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OLYMPIC
COMMITTEE

ODF R-EC-2018-GLF V1.4 APP

OLYMPIC DATA FEED

ODF Golf Data Dictionary

Glasgow 2018 – European Championships

Technology and Information Department

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1 Introduction

1.1 This document

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

1.2 Objective

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

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.



2 Messages

2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_POOL_STANDING	Pool Standings	X
DT_BRACKETS	Brackets	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	X
DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

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



2.2.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

The DT_PARTIC message is sent as a bulk message before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_UPDATE messages are sent.

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



2.2.1.4 Message Values

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



Element: Participant (1,N)			
Attribute	M/O	Value	Description
TVInitialName	M	S(18)	TV initial name
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
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).
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)	IF ID (competitor's federation number for the discipline).

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

2.2.1.5 Message Sort

The message is sorted by Participant @Code

2.2.2 List of teams / List of teams update

2.2.2.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition for any teams events.

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.

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

List of teams update (DT_PARTIC_TEAMS_UPDATE) is an update message. It is not a complete list of teams' information message. It only contains the data of a team being modified.

2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
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.



Attribute	Value	Comment
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.

2.2.2.3 Trigger and Frequency

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

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



2.2.2.4 Message Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID 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)	Team's name.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)
ModificationIndicator	M	N, U, D	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

Element: Team /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)			
Discipline is expected unless ModificationIndicator="D"			
Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline



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	Full RSC of the event

2.2.2.5 Message Sort

The message is sorted by Team @Code.

2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

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

This message will contain all participants in all rounds, including those that don't progress to next rounds. For Play-offs should include only players that are involved in the play-off.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (header values) For Teams competition event: - one message for each team match - one message for each of singles submatch - one message for each play-off if needed For Mixed Teams competition event: - one message with the results of all the teams - one message for each play-off if needed
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). <ul style="list-style-type: none"> • START_LIST: as soon as the start list is available for each match or round (one message per round) and any changes [inc. IRMs] • LIVE: when the first competitor starts the match or round and all changes/additions in data, that is updated after each player completes a hole • INTERMEDIATE : When a match or round is Postponed • UNOFFICIAL / OFFICIAL: after the round is complete
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.



Attribute	Value	Comment
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.

2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START_LIST' as soon as the start list information is available and any changes to the information:

- As soon as the start list is available for each match or round and any changes [inc. IRMs] (START_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on updates.

- When the first competitor starts the round and all changes/additions in data, that is updated after each player completes a hole. (LIVE)

In the men's and women's team competition send each pair at subunit level and also the overall team match.

This message is also sent when the unit finishes and the results are still unofficial. Also, this message is expected when the results become official.

- After the unit is complete (UNOFFICIAL / OFFICIAL)

2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
UI	PLAYOFF	Numeric	Pos Description: Order of the play-off holes, 1 to n Element Expected: Only in the case of a play-off.	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the hole number
UI	SCORE	Numeric #0	Pos Description:Hole number Element Expected: Score in the unit in match play after the hole	
	Attribute	M/O	Value	Description
	Value	M	String	Match score after the hole
Sub Element: ExtendedInfos/ExtendedInfo/Extension Expected: Always if not all square (AS)				
	Attribute	Value	Description	
	Code	LEADER		
	Pos	N/A	N/A	
	Value	S(20) with no leading zeroes	Competitor ID of the leader after the hole if not all square	

Sample

```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T19:00:00+01:00" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="1" Value="16" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="2" Value="17" />
  <ExtendedInfo Type="UI" Code="PLAYOFF" Pos="3" Value="18" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)				
Sport Descriptions in Text				
Attribute	M/O	Value	Description	
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes	
EventName	M	S(40)	Event name (not code) from Common Codes	
Gender	M	CC @DisciplineGender	Gender code for the event unit	
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes	
Element: ExtendedInfos /VenueDescription (0,1)				
Venue Names in Text.				
Attribute	M/O	Value	Description	
Venue	M	CC @VenueCode	Venue Code	
VenueName	M	S(25)	Venue short name (not code) from Common Codes	
Location	M	CC @Location	Location code	
LocationName	M	S(30)	Location short name (not code) from Common Codes	



Element: Result (1,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit. In play-off only updates when all players finish each hole.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	String	The result of the competitor in the event unit (round).
Unchecked	O	S(1)	Send 'Y' in the case that the result needs to be validated. Do not send if not ="Y".
IRM	O	SC @IRM	IRM for the particular unit. Send just in the case @ResultType is IRM.
WLT	O	S(1)	Send W, L or T for the match being won, lost or tied in match play. Only for Men's and Women's Teams competition.
SortOrder	M	Numeric	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. Based on the unit rank, but it should be used to sort out rank ties as well as results without rank (because there is an IRM or all athletes have not started). Those without rank are at the bottom in StartOrder
StartOrder	O	Numeric	Competitor's start order. Number based in the starting time, Hole 1 before Hole 10 if applicable. In play-off order by the order in which players tee-off on the first play-off hole.
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER PAIR_1 (mixed) PAIR_2 (mixed)	BACK	N/A	Element Expected: After back holes in stroke play. Not for play-off	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Score for the back nine. (10-18)
ER PAIR_1 (mixed) PAIR_2 (mixed)	COMPLETE	N/A	Element Expected: Always after the competitor has started the round. Not applicable in play-off.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Number of holes completed
ER PAIR_1 (mixed) PAIR_2 (mixed)	FRONT	N/A	Element Expected: After front holes in stroke play. Not for play-off	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Score for the front nine. (1-9)
PAIR_1 (mixed) PAIR_2 (mixed)	TOTAL	N/A	Element Expected: Total strokes score for the pair in the round. Not for play-off	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Score for the round.
ER PAIR_1 (mixed) PAIR_2 (mixed)	CURRENT	N/A	Element Expected: Always after the competitor has started the round. Not applicable in play-off.	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##	Number of hole currently being played.
ER PAIR_1 (mixed) PAIR_2 (mixed)	HOLE	Numeric #0	Pos Description: Numbers 1-18 to indicate hole number in normal rounds. In play-off this matches the @Pos in ExtendedInfos for the hole. Element Expected: Always when available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0 or C if won by by concede or “-“ for no result	Result for the hole.
Sub Element: Result / ExtendedResults /ExtendedResult /Extension				
Expected: Always when available in stroke play, not applicable in a match play round				



Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
	Attribute	Value	Description	
	Code	TO_PAR		
	Pos	N/A	N/A	
	Value	+/-Numeric +/-0	Score for the hole to par, positive, negative integer or 0	
ER PAIR_1 (mixed) PAIR_2 (mixed)	TO_PAR	N/A	Element Expected: Always except play-off. Do not send until the competition starts and only in stroke play, not applicable in a match play round	
	Attribute	M/O	Value	Description
	Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0

Sample (Men's and Women's Teams)

```
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="1" StartOrder="2" StartSortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TO_PAR" Value="-1" />
    <ExtendedResult Type="ER" Code="FRONT" Value="36" />
    <ExtendedResult Type="ER" Code="BACK" Value="33" />
    <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
      <Extension Code="TO_PAR" Value="-1" />
    <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
  ....
</ExtendedResults>
```

Sample (for Play-off)

```
<Result Rank="1" ResultType="STROKES" SortOrder="2" StartOrder="2" StartSortOrder="2">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="HOLE" Pos="1" Value="4" />
      <Extension Code="TO_PAR" Value="-1" />
    <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" />
  ....
</ExtendedResults>
```



Sample (Mixed Teams)

```
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="5" StartOrder="7" StartSortOrder="7">
  <ExtendedResults>
    <ExtendedResult Type="PAIR_1" Code="TO_PAR" Value="-1" />
    <ExtendedResult Type="PAIR_1" Code="FRONT" Value="36" />
    <ExtendedResult Type="PAIR_1" Code="BACK" Value="33" />
    <ExtendedResult Type="PAIR_1" Code="HOLE" Pos="1" Value="4" />
      <Extension Code="TO_PAR" Value="-1" />
    <ExtendedResult Type="PAIR_1" Code="HOLE" Pos="2" Value="3" />
  ....
  <ExtendedResult Type="PAIR_2" Code="TO_PAR" Value="-2" />
  <ExtendedResult Type="PAIR_2" Code="FRONT" Value="35" />
  <ExtendedResult Type="PAIR_2" Code="BACK" Value="33" />
  <ExtendedResult Type="PAIR_2" Code="HOLE" Pos="1" Value="4" />
    <Extension Code="TO_PAR" Value="-1" />
  <ExtendedResult Type="PAIR_2" Code="HOLE" Pos="2" Value="3" />
  ....
</ExtendedResults>
```

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation

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

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

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

Only for relay event units

Type	Code	Pos	Description
EUE	GROUP	N/A	Element Expected: In groups phase of Men's and Women's competition
	Attribute	M/O	Value
	Value	M	Numeric #0 Team group number
EUE	START_HOLE	N/A	Element Expected: Always, except for teams with an IRM in a previous round
	Attribute	M/O	Value
	Value	M	Numeric #0 Numbers 1-18 to indicate starting hole.



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

Only for relay event units

Type	Code	Pos	Description
EUE	START_TIME	N/A	Element Expected: Always except in play-off and for teams with an IRM in a previous round
	Attribute	M/O	Value
	Value	M	hh:mm Start Time
EUE	HOME_AWAY	N/A	Element Expected: When applicable in H2H
	Attribute	M/O	Value
	Value	O	SC @Home Send Home or Away designator

Sample

```
<EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="08:40" />
<EventUnitEntry Type="EUE" Code="START_HOLE" Value="10" />
```

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 0	1 if Competitor @Type="A". 1-n for team members
StartSortOrder	M	Numeric 0	Order within the pair, 1 or 2. Only for Mixed Teams competition.

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

Athletes extended information.

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

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Type	Code	Pos	Description	
EUE	GROUP	N/A	Element Expected: Always, except for athletes with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Group Number
EUE	START_HOLE	N/A	Element Expected: Always, except for athletes with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Numbers 1-18 to indicate starting hole.
EUE	START_TIME	N/A	Element Expected: Always except in play-off and for athletes with an IRM in a previous round	
	Attribute	M/O	Value	Description
	Value	M	hh:mm	Start Time

Sample

```
<EventUnitEntry Type="EUE" Code="GROUP" Value="9" />
<EventUnitEntry Type="EUE" Code="START_TIME" Value="08:40" />
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	PAIR	N/A	Element Expected: Always in mixed	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Pair number, 1 or 2

2.2.3.5 Message Sort

Sort by Result @SortOrder



2.2.4 Pool Standings

2.2.4.1 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 (match).

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 header (DocumentCode).

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	Full RSC (for the group)	RSC for the pool/group
DocumentType	DT_POOL_STANDING	Pool Standings message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Expected statuses are: INTERMEDIATE (before and during the phase) 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.



2.2.4.3 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.

Trigger also after any change.

2.2.4.4 Message Values

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	LAST_UNIT	N/A	Element Expected: After at least one unit is complete.
	Attribute	M/O	Value
	Value	M	CC @Unit
			Send the full RSC of the most recently unit made official for the pool included in this message.
UI	UNITS_TOTAL	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Total number of units (games) to be played in the pool included in the message.
UI	UNITS_COMPLETE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric ##0
			Total number of units (games) which are official in the pool included in this message.

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



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	Rank at the group. It is optional because the team can be disqualified
RankEqual	O	S(1)	Send "Y" if the Rank is equalled else do not send.
ResultType	M	SC @ResultType	Type of the @Result attribute, either points or IRM with points obtained by the competitor at all the games of the group
Result	O	Numeric	Send the classification points a team has accrued during the pool stage. Optional as not available before the competition.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the group, if they were to be presented. It is mostly based on the rank, but it should be used to sort out disqualified teams.
Won	O	Numeric #0	Number of matches won by the team in the group. Do not send if the team has not played.
Lost	O	Numeric #0	Number of matches lost by the team in the group. Do not send if the team has not played.
Played	O	Numeric #0	Number of matches played by the team in the group Do not send if the team has not played.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete, T for team
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.



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)

Type	Code	Pos	Description
T for team	S(20) with no leading zeroes	Numeric	Code Description: Competitor ID or TBD if unknown Pos Description: 1 to n. Normally expected to be the same as SortOrder for the same competitor. Element Expected: Always
Attribute	M/O	Value	Description
Organisation	M	CC @Organisation	Competitors' 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.
Unit	O	CC @Unit	Full RSC of the Unit for the Pool Item
HomeAway	O	S(1)	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete

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

Competitors extended information.

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team.



Sample (General)

```
<Result Rank="3" ResultType="POINTS" Result="1" SortOrder="3" Played="1" Won="1" Lost="0" >
  <Competitor Code="GLFMTEAM2-----EGY01" Type="T" Organisation="EGY">
    <Description TeamName="Egypt"/>
    <Opponent Code="GLFMTEAM2-----BRA01" Type="T" Pos="1" Organisation="BRA" Date="2012-07-27"
Time="14:00" Unit="GLFMTEAM2-----GPA-000200--" HomeAway="H" >
      <Description TeamName="Brazil"/>
    </Opponent>
    <Opponent Code="GLFMTEAM2-----BLR01" Type="T" Pos="2" Organisation="BLR" Date="2012-08-01"
Time="09:00" Unit="GLFMTEAM2-----GPA-000400--" HomeAway="A" >
      <Description TeamName="Belarus"/>
    </Opponent>
    <Opponent Code="GLFMTEAM2-----NZL01" Type="T" Pos="4" Organisation="NZL" Date="2012-07-29"
Time="09:00" Unit="GLFMTEAM2-----GPA-000500--" HomeAway="A" >
      <Description TeamName="New Zealand"/>
    </Opponent>
  </Competitor>
</Result>
```

2.2.4.5 Message Sort

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



2.2.5 Brackets

2.2.5.1 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.

2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (event level)	Full RSC of the 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) 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.



2.2.5.3 Trigger and Frequency

- Before the competition.
- After every match in the preliminaries which determines a position in the bracket.
- After every match during final phases.
- Trigger after any change

2.2.5.4 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
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: Bracket (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @Bracket	Bracket code to identify a bracket item. One for each individual bracket as defined in ORIS.

Element: Bracket /BracketItems (1,N)			
Attribute	M/O	Value	Description
Code	M	SC @BracketItems	Bracket code to identify a set of bracket items. The quarterfinals, semifinals or finals phases etc.

Element: Bracket /BracketItems /BracketItem (1,N)			
Attribute	M/O	Value	Description
Code	O	Numeric #0	Bracket code to identify a bracket item. Unique identifier for the BracketItem. The game number for each bracket item (e.g.: 17, 18, 19, 20,...)
Order	M	Numeric	Sequential number inside of BracketItems to indicate the order, always start at 1
Date	O	Date	YYYY-MM-DD. Must be filled if known
Time	O	S(5)	HH:MM. Must be filled if known
Unit	O	CC @Unit	Full RSC of the unit for the BracketItem
Result	O	S(50)	Fill when match is complete. May include an IRM.
NextUnit	O	CC @Unit	Full RSC of the unit where the successful competitor will progress
NextUnitLoser	O	CC @Unit	Full RSC of the unit where the unsuccessful competitor will progress



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 0	This attribute is a sequential number to place the competitors in the bracket (1 or 2).
Code	O	SC @CompetitorPlace	Sent when there is no competitor team (BYE) or when it is not known yet (TBD).
WLT	O	SC @WLT	W or L, indicates the winner or loser of the bracket item. Always send when known.
Result	O	S(10)	The result (score) of the competitor in the event unit (if can be separated)
IRM	O	SC @IRM	The invalid rank mark, if applicable

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
Unit	O	Full RSC at unit level	Full RSC 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. Not sent when from group.
Value	O	SC @Pool	If there is no competitor team (TBD) and coming from Pool then send appropriate code.
WLT	O	S(1)	Send W or L for winner or loser of previous match (if not Pool) do not send if participant is unknown from a pool.

Element: Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

CompetitorPlace @Pos competitor related to the bracket item. Only include if the competitor is known .

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	T for team
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.

2.2.5.5 Message Sort

Bracket @Code then BracketItems @Code then BracketItems /BracketItem /Unit @Phase and then BracketItem /Unit @Unit are sorted according to their scheduled start time.



2.2.6 Event Final Ranking

2.2.6.1 Description

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

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

2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Event	
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction. Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.



2.2.6.3 Trigger and Frequency

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

Trigger also after any change.

2.2.6.4 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
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

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: 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	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known



Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	Order attribute. Send 1 when Competitor @Type="A" or numeric starting at 1 if @Type="T"

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

2.2.6.5 Message Sort

Sort by Result @SortOrder



2.2.7 Official Communication

2.2.7.1 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.

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Discipline	
DocumentSubcode	Numeric	This is the Communication number. Send incremental number in the case that DocumentSubtype is NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE (one for each different Item)
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE	For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors
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.



2.2.7.3 Trigger and Frequency

The message should be generated as soon as the information is available (within no more than 15 minutes of the decision or information availability).

Trigger also after any change.

2.2.7.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name
EventName	O	S(40)	Event name (not code) from Common Codes.

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: Communication (1,1)			
Attribute	M/O	Value	Description
PublishTime	M	DateTime	Date and time in which the official communication is published. Example: 2006-02-26T10:00:00+01:00

Element: Communication /Decision (0,1)			
Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE.			
Attribute	M/O	Value	Description
ItemNum	O	String	Sport dependent, item number if applicable
IssuedTime	O	DateTime	Decision date and time. (Mandatory in the case of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE) Example: 2006-02-26T10:00:00+01:00
AffectsRES	O	S(1)	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results Mandatory in the case of DocumentSubtype is NOTICE
AffectsSCH	O	S(1)	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules Mandatory in the case of DocumentSubtype is NOTICE
AffectsOTH	O	S(1)	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE
Unit	O	CC @Unit	Full RSC of discipline, event or unit as appropriate (can be at any level)



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

Element: Communication /Decision /Summary (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Summary of the communication. Should contain the event description.

Element: Communication /Decision /Details (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Body of the communication. Include the description.

Element: Communication /Decision /IssuedBy (0,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication author

Element: Communication /Decision /SignedBy (0,2)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	ID 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	S(30)	Decision of the Function of the Signed person
Order	M	Numeric	Send official order, 1..

2.2.7.5 Message Sort

There are not specific sorting requirements



2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each unit (round) in separate messages.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each Unit.
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.

2.2.8.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each unit (round).

Trigger also after any change, but considering that, if this message is sent after any DT_RESULT message has been sent then a new version of DT_RESULT must follow this message.



2.2.8.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Unit	Full RSC of the unit (round)
Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric 00	Send par value
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
Attribute	Value	Description	
Code	DISTANCE		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric #000	Distance	
EC	HOLE	Numeric #0	Pos Description: Send hole number. Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric 0	Send par value
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
Attribute	Value	Description	
Code	DISTANCE		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric #00	Distance	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always			
Attribute	Value	Description	
Code	DISTANCE_TEE_BOX		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric #0	Distance from the front of the tee box to the tee marker.	



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If applicable			
Attribute	Value	Description	
Code	OFFICIAL_DRIVE_HOLE		
Pos	N/A	N/A	
Value	S(1)	Send Y if the hole has been designated as the official drive distance hole.	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_X		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the X coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_Y		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the Y coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	PIN_Z		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the Z coordinate of the pin	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	TEE_X		
Pos	N/A	N/A	
Value	Numeric ####0.0	Send the X coordinate of the tee	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	TEE_Y		



Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
Pos	N/A	N/A		
Value	Numeric #####0.0		Send the Y coordinate of the tee	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
Attribute	Value	Description		
Code	TEE_Z			
Pos	N/A	N/A		
Value	Numeric #####0.0	Send the Z coordinate of the tee		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
Attribute	Value	Description		
Code	TB_X			
Pos	N/A	N/A		
Value	Numeric #####0.0	Send the X coordinate of the front of the tee box		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
Attribute	Value	Description		
Code	TB_Y			
Pos	N/A	N/A		
Value	Numeric #####0.0	Send the Y coordinate of the front of the tee box		
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
Attribute	Value	Description		
Code	TB_Z			
Pos	N/A	N/A		
Value	Numeric #####0.0	Send the Z coordinate of the front of the tee box		
EC	GROUP_PLAYERS	N/A	Element Expected: Always	
Attribute	M/O	Value	Description	
Value	M	Numeric 0	Send number of players per group	
EC	FAIRWAY	Numeric #0	Pos Description: Send the hole number Element Expected: If available	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available				
Attribute	Value	Description		



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
Code	CENTER_X		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric ####0.0		Send the X coordinate of the fairway center
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	CENTER_Y		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric ####0.0		Send the Y coordinate of the fairway center
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: If available			
Attribute	Value	Description	
Code	CENTER_Z		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric ####0.0		Send the Z coordinate of the fairway center
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	WIDTH_M		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric #00		Fairway width in metres at this point
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected:			
Attribute	Value	Description	
Code	WIDTH_YD		
Pos	Numeric #0		Send sequential number to identify a fairway point
Value	Numeric #00		Fairway width in yards at this point
EC	COORDINATE_CONFIG	N/A	Element Expected: Always.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Where available			



Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
Attribute	Value	Description	
Code	DATUM		
Pos	N/A	N/A	
Value	S(40)		Coordinate system's projection Datum
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Where available			
Attribute	Value	Description	
Code	PROJECTION		
Pos	N/A	N/A	
Value	S(40)		Coordinate system's projection
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Where available			
Attribute	Value	Description	
Code	PROJECTION_ZONE		
Pos	N/A	N/A	
Value	S(40)		Zone within the projection
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Where available			
Attribute	Value	Description	
Code	UNITS		
Pos	N/A	N/A	
Value	S(10)		Coordinate system's unit of measurement. Options are "US-FEET" (US Survey Feet) and "INTL-FEET" (International Feet).



Sample

```
Configs>
<Config Unit="GLFWSTROKE-----FNL-000100--">
  <ExtendedConfig Type="EC" Code="COURSE" Pos="1" Value="36" >
    <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="3125" />
    <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="3389" />
  </ExtendedConfig>
  ....
  <ExtendedConfig Type="EC" Code="HOLE" Pos="1" Value="3" >
    <ExtendedConfigItem Code="DISTANCE" Pos="0" Value="146" />
    <ExtendedConfigItem Code="DISTANCE" Pos="1" Value="154" />
    <ExtendedConfigItem Code="DISTANCE_TEE_BOX" Pos="0" Value="4" />
    <ExtendedConfigItem Code="DISTANCE_TEE_BOX" Pos="1" Value="5" />
    <ExtendedConfigItem Code="OFFICIAL_DRIVE_HOLE" Value="Y" />
    <ExtendedConfigItem Code="TEE_X" Value="210.4" />
    <ExtendedConfigItem Code="TEE_Y" Value="1100.4" />
    <ExtendedConfigItem Code="TEE_Z" Value="11.5" />
    <ExtendedConfigItem Code="PIN_X" Value="355.7" />
    <ExtendedConfigItem Code="PIN_Y" Value="1241.5" />
    <ExtendedConfigItem Code="PIN_Z" Value="12.2" />
    <ExtendedConfigItem Code="TB_X" Value="108.5" />
    <ExtendedConfigItem Code="TB_Y" Value="204.0" />
    <ExtendedConfigItem Code="TB_Z" Value="1.5" />
  </ExtendedConfig>
  ....
  <ExtendedConfig Type="EC" Code="GROUP_PLAYERS" Value="3" />
  <ExtendedConfig Type="EC" Code="FAIRWAY" Pos="1" >
    <ExtendedConfigItem Code="CENTER_X" Pos="1" Value="120.5" />
    <ExtendedConfigItem Code="CENTER_Y" Pos="1" Value="350.0" />
    <ExtendedConfigItem Code="CENTER_Z" Pos="1" Value="2.5" />
    <ExtendedConfigItem Code="WIDTH_M" Pos="1" Value="46" />
    <ExtendedConfigItem Code="WIDTH_YD" Pos="1" Value="50" />
    <ExtendedConfigItem Code="CENTER_X" Pos="2" Value="220.5" />
    <ExtendedConfigItem Code="CENTER_Y" Pos="2" Value="150.0" />
    <ExtendedConfigItem Code="CENTER_Z" Pos="2" Value="3.5" />
    <ExtendedConfigItem Code="WIDTH_M" Pos="2" Value="28" />
    <ExtendedConfigItem Code="WIDTH_YD" Pos="2" Value="31" />
  </ExtendedConfig>
  ....
```

2.2.8.5 Message Sort

There is no message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	23 August 2017	First version
V1.1	4 Nov 2017	Updated
V1.2	7 Mar 2018	Updated
V1.3	4 May 2018	Updated
V1.4	17 May 2018	Updated

File Reference: ODF R-EC-2018-GLF V1.4 APP

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SFA	DT_RESULT: Added T as a value in WLT DT_RESULT: Add details to identify pairs in mixed competition with results. And clarify par.
V1.2	SFA	DT_BRACKETS: Message added
V1.3	APP	DT_RESULT: Add extension CURRENT to know the current hole.
V1.4	APP	DT_RESULT: Updated to include totals in ExtendedResults in match play.