unit="MS"/>
      </Conditions>
    </DateTime>
    <DateTime Date="2012-07-18" Time="0500000000" Code="TIME">
      <Conditions Code="C" Humidity="92" Wind_Degree="229" Wind_Direction="SW" Prec_Type="R">
        <Condition Code="SKY" Value="medcld"/>
        <Precipitation Value="0.0" Unit="M"/>
        <Pressure Value="1016" Unit="HPA"/>
        <Temperature Code="AIR" Value="15.2" Unit="C" Type="NOR"/>
        <Wind Code="SPEED" Value="4.70" Unit="MS"/>
      </Conditions>
    </DateTime>
    .....
    <DateTime Date="2012-07-18" Code="GLOBAL">
      <Conditions Code="C" Humidity="87" Wind_Degree="226" Wind_Direction="SW" Prec_Type="R">
        <Condition Code="SKY" Value="medcld"/>
        <Precipitation Value="1.9" Unit="M"/>
        <Pressure Value="1012" Unit="HPA"/>
        <Temperature Code="AIR" Value="14.0" Unit="C" Type="MIN"/>
        <Temperature Code="AIR" Value="18.7" Unit="C" Type="MAX"/>
        <Wind Code="SPEED" Value="5.57" Unit="MS"/>
      </Conditions>
      <Description Language="ENG" Period="MD">Generally cloudy perhaps with rain at
times.</Description>
      <Description Language="FRA" Period="MD">Nuageux avec rares averses peut-etre.</Description>
      <Description Language="ENG" Period="TN">No further detail.</Description>
      <Description Language="FRA" Period="TN">Aucun autre détail.</Description>
    </DateTime>
    <DateTime Date="2012-07-18" Code="DAY">
      <Conditions Code="C" Humidity="87" Wind_Degree="226" Wind_Direction="SW" Prec_Type="R">
        <Condition Code="SKY" Value="medcld"/>
        <Precipitation Value="1.9" Unit="M"/>
        <Pressure Value="1012" Unit="HPA"/>
        <Temperature Code="AIR" Value="18.7" Unit="C" Type="MAX"/>
        <Wind Code="SPEED" Value="5.57" Unit="MS"/>
      </Conditions>
      <Description Language="ENG" Period="MD">Generally cloudy perhaps with rain at
times.</Description>
      <Description Language="FRA" Period="MD">Nuageux avec rares averses peut-etre.</Description>
      <Description Language="ENG" Period="TN">No further detail.</Description>
      <Description Language="FRA" Period="TN">Aucun autre détail.</Description>
    </DateTime>
    <DateTime Date="2012-07-18" Code="NIGHT">
      <Conditions Code="C" Humidity="82" Wind_Degree="255" Wind_Direction="WSW" Prec_Type="R">
        <Condition Code="SKY" Value="prtclld"/>
        <Precipitation Value="0.0" Unit="M"/>
        <Pressure Value="1008" Unit="HPA"/>
        <Temperature Code="AIR" Value="14.0" Unit="C" Type="MIN"/>

```

```

    <Wind Code="SPEED" Value="5.20" Unit="MS"/>
  </Conditions>
  <Description Language="ENG" Period="MD">Generally cloudy perhaps with rain at
times.</Description>
  <Description Language="FRA" Period="MD">Nuageux avec rares averses peut-etre.</Description>
  <Description Language="ENG" Period="TN">No further detail.</Description>
  <Description Language="FRA" Period="TN">Aucun autre détail.</Description>
</DateTime>
<DateTime Date="2012-07-19" Code="GLOBAL">
  <Conditions Code="C" Humidity="65" Wind_Degree="288" Wind_Direction="WNW" Prec_Type="R">
    <Condition Code="SKY" Value="lrshrd"/>
    <Precipitation Value="1.9" Unit="M"/>
    <Pressure Value="1010" Unit="HPA"/>
    <Temperature Code="AIR" Value="14.2" Unit="C" Type="MIN"/>
    <Temperature Code="AIR" Value="19.1" Unit="C" Type="MAX"/>
    <Wind Code="SPEED" Value="5.14" Unit="MS"/>
  </Conditions>
  <Description Language="ENG" Period="MD">Cloudy with spells of rain, perhaps heavy at
times.</Description>
  <Description Language="FRA" Period="MD">Nuageux avec pluie persistante, peut- être forte à
certains moments.</Description>
  <Description Language="ENG" Period="TN">No further detail.</Description>
  <Description Language="FRA" Period="TN">Aucun autre détail.</Description>
</DateTime>
.....
</Venue>
</Competition>
.....

```

2.2.30.7 Message sort

The message does not have any defined sort order.

2.2.31 Weather Alerts

2.2.31.1 Description

The weather alert is a message containing the current alerts for the Regions (Summer Games) or for the Venues (in Winter Games).

When there is a weather situation that makes it necessary to alert the audience, one message has to be provided. Region/Venue Alert messages are produced only in exceptional conditions.

2.2.31.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	GL0VVV000	VVV is CC@VenueCode (for Winter Games) or CC@WeatherRegion (for Summer Games)
DocumentType	DT_WEA_ALERT	Weather alert message
DocumentSubtype	CC @VenueCode or CC@WeatherRegion	Venue code (for Winter Games) or Region code (for Summer Games)
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

2.2.31.3 Trigger and Frequency

Whenever there is a weather situation that makes it necessary to alert the audience.

2.2.31.4 Message Structure

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 Place	Code Alert (1,N)	Code ValidFrom	Date Time
			ValidTo	Date Time
			Description	Language -

2.2.31.5 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: Place			
Attribute	M/O	Value	Description
Code	M	CC @VenueCode or CC@WeatherRegion	Unique ID of the Venue or Region

Element: Place /Alert (1,N)			
Attribute	M/O	Value	Description
Code	M	Numeric	Alert Sequential Number

Element: Place /Alert /ValidFrom			
Attribute	M/O	Value	Description
Date	M	Date	Start date of validity
Time	M	Time	Start time of validity

Element: Place /Alert /ValidTo			
Attribute	M/O	Value	Description
Date	M	Date	End date of validity
Time	M	Time	End time of validity

Element: Place /Alert /Description			
Attribute	M/O	Value	Description
Language	M	CC@Language	Language
-	M	Free Text	Description of the weather alert

2.2.31.6 Sample

```

.....
<Competition Code="OWG2014">
  <Place Code="SFV">
    <Alert Code="1">
      <ValidFrom Date="2014-02-15" Time="0800000000"/>
      <ValidTo Date="2014-02-15" Time="2100000000"/>
      <Description Language="ENG">The temperature increase up to 6-13 degrees will be
expected.</Description>
      <Description Language="FRA">L'élévation de la température jusqu'à 6 à 13 degrés.</Description>
    </Alert>
  </Place>
</Competition>
.....

```

2.2.31.7 Message sort

The message does not have any defined sort order.

2.2.32 Message Container

2.2.32.1 Description

The container message is a concatenation of all 'final' messages in a discipline.

This message is reserved for possible future use.

2.2.32.2 Header Values

The following table describes the ODF header attributes

2.2.32.3 Trigger and Frequency

It is a single message and only available after all competition is complete for the discipline.

2.2.32.4 Message Structure

Level 1	Level 2	Level 3	Level 4
Competition (1,1)			

2.2.32.5 Message Values

2.2.32.6 Message Sort

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	@RSC	Depending on the pdf, the RSC could be: DD0000000 (sent at discipline level) DDG000000 (sent at gender level) DD0000Ydd (sent at daily level where dd is the Day) DDGEEEE000 (sent at event level) DDGEEEEP00 (sent at phase level) DDGEEEEPUU (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

More detail of the ExtendedInfos			
Type	Code	Description	Expected
EI_PDF_REPORT_TITLE	Text	For @Type: Send proposed type	Always
		For @Code: Send the title of the PDF or "GOOD MORNING" or "GOOD NIGHT" as appropriate.	
EI_PDF_ITEM	Numeric	For @Type: Send proposed type	Send only when the PDF is official communication.
		For @Code: Numeric to uniquely identify the Official Communication.	
EI_PDF_VER	Text	For @Type: Send proposed type	Always when available
		For @Code: Send the version/revision data as used in the footer of the PDF message.	

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="H00HOC000" 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="OG2016" DocumentCode="SWM001101" DocumentType="DT_PDF"
DocumentSubtype="C73" ResultStatus="OFFICIAL" Date="2012-06-27" LogicalDate="2012-06-27"
Time="161907638" Source="SCV" FeedFlag="T" Version="1" Serial="31">
  <Competition Code="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
v1.09	1 August 2014	Update with CRs and corrections
v1.10	29 Sept 2014	Update with CRs and corrections
v1.11	13 Nov 2014	Change to Approved
v1.12	19 Dec 2014	Change Requests Applied.
v1.13	12 Feb 2015	Defects fixed
v1.14	27 Feb 2015	Change Requests Applied
v1.15	16 March 2015	Change Requests Applied
v1.16	4 May 2015	Defects corrected
v1.17	6 August 2015	Defects Corrected
v1.18	5 November 2015	Defects corrected, CRs applied
v1.19	18 December 2015	CRs Applied
v1.20	5 February 2016	Defects applied
v1.21	24 March 2016	Minor improvements
v1.22	5 May 2016	Minor updates

File Reference: ODF/INT184- R-SOG-2016-GL-v1.22 APP

Change Log		
Version	Status	Changes on version
v1.09	SFA	<ul style="list-style-type: none"> * Added Home/Away attributes in UnitActions and Periods * Clarified the use of Match numer in Previous Unit @Value * Added START_LIST as a possible status in DT_PLAY_BY_PLAY * Added ResultStatus in DT_STATS to support real time tournament statistics. * Added WLT @CompetitorPlace in DT_BRACKETS to indicate winner of the bracket item * Added and additional ImageData element in DT_PLAY_BY_PLAY to allow sending of a single image. * Added StartSortOrder under Athlete in DT_RESULT as this was missed in the merging of start list and results messages. * Added Venue Conditions and Weather Alerts messages, these have been simply moved from the previously separate document. * CR4200: Change the term accredited to active where appropriate (different codes used). * CR4205: Change the structure of the DT_SCHEDULE message
v1.10	SFA	<p>Added attributes in the ExtendedResult or ExtendedStat element in some messages to follow those in DT_RESULT. Affected messages are:</p> <ul style="list-style-type: none"> - DT_PHASE_RESULT - DT_CUMULATIVE_RESULT - DT_POOL_STANDING - DT_STATS <p>Add @Order and @Equalled to RecordIndicator to enable the distribution of all records in the result message and mark equalled records by using the flag. Affected messages are:</p> <ul style="list-style-type: none"> - DT_RESULT - DT_PHASE_RESULT - DT_CUMULATIVE_RESULT - DT_POOL_STANDING - DT_ESL

		<p>- DT_RESULT_ANALYSIS The Note element in DT_COMMUNICATION is removed to avoid duplication as all messages already have a Note element as defined in the Foundation Principles.</p> <p>DT_CURRENT: Corrected Composition to be (0,1) in the structure tree (was already correct in the description). Also added Period to the Clock element.</p> <p>DT_PARTIC / PARTIC_UPDATE: Height and Weight updated to S(3) to match the Schema as previously updated. As per CR4280 remove the guide attribute.</p> <p>DT_SCHEDULE: Corrected to include PhaseType which correctly appeared in the samples but was missing in the definition. It was in the previous message definition and not intended to be removed. Change Unit/ StartList /Start/ Competitor /Organisation to Optional to allow for the case when the Competitor is TBD (only one of two competitors known)</p> <p>CR4203: Add PROTESTED as a possible ResultStatus in DT_RESULT, DT_CUMULATIVE_RESULT and DT_PHASE_RESULT</p> <p>DT_PLAY_BY_PLAY: BirthDate was incorrectly left out at Competition /UnitActions /UnitAction /Competitor /Composition /Athlete /Description. Now corrected.</p> <p>DT_RESULT: Change the description of Result /SortOrder to include the situation when rank is available from earlier event units. Change Unit/ StartList /Start/ Competitor to Optional to allow for the case when the Competitor is TBD (only one of two competitors known)</p> <p>DT_GPS_DATA: Change Competitor to be (0,N) in the case that all GPS data is invalid.</p> <p>DT_SCHED_RES_NOC: Update to match the changes in CR4205 (DT_SCHEDULE change). Change Unit/ StartList /Start/ Competitor to Optional to allow for the case when the Competitor is TBD (only one of two competitors known)</p> <p>DT_RANKING: Update Competiton /Ranking /Competitor to remove the possibility to use TBD as only those final rankings should be sent (documentation error).</p> <p>DT_COMMUNICATION: To support use outside of the Olympic Games add Extension element at OfficialCommunication /Limit /EventUnit All messages with Athlete /Description /GuideFamilyName add the attribute "GuideID" at the same level. This is as approved in CR4280.</p>
v1.11	APP	Status change and minor editorial
v1.12	APP	<ul style="list-style-type: none"> - Change DT_BCK to support multiple categories as required in the approved ICMS Gap Point BCK_02. - CR4550, Remove message DT_HISTORIC_RECORD and update DT_RECORD with homogenised structure as approved. - CR4797, add Free Text and Content Type fields to the Extension in DT_BIO_PAR. Note these fields are not for use in the Olympic Games. - CR4621, update DT_CODES related to the simplification of ResultsFunction (Remove FUNCTION message and update RESULT_FUNCTION message). Send the DISCIPLINE, EVENT, and PHASE messages with @Code as the full RSC [Char(9)]. Remove codeset WTHR_VEN_REGION from feed and add Region to VENUE message. Function and Region attributes added to the message structure to support this. - CR4794, change message DT_BNW to DT_ALERT and change structure to also support information from the CIS Ticker - CR4804, add new message DT_TV_TRACKING which notifies users regarding the event unit or activity which is currently the focus of the integrated TV production. This message only applies in athletics, artistic gymnastics and ceremonies. - CR4784, in DT_MEDALS change the attribute NOCName to OrganisationName. - CR4611, change DT_PHOTOFINISH to DT_IMAGE and add new elements to allow the message to be used to send other images. - Corrected the cardinality of Result /ResultItems to (0,1) in the DT_CUMULATIVE message to make it non-mandatory as it is not required in some sports.
v1.13	APP	<ul style="list-style-type: none"> - Defect 111012 Fixed. CR4280 is now correctly applied relating to Guides for the Paralympic Games. - Clarify that the format for DT_PIC will be .jpg as the standard for sending photos of people.

		<ul style="list-style-type: none"> - In the DT_CODES message correct the Results Function codeset to the correct term of DISCIPLINE_FUNCTION (DocumentSubtype) - Add LogicalDate in the header in those central messages where it was incorrectly missing (not following Foundation)
v1.14	APP	<ul style="list-style-type: none"> - CR4789: Add Previous Results Elements in DT_RESULT, DT_RESULT_ANALYSIS, DT_ESL - CR4785: Update the DT_SCHEDULE message (including additional data for 2018 but marked as not applicable for Rio 2018); Also affects Results by NOC. - Added Local Participant Names in DT_PARTIC (approved for 2018) and marked as not applicable for Rio 2018. - Clarified the ResultStatus used in PDF messages in Section 3
v1.15	APP	<ul style="list-style-type: none"> - Update some descriptions in DT_SCHEDULE in increase clarity. - In DT_RESULT change Unit @ExtendedInfos/PreviousResults/PreviousResult to optional to support BYE as opponent. Clarify the order of previous results. -CR5196: ODF Change - DT_PARTIC_TEAMS <ul style="list-style-type: none"> -Add Order attribute to Team /TeamOfficials /Official element in DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE -CR5249: Additional Attributes in DT_RESULT & DT_ESL: <ul style="list-style-type: none"> -Add the Bib attribute for Officials /Official and Result /Competitor /Coaches /Coach. -Add the StartOrder at Result /Competitor /Composition /Athlete -CR5270: Add attributes in the DT_PLAY_BY_PLAY and DT_CURRENT message <ul style="list-style-type: none"> -Add several attributes to UnitActions /UnitAction element. -Add Competitor /Coaches /Coach -Add Officials /Official CR005302: ODF Change - DT_BIO_NOC <ul style="list-style-type: none"> -Add a new field IOC Executive Board Members -Add a new field Additional Information
v1.16	APP	<ul style="list-style-type: none"> - DT_RANKING: Add NOCOMP as a possible code in Result /Competitor /@Code (in addition to the usual CompetitorID) for cases where there is no competitor in the rank due to IRM. - Defect 113459: In DT_BIO_PAR PreviousOlympics field was not removed as requested in ICM GAP BIO_02. Now removed. - Defect 113473: In DT_BIO_PAR AddInformation field is not marked as applicable in COA and OFF in messages. Now corrected to include. Similarly LangSpoken should be included for OFF. - Defect 113471: In DT_BIO_PAR The Influence field was incorrectly listed as Influential in the Message Values, now changed to be consistent (Influence). - Defect 113645: In DT_BIO_HOR correct spelling of CountyofBirth to CountryofBirth - Applied CR4280 to DT_RESULT_ANALYSIS which was previously missed. - PyeongChang strategic change to add UnitNum attribute in the SportDescription element in the DT_RESULT message has been included. It is for PyeongChang but does not impact Rio as the attribute is optional. (also affects DT_ESL and DT_RESULT_ANALYSIS) - Corrected spelling of "Organisation" in a number of places (not "Organization"). - Corrected spelling of "OCFlagBearer" in the message structure of the DT_BIO_NOC message.
v1.17	APP	<ul style="list-style-type: none"> - Corrected error in Medal attribute of Unit element in DT_SCHEDULE message. It was changed in error, should be SC @UnitMedalType. - Clarified that the flagbearer is not expected in the DT_BIO_NOC_IMP message. - DT_RESULT: Corrected the cardinality of ExtendedInfos /ExtendedInfo /Competitor/Composition to (0,1) - DT_FED_RANKING: New message structure. (Message not used for Rio 2016.)
v1.18	APP	<ul style="list-style-type: none"> - DT_COMMUNICATION triggers corrected by removing those which were previously used when this message was also used for Race Incidents (Race Incidents now uses DT_PLAY_BY_PLAY). No impact on the message itself or the planned generation. - Clarified the use of StartListMod - Clarified when Discipline is expected in DT_PARTIC_TEAMS - DT_PARTIC_HORSES & DT_PARTIC_HORSES_UPDATE has had the name updated to remove "equestrian" to make it clear that the message is not only used in equestrian. No impact on the message itself. - DT_FED_RANKING corrected value type to be defined by discipline. No impact on the message. - Defect #118765 resolved. DT_VEN_COND had incorrect duplicate of Precipitation (Pressure inserted). - Defect #113641 resolved. Corrected the order of elements in DT_BIO_TEAM @GInterest to use the same order as DT_BIO_PAR as expected. - Defect #118624 resolved. Corrected error in DT_SCHEDULE - CR7644 implemented. Adds BackgroundType, BackgroundSport, NewsItemtype and NewsSport to DT_CODES message and modifies references in news and background messages.

		<ul style="list-style-type: none"> - CR7795 added Move attribute in DT_RESULT ExtendedResults - BT_BRACKETS: Bracket /BracketItems /BracketItem /CompetitorPlace /PreviousUnit (0,1) @Value corrected to be SC@Pool and not CC@Pool - DT_SCHEDULE: in Competition /Unit (0,N) @StartDate update description to clarify - DT_PLAY_BY_PLAY: Updated UnitActions to (0,1) to match the Schema and allow for empty actions (Defect #120419). - DT_COMMUNICATION: Added "COMPETITOR_NOTICE" as a possible value for DocumentSubcode header attribute. This value is used in Golf (CR7896)
v1.19	APP	<ul style="list-style-type: none"> - CR8791 implemented to add "DecisionTime" in Official Communication at OfficialCommunication/Protest. Requested by ORIS change. - DT_COMMUNICATION the attributes OfficialCommunication /Limit /EventUnit @Phase and @Unit were changed to optional as they do not generally apply in this context
v1.20	APP	<ul style="list-style-type: none"> - Defect 124373 fixing typographical errors in DT_PLAY_BY_PLAY - Defect 124374 fixing typographical error in DT_CURRENT UnitActions/UnitAction/Competitor missing Organisation - Defect 123804 clarifying triggering in pool standings message - Fixed Medal/Medals typographical error in DT_MEDALLISTS_DISCIPLINE - Fixed typographical error in DT_SCHEDULE (venue mandatory) to be as required in CR7594 - Fixed typographical error in DT_RECORD for record description - Other minor improvements without changing any meaning or messages
v1.21	APP	- Clarification of record hierarchy in DT_RECORD
v1.22	APP	Correcting typographical errors for weather.