OLYMPIC DATA FEED

ODF Golf Data Dictionary
Tokyo 2020 - Games of the XXXII Olympiad
Technology and Information Department
© International Olympic Committee

ODF SOG-2020-GLF-2.7 APP
21 August 2020

License

The document accompanying this license and the information contained therein (the Document), whether in a paper or electronic format, is made available to you subject to the terms stated below. By using and/or copying all or part of the Document, you (the licensee) agree that you will comply with the following terms and conditions.

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_NAME	Participant Names	
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_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_NOTIFICATION	Notification	
DT_STATS	Statistics	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	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. |

2.2.1.3 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: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Sample

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-GLF-1.10" Codes="SOG-2020-1.20" >

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. 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.
Parent	M	S(20) with no leading zeroes	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. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)

Element: Participant (1,N)			
Attribute	**M/O**	**Value**	**Description**
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
TVFamilyName	M	S(25)	TV family 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. Do not send attribute if data 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)	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Participant (1,N)

Attribute	M/O	Value	Description
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

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

Type	Code	Pos	Description
ENTRY	CADDY	N/A	Element Expected: If available This information can be sent in both messages
Attribute	M/O	Value	Description
Value	M	S(20)	Send the athlete's caddy ID
ENTRY	RANK_OG	N/A	Element Expected: When available This information can be sent in both messages
Attribute	M/O	Value	Description
Value	M	Numeric ###0	Send the Olympic golf ranking of the athlete

2.2.1.5   Message Sort

The message is sorted by Participant @Code

2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

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

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

This message will contain only those athletes participating in the round unless the person became an IRM between rounds in which case they are also included. For Play-offs should include only players that are involved in the play-off.

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	The DocumentCode will be sent according to the ODF Common Codes (header values)
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used	Not used
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). • START_LIST: as soon as the start list is available for each round (one message per round) and any changes [inc. IRMs] • LIVE: when the first player starts the round and all changes/additions in data, that is updated after each player completes a hole • INTERMEDIATE: When a round is Postponed or Interrupted • 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.
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	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.

2.2.2.3   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 round (one message with all participants in the competition per round, including those that don't progress to next rounds) 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 player starts the round and all changes/additions in data, that is updated after each player completes a hole. (LIVE)

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 round is complete (UNOFFICIAL / OFFICIAL)

2.2.2.4   Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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 unit
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Send the hole number

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 (round). 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	Numeric #00	The result of the competitor in the event unit (round). Send only after athlete completes the round. Not sent in the case of play-off.
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.

Element: Result (1,N)

Attribute	M/O	Value	Description
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	BACK	N/A	Element Expected: After athlete completes back holes. Not for play-off
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##	Score for the back nine. (10-18)
ER	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	CURRENT	N/A	Element Expected: Updated with new hole when message sent for last hole completed or for the first hole when the group is on the tee.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##	Current Hole number for this player
ER	FRONT	N/A	Element Expected: After athlete completes front holes. Not for play-off
Attribute	**M/O**	**Value**	**Description**

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

	Type	Code	Pos	Description
	Value	M	Numeric ##	Score for the front nine. (1-9)
ER		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**
	SortOrder	M	Numeric #0	Hole order for this player
	Value	M	Numeric #0	Score for the hole.
	Value2	M	+/-Numeric +/-0	Score for the hole to par, positive, negative integer or 0
ER		TO_PAR	N/A	Element Expected: Always except play-off. Do not send until the competition starts.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0

Sample

```
<Result Rank="5" ResultType="STROKES" Result="69" SortOrder="5" StartOrder="7" StartSortOrder="7">
    <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" Value2="-1" />
        <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" Value2="0" />
....
    </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" Value2="-1" />
        <ExtendedResult Type="ER" Code="HOLE" Pos="2" Value="3" Value2="0" />
....
    </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
Organisation	O	CC @Organisation	Competitor's organisation

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 0	1 if Competitor @Type="A".

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	BIB_COLOUR	N/A	Element Expected: Always, except for athletes with an IRM in a previous round
Attribute	**M/O**	**Value**	**Description**
Value	M	SC @Colour	Bib colour
EUE	GROUP	Numeric #0	Pos Description: Group Order 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	PREV_ERANK	N/A	Element Expected: If applicable
Attribute	**M/O**	**Value**	**Description**
Value	M	S(1)	Send Y in case of the rank of the competitor an equalled rank
EUE	PREV_RANK	N/A	Element Expected: All rounds after the first except in play-off
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Overall Rank before the round

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Type	**Code**	**Pos**	**Description**
EUE	PREV_ROUND	Numeric 0	Pos Description: Send the Round Number Element Expected: All rounds after the first for each completed round. Not for play-off
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #00	Score for the round indicated @Pos
EUE	PREV_TOTAL	N/A	Element Expected: All rounds after the first except in play-off
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #00	Total before the round
EUE	START_HOLE	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	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" />
<EventUnitEntry Type="EUE" Code="BIB_COLOUR" Value="BLUE" />
<EventUnitEntry Type="EUE" Code="PREV_RANK" Value="5" />
<EventUnitEntry Type="EUE" Code="PREV_ERANK" Value="Y" />
<EventUnitEntry Type="EUE" Code="PREV_TOTAL" Value="138" />
<EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="1" Value="70" />
<EventUnitEntry Type="EUE" Code="PREV_ROUND" Pos="2" Value="68" />
```

2.2.2.5   Message Sort

Sort by Result @SortOrder

2.2.3 Play by Play

2.2.3.1 Description

The Play by Play is a message containing official raw data from the results provider for each action.

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.

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	RSC of the unit
DocumentSubcode	S(20)	Send the Athlete ID
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	Send "ACTION" for message with all holes for a player Send "HOLE_nn" for message with one hole for a player where nn=hole number (01, 02…18) In the case of a play-off the nn value will represent order of holes played, not the actual hole number.
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 (used if the player has started the round and play is then postponed or interrupted) only for "ACTION" OFFICIAL (when results official) only for "ACTION"
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	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.

2.2.3.3 Trigger and Frequency

For DocumentSubtype ACTION:

Send this message once only per shot, after the data is available from the shot. That is approximately 65-80 messages per athlete per round. This means do not send FROM… extensions before the stroke. [Maximum messages in Olympics = 60 players x 75 strokes = 4500/day + 20% data correction = 5400/day].

This message DocumentSubtype is sent as LIVE during the round. INTERMEDIATE is used for interruptions or delays and when the results are unofficial. Sent as OFFICIAL when the results are OFFICIAL.

For DocumentSubtype HOLE_nn:

Send this message when there is new/updated information available. A total of 12,000 message per day are expected.

This message DocumentSubtype will always have ResultStatus LIVE regardless of the state of play. Exceptionally some of the messages may be OFFICIAL if data is modified after unit is set to OFFICIAL

Update if IRM to remove actions.

2.2.3.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	CURRENT	Numeric #0	Pos Description: Send the hole order, particularly important in play-off when hole can be repeated. Element Expected: Include only if ResultStatus is LIVE or INTERMEDIATE.

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the current hole number for the player

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
SubEventName	M	S(40)	Text short description of the Event Unit, not code
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
Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. The same identifier should be used for an action in both ACTION and HOLE_nn messages.
Period	M	Numeric #0	Hole Number
Loc	M	Numeric #0	Hole Order
Order	M	Numeric	Unique sequential number for all of the actions from 1 to n within the message (for this message level). It is used to sort Action
Action	O	SC @Club	Send the club used. Only for par 4 and par 5 holes on tee shots.
ActionAdd	O	SC @StrokeType	Send the stroke result type Note that StrokeTypes DRP and PRV are assessed as value 0 and StrokeTypes STR and PTY are value 1.
When	O	Numeric #0	Shot number in the current hole

Element: Actions /Action (1,N)			
Attribute	**M/O**	**Value**	**Description**
X	O	Numeric ##0.0	Send the resting location x value (percentage relative to image)
Y	O	Numeric ##0.0	Send the resting location y value (percentage relative to image)
TimeStamp	O	DateTime	Time of the action (for alignment to video)

Element: Actions /Action /ExtendedAction (0,N)			
Code		**Pos**	**Description**
DTP		Numeric 0	Pos: Send units used. 0 for metres 1 for imperial Expected: Always
	Attribute	**M/O**	**Value**	**Description**

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Distance to pin after shot. Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).

FAIRWAY_CENTER		Numeric 0	Pos: Send units used. 0 for metres 1 for imperial Expected: Always from tee to green

	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Ball distance from fairway center after shot Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).

Element: Actions /Action /ExtendedAction (0,N)

Code			Pos	Description	
FAIRWAY_EDGE			Numeric 0	Pos: Send units used. 0 for metres 1 for imperial Expected: Always from tee to green	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Ball distance from fairway edge after shot Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).	
SHOT			Numeric 0	Pos: Send units used. 0 for metres 1 for imperial Expected: Always	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Length of the shot Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).	
FROM_ELEVATION			N/A	Expected: If information available	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	SC @Elevation	Send the elevation at the point of the shot	
FROM_LOC			N/A	Expected: When the information is available	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	SC @StrokeLocation	Send the lie at the point of the shot	
FROM_SLOPE			N/A	Expected: When the information is available	
	Attribute	**M/O**	**Value**	**Description**	
	Value	M	SC @Slope	Send the slope type at the point of the shot	
FROM_LIE			N/A	Expected: When the information is available	
	Attribute	**M/O**	**Value**	**Description**	

Element: Actions /Action /ExtendedAction (0,N)

Code			Pos	Description
	Value	M	SC @Lie	Send the lie at the point of the shot
GREEN			N/A	Expected: When ball is on the green
	Attribute	**M/O**	**Value**	**Description**
	Value	M	S(1)	Send Y in the case that the ball is near the green after the shot else not sent
GROUP			Numeric #0	Pos: Group Order
				Expected: Always
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric #0	Group number
RESTING_LOC			N/A	Expected: When the information is available
	Attribute	**M/O**	**Value**	**Description**
	Value	M	SC @StrokeLocation	Send the lie at the resting point after the shot
FROM_X			N/A	Expected: Only if the shot is not taken from the resting position after previous shot (for example for a drop). Never sent for first shot.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Send the starting location x value (percentage relative to image)
FROM_Y			N/A	Expected: Only if the shot is not taken from the resting position after previous shot (for example for a drop). Never sent for first shot.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	Numeric ##0.0	Send the starting location y value (percentage relative to image)

Sample

```
<Actions>
    < Action Id="123456" Period="1" Order="1" Action="DRIVER" ActionAdd="STR" When="1" X="10.5" Y="32.4"
TimeStamp="2016-08-06T13:00:00+01:00" >
        <ExtendedAction Code="FROM_LOC" Value="TEE" />
        <ExtendedAction Code="RESTING_LOC " Value="FWY" />
        <ExtendedAction Code="RESTING_ENH" Value="L" />
        <ExtendedAction Code="FROM_ELEVATION" Value="A" />
        <ExtendedAction Code="FROM_SLOPE" Value="L" />
        <ExtendedAction Code="FROM_LIE" Value="GOOD" />
        <ExtendedAction Code="GREEN" Value="Y" />
        <ExtendedAction Code="FAIRWAY_EDGE" Pos="0" Value="20" />
        <ExtendedAction Code="FAIRWAY_EDGE" Pos="1" Value="65&apos;7&quot;" />
        <ExtendedAction Code="FAIRWAY_CENTER" Pos="0" Value="8.20" />
        <ExtendedAction Code="FAIRWAY_CENTER" Pos="1" Value="26&apos;3&quot;" />
        <ExtendedAction Code="GROUP" Value="1" />
        <ExtendedAction Code="SHOT" Pos="0" Value="302" />
        <ExtendedAction Code="SHOT" Pos="1" Value="311yds" />
        <ExtendedAction Code="DTP" Pos="0" Value="149" />
        <ExtendedAction Code="DTP" Pos="1" Value="157yds" />
```

2.2.3.5 Message Sort

Actions /Action @Order

2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current group(s) information in each hole.
There is a single message which includes all groups currently on the course.

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	Full RSC of the unit (round)
DocumentSubcode	N/A	N/A
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. |

2.2.4.3 Trigger and Frequency

- At the beginning send all groups who are at the first hole(s) and update before every stroke once the next player is known. In case distance to the pin is not known yet and is updated later, this does not trigger any update. At the end send without any groups. Do not send more often than once every 15 seconds (trigger as above and then again after 15 seconds (if any changes on any hole) including all changes, if no changes wait until next shot).
  [Maximum messages in Olympics = 60 players x 75 strokes = 4500/day though expected to be lower]

2.2.4.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	**Code**	**Pos**	**Description**
DISPLAY	HOLE	Numeric #0	Pos Description: Group number Element Expected: Always
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Hole number
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always			
Attribute	**Value**	**Description**	
Code	MEMBER		
Pos	Numeric 0	Bib colour order as defined in DT_CONFIG. If no colour is defined then use this to send appropriate order.	
Value	S(20) with no leading zeroes	Athlete's ID	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	**Value**	**Description**	
Code	NEXT		
Pos	N/A	N/A	
Value	S(20) with no leading zeroes	Next player to take a shot in the group.	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	**Value**	**Description**	
Code	STATE		
Pos	N/A	N/A	

Element: ExtendedInfos /ExtendedInfo (1,N)

Type	Code	Pos	Description
Value	SC @State		Send appropriate state for the player

Sub Element: ExtendedInfos /ExtendedInfo /Extension		
Expected: When applicable		

Attribute	Value	Description
Code	NEXT_DTP	
Pos	Numeric 0	Pos: Send units used. 0 for metric 1 for imperial
Value	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	DTP for the next player in the group Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).

Element: Result (0,N)

Attribute	M/O	Value	Description
Result	O	Numeric #0	Current number of shots in the hole for the competitor.
SortOrder	M	Numeric	Overall player order in the hole "1, 2.... n". That is, order of the group in the hole and then by the same order as @StartSortOrder within the hole. All athletes have a different SortOrder.
StartSortOrder	M	Numeric 0	Same as @Pos attribute in MEMBER extension in ExtendedInfo.
ResultType	O	SC @ResultType	Type of the @Result attribute.

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

Type	Code	Pos	Description
ER	TO_PAR	N/A	Element Expected: After every shot
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+/-Numeric +/-0	Overall score to par, positive, negative integer or 0

Element: Result /Competitor (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athletes ID
Order	M	Numeric	Send 1 for Competitor @Type="A"

Sample

```
<ExtendedInfos>
    <ExtendedInfo Type="DISPLAY" Code="HOLE" Pos="1" Value="10" >
        <Extension Value="9200231" Pos="1" Code="MEMBER"/>
        <Extension Value="9200077" Pos="2" Code="MEMBER"/>
        <Extension Value="9200058" Pos="3" Code="MEMBER"/>
        <Extension Value="TEE" Pos="1" Code="STATE"/>
        <Extension Value="TEE" Pos="2" Code="STATE"/>
        <Extension Value="TEE" Pos="3" Code="STATE"/>
        <Extension Value="9200231" Code="NEXT"/>
        <Extension Value="380" Pos="1" Code="NEXT_DTP"/>
        <Extension Value="415yds" Pos="2" Code="NEXT_DTP "/>
    </ExtendedInfo>
....
</ExtendedInfos>
    <Result ResultType="STROKES" Result="3" SortOrder="1" StartSortOrder="1" >
        <ExtendedResults>
            <ExtendedResult Type="ER" Code="TO_PAR" Value="-3" />
        </ExtendedResults>
        <Competitor Code="123456" Type="A" Organisation="USA">
            <Composition>
                <Athlete Code="123456" Order="1">
…
```

2.2.4.5   Message Sort

Sort by group

2.2.5 Cumulative Results

2.2.5.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

In golf, the Cumulative Results message is used for the cumulative result over all rounds.

DT_CUMULATIVE_RESULTS does not apply for the play-off.

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	Full RSC of the event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative 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 the status of the results LIVE INTERMEDIATE OFFICIAL UNOFFICIAL
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

The cumulative results accumulate scores/results over a number of units so are 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.

- Send before the start of round 1 as INTERMEDIATE.
- Send after each player completes each hole as LIVE.
- Send after the last player completes the last hole of the day as INTERMEDIATE
- Send if play is postponed or interrupted as INTERMEDIATE
- Send after the last player completes the last hole on the final day as UNOFFICIAL/OFFICIAL.

2.2.5.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /Progress (0,1)			
Attribute	**M/O**	**Value**	**Description**
LastUnit	M	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the 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
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.			
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 cumulative result. This attribute is optional because the competitor could get an invalid rank mark.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable, in that case send "Y".
ResultType	O	SC @ResultType	Type of the @Result attribute.
Result	O	Numeric ##0	The cumulative result of the competitor. Send just in the case @ResultType is not IRM
IRM	O	SC @IRM	The invalid rank mark for the cumulative result, in case it is assigned. Send just in the case @ResultType is IRM
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the cumulative result, 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 /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	MOVEMENT	N/A	Element Expected: Always when available except if IRM
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+/-Numeric +/-#0	Movement in rank When a player improves its position in the rank the MOVEMENT Value has a "+" symbol, and when it has a worse position in the rank the MOVEMENT Value has a "-" symbol. Eg. If a player had previously rank 10 and now has rank 3 send "+7".
ER	TO_PAR	N/A	Element Expected: Do not send until player completes first hole.
	Attribute	**M/O**	**Value**	**Description**
	Value	M	+/-Numeric +/-#0	Overall score to par, positive, negative integer or 0

Element: Result /ResultItems /ResultItem (1,N)

Attribute	M/O	Value	Description
Unit	M	CC @Unit	Full RSC of each unit in progress or complete
Order	M	Numeric #0	Logical order of the units (schedule order).

Element: Result /ResultItems /ResultItem /Result (1,1)

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result for the unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
ResultType	O	SC @ResultType	Type of the @Result attribute for the unit identified by /ResultItems /ResultItem. This is relative to the result below.
Result	O	Numeric ##0	The result of the competitor for the unit identified by @Unit at /ResultItems /ResultItem. This result is only included for completed rounds.
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem. Send just in the case @ResultType is IRM.
SortOrder	M	Numeric	Used to sort all results in the phase identified by phase identified by @Unit at /ResultItems /ResultItem.

Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
ER	COMPLETE	N/A	Element Expected: Always if the round has started for this competitor. Do not send for IRM unless IRM=WD

Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the number of holes completed (1-18) for the unit identified by @Unit at /ResultItems /ResultItem.
Value2	M	Numeric ##0	The cumulative result of the competitor up to and including this unit. Send just in the case @ResultType is not IRM
Rank	M	Text	Rank of the competitor up to and including this unit identified by @Unit at /ResultItems /ResultItem.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Only send if applicable.
Move	O	+/-Numeric +/-#0	Movement in rank during this unit (frozen at end of unit) When a player improves its position in the rank then Move has a "+" symbol, and when it has a worse position in the rank then Move has a "-" symbol. Eg. If a player had previously rank 10 and now has rank 3 send "+7".

Type	Code	Pos	Description
ER	TO_PAR	N/A	Element Expected: Always when available after the first hole in this round. Do not send for IRM unless IRM=WD

Attribute	M/O	Value	Description
Value	M	+/-Numeric +/-#0	Score for the round to par, positive, negative integer or 0
Value2	M	+/-Numeric +/-#0	To par score up to and including this round, positive, negative integer or 0 (frozen at end of unit)

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
Organisation	M	CC @Organisation	Competitor's organisation

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	Send 1 if the competitor is an athlete

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

Sample

```
<Result Rank="5" EqualRank="Y" ResultType="STROKES" Result="139" SortOrder="6" >
   <ExtendedResults>
      <ExtendedResult Type="ER" Code="TO_PAR" Value="+1" >
      <ExtendedResult Type="ER" Code="MOVEMENT" Value="+1" >
   </ExtendedResults>
   <ResultItems>
      <ResultItem Unit="GLFWSTROKE------------FNL-000100--" Order="1" >
         <Result Rank="2" ResultType="STROKES" Result="69" SortOrder="4">
            <ExtendedResults>
               <ExtendedResult Code="TO_PAR" Value="-1" />
               <ExtendedResult Code="COMPLETE" Value="18" />
            </ExtendedResults>
         </Result>
      </ResultItem>
      <ResultItem Unit="GLFWSTROKE------------FNL-000200--" Order="2" >
      <Result Rank="6" RankEqual="Y" ResultType="STROKES" SortOrder="2" Result="64" >
            <ExtendedResults>
               <ExtendedResult Code="TO_PAR" Value="0" />
               <ExtendedResult Code="COMPLETE" Value="16"/>
```

2.2.5.5 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder

2.2.6 Image

2.2.6.1 Description

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

In the case of golf the message is sent prior to the competition with the blank images of each hole for use to build the stroke trail. All holes use the same size image, the zero position (0,0) for ball location is top left.

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	Full RSC of the unit (round)
DocumentSubcode	N/A	
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send COURSE_MAP
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.

2.2.6.3   Trigger and Frequency

Trigger when image available and after any change.

2.2.6.4   Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message
Element: Competition /Image (1,N)			
Attribute	**M/O**	**Value**	**Description**
Pos	M	Numeric #0	Send the hole number.
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 /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

```
<Image Pos="1" Version="1" Revision="0" ImageType="png" >
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
<Image Pos="2" Version="1" Revision="0" ImageType="png" >
    <ImageData>/9j/4AAQSkZJRgABAQEAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>
</Image>
…
```

2.2.6.5   Message Sort

Sort by Competition /Image /Pos.

2.2.7 Statistics

2.2.7.1 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.

The DT_STATS message must never remove information for a given DocumentCode. In particular the cumulative statistics must always carry the data from the previous units/days.

DT_STATS does not apply for the play-off.

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	Depending on the statistics is could be at any level though is always full RSC.
DocumentSubcode	S(20)	Extension for the DocumentCode, to be send only when DocumentSubtype is CUM: * CUM: Individual Player Statistics - DocumentSubcode = <Athlete ID>
DocumentType	DT_STATS	Statistics message
DocumentSubtype	S(20)	Attribute used to extend DocumentType. The attribute DocumentSubtype will be used to categorize different types of statistics reports. The following different DocumentSubtype header attributes: * CUM: Individual Player Statistics in a single round and all rounds - DocumentCode = GLF<Gender><Event><Phase><Unit> (single) - DocumentCode = GLF<Gender><Event>------------ (all) - DocumentSubcode = <Athlete ID> * IND_RANKING: Ranking of statistics over all rounds & single round. - DocumentCode = GLF<Gender><Event><Phase><Unit> (single) - DocumentCode = GLF<Gender><Event>------------ (all) * TOU: Tournament statistics. (per round plus total). - DocumentCode = GLF<Gender><Event><Phase><Unit> (single) - DocumentCode = GLF<Gender><Event>------------ (all)
Version	1..V	Version number associated to the message's content. Ascendant number

Attribute	Value	Comment
ResultStatus	SC @ResultStatus	For single round messages: • LIVE during the unit • OFFICIAL after all data included For cumulative messages over all rounds: • LIVE during each round • INTERMEDIATE after each round • OFFICIAL after all rounds
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

- CUM: After each hole for each player (two messages) [Maximum messages in Olympics = 2 x 60 players x 18 holes = 2160/day]
    - For GLF<Gender><Event>------------: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units for the player.
    - For GLF<Gender><Event><Phase><Unit>: LIVE during the unit, OFFICIAL at the end of each unit for each player.
- IND_RANKING: After each hole for each <u>group</u>, both for the current round and all rounds (two messages) with the condition that when triggered the next triggering will not be less than 2 minutes for each type. [Maximum messages in Olympics = 2 messages x 30 groups x 18 holes = 1080/day. (assuming 2 per group, less for 3 per group)]:
    - For GLF<Gender><Event>------------: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units.
    - For GLF<Gender>><Event><Phase><Unit>: LIVE during the unit, OFFICIAL at the end of each unit.
- TOU: After each hole for each <u>group</u>, both for the current round and all rounds (two messages) with the condition that when triggered the next triggering will not be less than 2 minutes for each type. [Maximum messages in Olympics = 2 messages x 30 groups x 18 holes = 1080/day. (assuming 2 per group, less for 3 per group)]:
    - For GLF<Gender><Event>------------: LIVE during the unit, INTERMEDIATE at the end of the unit, OFFICIAL after all units.
    - For GLF<Gender><Event><Phase><Unit>: LIVE during the unit, OFFICIAL at the end of each unit.

2.2.7.4 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: ExtendedInfos /ExtendedInfo (0,N)

Type	Code	Pos	Description
UI	AFTER_ROUND	N/A	Element Expected: Always in CUM, IND_RANKING and in TOU for cumulative
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0	Send the round number considered
UI	ROUND	N/A	Element Expected: Always if the data is for a single round
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric 0	Send the round number considered
UI	SCORES_TOTAL	N/A	Element Expected: Always for TOU only.
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric ##0	Send the number of completed rounds (total scores) applying to the TOU statistics in the message.
UI	CURRENT	N/A	Pos Description: N/A Element Expected: Only in individual round CUM message and if ResultStatus is LIVE
Attribute	**M/O**	**Value**	**Description**
Value	M	Numeric #0	Send the current hole number for the player
UI	GROUP	Numeric #0	Pos: Group Order Element Expected: Only in individual round CUM message
Attribute	**Value**	**Description**	**Description**
Value	M	Numeric #0	Group number

Sample

```
<ExtendedInfos>
        <ExtendedInfo Type="UI" Code="ROUND" Value="4" />
        <ExtendedInfo Type="UI" Code="SCORES_TOTAL" Value="17" />
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)
Sport Description in Text

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes.
Gender	M	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)
Venue Names in text.

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

Element: Stats (1,1)

Attribute	M/O	Value	Description
Code	M	SC @Statistics	A code to identify the statistics being listed

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description
ST	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Send for TOU. For Front/Back nine holes send only when any Front/Back hole completed by the group. For Course Total send only when 18 holes completed.

Attribute	M/O	Value	Description
Value	M	Numeric #0.000	Send Average

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	ALBATROSS	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of albatross (double eagles) achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	BIRDIE	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of birdies achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	BOGEY	
Pos	N/A	N/A

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description
Value	Numeric ###0	Send the number of bogeys made	

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	DBL_BOGEY	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of double bogeys made

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	EAGLE	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of eagles achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	OTHER	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of other scores made (greater than or equal to triple bogey)

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	PAR	
Pos	N/A	N/A
Value	Numeric ###0	Send the number of pars achieved

Type	Code	Pos	Description
ST	HOLE	Numeric #0	Pos Description: Send the hole number. Element Expected: For TOU. Send only for holes played.

Attribute	M/O	Value	Description
Value	M	Numeric #0.000	Send average

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description
Code	ALBATROSS		
Pos	N/A	N/A	
Value	Numeric ##0		Send the number of albatross (double eagles) achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	AVG_TO_PAR	
Pos	N/A	N/A
Value	Numeric (-)0.000	Send Average to par, show '-' if under par

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	BIRDIE	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of birdies achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	BOGEY	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of bogeys made

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	DBL_BOGEY	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of double bogeys made

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	DIFFICULTY	
Pos	N/A	N/A
Value	Numeric #0	Send difficult Rank

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	EAGLE	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of eagles achieved

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	MAXIMUM	
Pos	N/A	N/A
Value	Numeric ##0	Send the maximum score made on the hole

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	MINIMUM	
Pos	N/A	N/A
Value	Numeric ##0	Send the minimum score made on the hole

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	OTHER	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of other scores made (greater than or equal to triple bogey)

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number of pars achieved

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description
ST	ROUND	Numeric 0	Pos Description: Send the round number or 0 for total of all rounds Element Expected: Always for TOU

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	EQ_PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores equal to par

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	GT_79	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores greater than 79

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	GT_PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores greater than par

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	LT_70	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores less than 70

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat
Expected: Always for TOU

Attribute	Value	Description
Code	LT_PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores less than par

Element: Stats /StatsItems /StatsItem (1,N)
Statistics for the event unit or event - depending on the DocumentCode.

Type	Code	Pos	Description

Sub Element: Stats /StatsItems /StatsItem /ExtendedStat Expected: Always for TOU		
Attribute	**Value**	**Description**
Code	EQ_LT_PAR	
Pos	N/A	N/A
Value	Numeric ##0	Send the number scores equal to and less than par

Sample (TOU)

```
<Stats Code="TOU">
   <StatsItems>
      <StatsItem Type="ST" Code="COURSE" Pos="3" Value="36.267" >
         <ExtendedStat Code="ALBATROSS" Value="0" />
         <ExtendedStat Code="EAGLE" Value="2" />
         <ExtendedStat Code="BIRDIE" Value="26" />
....
      </StatsItem>
      <StatsItem Type="ST" Code="ROUND" Pos="1" >
         <ExtendedStat Code="LT_70" Value="4" />
         <ExtendedStat Code="LT_PAR" Value="9" />
         <ExtendedStat Code="EQ_PAR" Value="26" />
....
      </StatsItem>
      <StatsItem Type="ST" Code="HOLE" Pos="1" Value="3.986">
         <ExtendedStat Code="DIFFICULY" Value="17" />
         <ExtendedStat Code="AVG_TO_PAR" Value="-0.114" />
         <ExtendedStat Code="EQ_PAR" Value="26" />
         <ExtendedStat Code="ALBATROSS" Value="0" />
         <ExtendedStat Code="EAGLE" Value="0" />
         <ExtendedStat Code="BIRDIE" Value="7" />
....
      </StatsItem>
   </StatsItems>
</Stats>
```

Element: Stats /Competitor (0,N)			
Attribute	**M/O**	**Value**	**Description**
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	A for Athlete
Order	M	Numeric ##0	Sort order: Order of the competitor in the statistics
Organisation	O	CC @Organisation	Competitor's organisation if known

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric ##0	Send 1 for Competitor @Type="A" or 1..n for @Type="T"

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

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

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
ST (for CUM)	COURSE	SC @Course	Pos Description: Send proposed code Element Expected: Always for CUM

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	DRIVE_DIST	
Pos	Numeric 0	Send units used. 0 for metres 1 for yards
Value	Numeric 000	Average driving distance.

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	DTP	
Pos	Numeric 0	Send units used. 0 for metres 1 for imperial

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
Value	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Average distance to pin on approach Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	FAIRWAY_HITS	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hits

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	FAIRWAY_OPP	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hit opportunities

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	GREENS_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	GREENS_REG	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in regulation

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description

Attribute	Value	Description
Code	PUTT_DIST	

Pos	Numeric
	0
		Send units used.
		  0 for metres
		  1 for imperial

Value	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Average putts made distance Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	SAND_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of sand save attempts

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	SAVE_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of sand saves

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	PUTTS_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained putting

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	TEE_GAINED	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
Pos	N/A	N/A	
Value	Numeric #0.000 or -0.000	Average strokes gained putting off tee	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	APPROACH_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained on approach

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	AROUND_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained around green

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	TOTAL_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average total strokes gained

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	SCRAMBLE	
Pos	N/A	N/A
Value	Numeric #0.00	Scrambles percentage.

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	PAR	
Pos	N/A	N/A
Value	Numeric ##0	Pars made

Type	Code	Pos	Description

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	BIRDIE	
Pos	N/A	N/A
Value	Numeric ##0	Birdies made

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	BOGEY	
Pos	N/A	N/A
Value	Numeric ##0	Bogeys made

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	EAGLES	
Pos	N/A	N/A
Value	Numeric ##0	Eagles made

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Attribute	Attribute
Code	DBL_BOGEY	
Pos	N/A	N/A
Value	Numeric ##0	Double Bogeys made

Type	Code	Pos	Description
ST (for CUM)	HOLE	Numeric #0	Pos Description: Send the hole number Element Expected: Always for CUM

Attribute	M/O	Value	Description
Value	O	#0	Hole Order Always included if the message is for a single round

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	DRIVE_DIST	

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description

Pos	Numeric
	0
		Send units used.
		  0 for metres
		  1 for yards	

Value	Numeric 000	Driving distance	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	DTP	

Pos	Numeric
	0
		Send units used.
		  0 for metres
		  1 for imperial

Value	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Average distance to pin on approach Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	FAIRWAY_HITS	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hits

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering a single round

Attribute	Value	Description
Code	FAIRWAY_DIR	
Pos	N/A	N/A
Value	SC @Direction	Send proposed code in the round

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering a single round

Attribute	Value	Description
Code	FAIRWAY_REG	
Pos	N/A	N/A

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
Value	SC @Regulation	Send proposed code in the round	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	FAIRWAY_OPP	
Pos	N/A	N/A
Value	Numeric #0	Number of fairway hit opportunities

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering a single round

Attribute	Value	Description
Code	GREENS_RESULT	
Pos	N/A	N/A
Value	SC @Regulation	Send proposed code for the round

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	GREENS	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	GREENS_REG	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in regulation

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	PUTT_DIST	
Pos	Numeric 0	Send units used. 0 for metres 1 for imperial

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
Value	Numeric ##0.## (metres) or S(10) ##0'##" (ft/in) ##0yds	Average putts made distance Imperial units: For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds). Metric units: A distance less than 10 metres should be displayed in metres with two decimal places (e.g. 9.82). A distance 10 metres or over should be displayed in metres without a decimal place. (e.g. 10).	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM

Attribute	Value	Description
Code	PUTTS	
Pos	N/A	N/A
Value	Numeric #0	Putts for the hole

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering a single round

Attribute	Value	Description
Code	SAND_RESULT	
Pos	N/A	N/A
Value	SC @Regulation	Send proposed code for the round

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	SAND_ATT	
Pos	N/A	N/A
Value	Numeric #0	Number of sand save attempts

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for CUM in the message considering all rounds

Attribute	Value	Description
Code	SAND_MADE	
Pos	N/A	N/A
Value	Numeric #0	Number of sand saves made

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
ST (for IND_RANKING)	BIRDIES	N/A	Element Expected: Always for IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of birdies
	Rank	O	Numeric ##0	Rank for birdies
	RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
	SortOrder	M	Numeric ##0	Sort order for birdies considering those without rank also

Type	Code	Pos	Description
ST (for IND_RANKING)	BOGEYS	N/A	Element Expected: Always for IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of bogeys
	Rank	O	Numeric ##0	Rank by number of bogeys
	RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
	SortOrder	M	Numeric ##0	Sort order for the rank of bogeys considering those without rank also

Type	Code	Pos	Description
ST (for IND_RANKING)	DRIVE_ACC	N/A	Element Expected: Always for IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00	Driving accuracy percentage. Do not send in case of no attempt.
	Rank	O	Numeric ##0	Rank of driving accuracy at current point in the round
	RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
	SortOrder	M	Numeric ##0	Sort order for the rank of driving accuracy considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	DRIVES_FAIR	
Pos	N/A	N/A
Value	Numeric #0	Number of drives in the fairway

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
	Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat **Expected: Always for IND_RANKING**		

	Attribute	Value	Description	
	Code	DRIVES_NUM		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of drives for the round	

Type	Code	Pos	Description
ST (for IND_RANKING)	DRIVING	Numeric 0	Pos: Send 0 for official drive distance holes, send 1 for all driving holes Element Expected: For IND_RANKING. Send only for official drive distance holes.

Attribute	M/O	Value	Description
Value	O	000	Average driving distance in metres (not for @Pos=1)
Rank	O	Numeric ##0	Rank of average driving distance
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the rank of driving distance considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: For IND_RANKING. Do not send element for players without a valid drive distance. (not for @Pos=1)

Attribute	Value	Description
Code	IMPERIAL	
Pos	N/A	N/A
Value	Numeric 000	Average driving distance in yards

Type	Code	Pos	Description
ST (for IND_RANKING)	DTP	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Value	M	##0.##	Average distance to pin on approach in metres
Rank	O	Numeric ##0	Rank of distance to pin
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the rank of average distance to pin considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description

Attribute	Value	Description	
Code	IMPERIAL		
Pos	N/A	N/A	
Value	S(10) ##0'##" (ft/in) ##0yds	Average distance to pin on approach in feet and inches or yards For a distance 100 feet or less use feet and inches (23' 10"). For a distance over 100 feet use yards (125yds).	

ST (for IND_RANKING)	GREENS	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric ##0.00	Greens in regulation percentage. Do not send in case of no greens reached.
Rank	O	Numeric ##0	Greens in regulation rank (by %) at current point in the round
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the rank of Greens in regulation considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description	
Code	GREENS_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens reached	

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description	
Code	GREENS_REG		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens reached in regulation	

ST (for IND_RANKING)	PUTT_DIST	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Rank	O	Numeric ##0	Rank for average putts made distance at current point in the round
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
	SortOrder	M	Numeric ##0	Sort order for the rank of average putts made distance considering those without rank also

ST	PUTTS	N/A	Element Expected: Always for CUM

	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Total number of putt (round and total)

ST (for IND_RANKING)	PUTTS_GAINED	N/A	Element Expected: Always for IND_RANKING

	Attribute	M/O	Value	Description
	Value	O	Numeric 0.000 or -0.000	Average putts gained. Do not send in case of no attempt.
	Rank	O	Numeric ##0	Total putts gained rank at current point in the round
	RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
	SortOrder	M	Numeric ##0	Sort order for the rank of average strokes putts gained considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	HBH_PUTTS_GAINED	
Pos	Numeric #0	Send Hole Number
Value	Numeric 0.000 or -0.000	Total Putts gained for a specific hole over the entire competition

ST (for IND_RANKING)	TEE_GAINED APPROACH_GAINED AROUND_GAINED TOTAL_GAINED	N/A	Element Expected: Always for IND_RANKING

	Attribute	M/O	Value	Description
	Value	M	Numeric 0.000 or -0.000	Average strokes gained - off tee - approach - around green - total Do not send in case of no attempt.
	Rank	O	Numeric ##0	Rank for the statistic.
	RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
	SortOrder	M	Numeric ##0	Sort order for the rank.

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
ST (for IND_RANKING)	PUTTS_GIR	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric 0.0##	Average putts for greens reached in regulation
Rank	O	Numeric ##0	Rank for putts per greens in regulation
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the putts per greens in regulation considering those without rank also

Type	Code	Pos	Description
ST (for IND_RANKING)	SAND_SAVE	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric ##0.00	Sand save percentage. Do not send in case of no attempt.
Rank	O	Numeric ##0	Sand save rank (by %)
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the rank of sand saves considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	SAND_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of sand save attempts

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	SAVE_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of sand saves

Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)
Individual athlete's stats item

Type	Code	Pos	Description
ST (for IND_RANKING)	SCRAMBLE	N/A	Element Expected: Always for IND_RANKING

Attribute	M/O	Value	Description
Value	M	Numeric ##0.00	Scrambles percentage. Do not send in case of no attempt.
Rank	O	Numeric ##0	Scrambles made rank (by %) at current point in the round
RankEqual	O	S(1)	Send Y in the case that the rank is equalled else do no send
SortOrder	M	Numeric ##0	Sort order for the rank of scrambling considering those without rank also

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	SCRAMBLE_NUM	
Pos	N/A	N/A
Value	Numeric #0	Number of greens missed in regulation

Sub Element: Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat
Expected: Always for IND_RANKING

Attribute	Value	Description
Code	SCRAMBLE_PAR	
Pos	N/A	N/A
Value	Numeric #0	Number of missed greens in regulation and made par or better

Sample (CUM – individual round)

```
<StatsItems>
    <StatsItem Type="ST" Code="HOLE" Pos="1" />
        <ExtendedStat Code="FAIRWAY_REG" Value="Y" />
        <ExtendedStat Code="FAIRWAY_DIR" Value="L" />
        <ExtendedStat Code="FAIRWAY_OPP" Value="2" />
        <ExtendedStat Code="GREENS_RESULT" Value="Y" />
        <ExtendedStat Code="PUTTS" Value="2" />
        <ExtendedStat Code="DRIVE_DIST" Pos="0" Value="215" />
        <ExtendedStat Code="DRIVE_DIST" Pos="1" Value="235" />
....
    </StatsItem>
    <StatsItem Type="ST" Code="COURSE" Pos="1" />
        <ExtendedStat Code="FAIRWAY_HITS" Value="5" />
        <ExtendedStat Code="FAIRWAY_OPP" Value="7" />
```

Sample (IND_RANKING)

```
<Stats Code="IND_RANKING">
    <Competitor Code="1131363" Order="1" Type="A" Organisation="SUI">
        <Composition>
            <Athlete Code="1131363" Order="1">
            <Description    GivenName="John"    FamilyName="Smith"    Gender="M"    Organisation="SUI"
BirthDate="1992-12-15" />
                <StatsItems>
                    <StatsItem Type="ST" Code="DRIVING" Value="320" Rank="3" SortOrder="3" >
                        <ExtendedStat Code="IMPERIAL" Value="350" />
                    </StatsItem>
                    <StatsItem Type="ST" Code="DRIVE_ACC" Value="85.71" Rank="5" SortOrder="5" >
                        <ExtendedStat Code="DRIVES_NUM" Value="14" />
                        <ExtendedStat Code="DRIVES_FAIR" Value="12" />
                    </StatsItem>
```

2.2.7.5   Message Sort

Sort according to the @Order attributes.

2.2.8 Event Final Ranking

2.2.8.1 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.

2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC 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. |

2.2.8.3 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.

2.2.8.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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
ResultType	M	SC @ResultType	Type of the @Result attribute
Result	O	Numeric #00	The result of the competitor in the event
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
Organisation	O	CC @Organisation	Competitors' organisation if known

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

2.2.8.5 Message Sort

Sort by Result @SortOrder

2.2.9 Official Communication

2.2.9.1 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.

2.2.9.2 Header Values

The following table describes the message header attributes.

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

2.2.9.3 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.

2.2.9.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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..

2.2.9.5 Message Sort

There are not specific sorting requirements

2.2.10 Configuration

2.2.10.1   Description

The Configuration is a message containing general configuration.

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

2.2.10.2   Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	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. |

2.2.10.3   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.

2.2.10.4 Message Values

Element: Competition (0,1)			
Attribute	**M/O**	**Value**	**Description**
Gen	O	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	S(20)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

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

Type	Code	Pos	Description
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

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description

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.

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	Numeric 0	Do not send for the position in real world coordinates Send 1 for the position in percentage related to image size.
Value	Numeric ####0.0 or ##0.0 (percent)	Send the X coordinate of the pin

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If available

Attribute	Value	Description
Code	PIN_Y	
Pos	Numeric 0	Do not send for the position in real world coordinates Send 1 for the position in percentage related to image size.
Value	Numeric ####0.0 or ##0.0 (percent)	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

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description

Attribute	Value	Description
Code	TEE_X	
Pos	Numeric 0	Do not send for the position in real world coordinates Send 1 for the position in percentage related to image size.
Value	Numeric ####0.0 or ##0.0 (percent)	Send the X coordinate of the tee

Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem
Expected: If available

Attribute	Value	Description
Code	TEE_Y	
Pos	Numeric 0	Do not send for the position in real world coordinates Send 1 for the position in percentage related to image size.
Value	Numeric ####0.0 or ##0.0 (percent)	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

Element: Configs /Config /ExtendedConfig (1,N)

	Type	Code	Pos	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		BIB_COLOUR	Numeric #0	Pos Description: Send bib colour order Element Expected: Always where colours used.
EC	**Attribute**	**M/O**	**Value**	**Description**
	Value	M	SC @Colour	Bib colour
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**
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

Element: Configs /Config /ExtendedConfig (1,N)

Type	Code	Pos	Description

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

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	

Element: Configs /Config /ExtendedConfig (1,N)

	Type	Code	Pos	Description
	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_X" Pos="1" Value="5.0" />
            <ExtendedConfigItem Code="TEE_Y" Value="1100.4" />
            <ExtendedConfigItem Code="TEE_Y" Pos="1" Value="7.2" />
            <ExtendedConfigItem Code="TEE_Z" Value="11.5" />
            <ExtendedConfigItem Code="PIN_X" Value="355.7" />
            <ExtendedConfigItem Code="PIN_X" Pos="1" Value="65.6" />
            <ExtendedConfigItem Code="PIN_Y" Value="1241.5" />
            <ExtendedConfigItem Code="PIN_Y" Pos="1" Value="78.7" />
            <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="BIB_COLOUR" Pos="1" Value="BLUE" />
        <ExtendedConfig Type="EC" Code="BIB_COLOUR" Pos="2" Value="ORANGE" />
        <ExtendedConfig Type="EC" Code="BIB_COLOUR" Pos="3" Value="GREEN" />
        <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" />
```
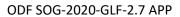
2.2.10.5   Message Sort

There is no message sorting rule.

3   Document Control

Version history		
Version	**Date**	**Comments**
v1.0	3 January 2018	First version
V1.1	14 January 2018	Updated
V2.0	8 August 2018	Updated
V2.1	21 September 2018	Updated
V2.2	25 October 2018	Updated
V2.3	24 January 2019	Updated
V2.4	30 May 2019	Updated with CR17333
V2.5	14 August 2019	Updated
V2.6	3 April 2020	Updated after HT
V2.7	21 Aug 2020	Updated DT_PLAY_BY_PLAY

File Reference: ODF SOG-2020-GLF-2.7 APP

Change Log		
Version	**Status**	**Changes on version**
v1.0	SFR	First version
V1.1	SFR	DT_PARTIC_TEAMS: Message Removed, N/A in Olympic Games. Typographical corrections.
V2.0	SFR	DT_CUMULATIVE_RESULT: Update to not send MOVEMENT for IRM CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	SFR	DT_STATS: Add missing data (missed by error from Rio) DT_STATS: OTHER @ Stats /StatsItems /StatsItem /ExtendedStat corrected to greater than or equal to DT_STATs: Added EQ_LT_PAR @ Stats /StatsItems /StatsItem /ExtendedStat
V2.2	SFA	DT_STATS: Add additional stats as in ORIS
V2.3	APP	DT_RESULT: Move TO_PAR by hole to Value2 (CR16928) DT_RESULT: In START_HOLE noted that it is not required in play-off. DT_CONFIG: Add pin and tee positions in percentage DT_PLAY_BY_PLAY: Update related to use of percentage DT_IMAGE: Update size information DT_STATS: DocumentSubcode, removed IND_RANKING as it is not needed in this case. DT_STATS: Added a note that the message does not apply for the play-off.
V2.4	APP	DT_RESULT: Updated 2.2.2.1 to clarify participating players in the message. DT_CURRENT: Add NEXT_DTP and STATE in ExtendedInfos. DT_CURRECT: Removed exclusion for play-off DT_STATS: Add ST/PUTTS, add driving rank over all holes, allow negative in _GAINED values DT_CUMULATIVE_RESULTS: Add note that it does not apply for play-off DT_NOTIFICATION: Added as applicable message CR016640: Add ODF Version @Competition

Change Log		
Version	**Status**	**Changes on version**
V2.5	APP	CR17809: Change Participant/OlympicSolidarity to disallow N CR17579: ORIS change to standardize distance measurements. CR17984: DT_CURRENT: Change to include all groups on the course & DT_STATS/DT_PLAY_BY_PLAY: Triggering clarifications as agreed.
V2.6	APP	DT_CUMULATIVE_RESULT: Update ER/COMPLETE and ER/TO_PAR when expected at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189225] DT_RESULT: Update ResultStatus to send INTERMEDIATE if a round is INTERRUPTED. [180690] DT_CUMULATIVE_RESULT: Update triggering for postponed/interupted [180690] DT_RESULT: Update ResultStatus to clarify when to use INTERMEDIATE. [180690] DT_PLAY_BY_PLAY: Remove FROM_ENH and RESTING_ENH from Actions /Action /ExtendedAction [189183] DT_CUMULATIVE_RESULT: Add Value2, Rank, RankEqual and Move at ER/COMPLETE @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189077] DT_CUMULATIVE_RESULT: Add Value2 at ER/TO_PAR @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189077] DT_RESULT: Add SortOrder at ER/HOLE @Result /ExtendedResults /ExtendedResult [189183] DT_RESULT: Add @Pos at GROUP @ Result /Competitor /Composition /Athlete /EventUnitEntry [189183] DT_PLAY_BY_PLAY: Add Actions/Action/Loc for hole order [189183] DT_PLAY_BY_PLAY: Add @Pos at GROUP in Actions /Action /ExtendedAction for group order [189183] DT_PLAY_BY_PLAY: Add UI/CURRENT @ ExtendedInfos /ExtendedInfo [189183] DT_STATS: Add Value at ST/HOLE @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [189183] DT_STATS: Add UI/CURRENT and UI/GROUP @ ExtendedInfos /ExtendedInfo [189183] DT_RESULT: Add ER/CURRENT @Result /ExtendedResults /ExtendedResult [189183] DT_PLAY_BY_PLAY: Update trigger for IRMs DT_CUMULATIVE_RESULT: Remove UNCONFIRMED and PROTESTED from ResultStatus DT_PARTIC: Update the description of Participant/Weight [CR18565] Other minor typographical corrections without changing the intent.
V2.7	APP	DT_PLAY_BY_PLAY: Update DocumentSubtype in header DT_PLAY_BY_PLAY: Update triggering DT_PLAY_BY_PLAY: Update the description at Actions/Action/Id