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OLYMPIC
COMMITTEE

SOG-2020-SKB-2.4 APP

Olympic Data Feed



ODF Skateboarding Data Dictionary
Tokyo 2020 – Games of the XXXII Olympiad
Technology and Information Department
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SOG-2020-SKB-2.4 APP
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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Skateboarding Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Skateboarding 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 Foundation Principles	The document explains the environment & general principles for ODF
ODF General Messages Interface	The document describes the ODF General Messages
Common Codes	The document describes the ODF Common codes
ODF Header Values	The document details the header values which shows which RSCs are used in which messages.
ORIS Sports Document	The document details the sport specific requirements

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 Skateboarding.

- 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_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Communication	
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	



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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.

It is important to note that all the sport messages that make references to athletes (event unit start list and results, phase results, medallists etc.) will always match the athlete ID with the athlete ID in this message.

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 includes a list of current athletes, officials, coaches, guides, technical officials, reserves and historical athletes regardless of their 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)	Full RSC at the discipline level
DocumentType	DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the



		local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.1.3 Trigger and Frequency

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

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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			



Parent
Status
GivenName
FamilyName
PassportGivenName
PassportFamilyName
PrintName
PrintInitialName
TVName
TVInitialName
TVFamilyName
LocalFamilyName
LocalGivenName
Gender
Organisation
BirthDate
Height
Weight
PlaceofBirth
CountryofBirth
PlaceofResidence
CountryofResidence
Nationality
MainFunctionId
Current
OlympicSolidarity
ModificationIndicator
Discipline (1,1)
Code
IFId
RegisteredEvent (0,N)
Event



EventEntry (0..N)	Code Type Pos Value
-----------------------------------	------------------------------

2.2.1.5 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 (General)

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

Element: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading	Participant's parent ID, which is used to link to the



		zeroes	<p>latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
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
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case)
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case)



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.
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



			<p>If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
--	--	--	---

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	Full RSC of the Discipline
IFld	O	S(16)	IF code (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 one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

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

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Element Expected: If available. This information can be sent in both messages.
	Attribute	M/O	Value
	Value	M	S(4)
			World Rank
ENTRY	STANCE	N/A	Element Expected: If available. This information can be sent in both messages.
	Attribute	M/O	Value
	Value	M	SC @Foot
			Code for stance



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2.2.1.6 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...).

When an athlete receives an IRM, the Rank should be removed and SortOrder updated in the same message in which the IRM is sent.

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

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	Sent according to the ODF Common Codes document (header values) with one message per phase.
DocumentSubcode	N/A	Not used in SKB
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	Not used in SKB
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 LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL 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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the message.

2.2.2.3 Trigger and Frequency

- * This message is sent with ResultStatus 'START_LIST' as soon as the start list is available and again with any changes to the information [inc. IRMs]
- * When the first athlete is ready to start their attempt send the message again as 'LIVE'
- * During the competition, after each attempt and all changes/additions in data (LIVE)
- * When each athletes starts and finished their run (LIVE)
- * After each heat is complete in preliminaries (INTERMEDIATE)
- * After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

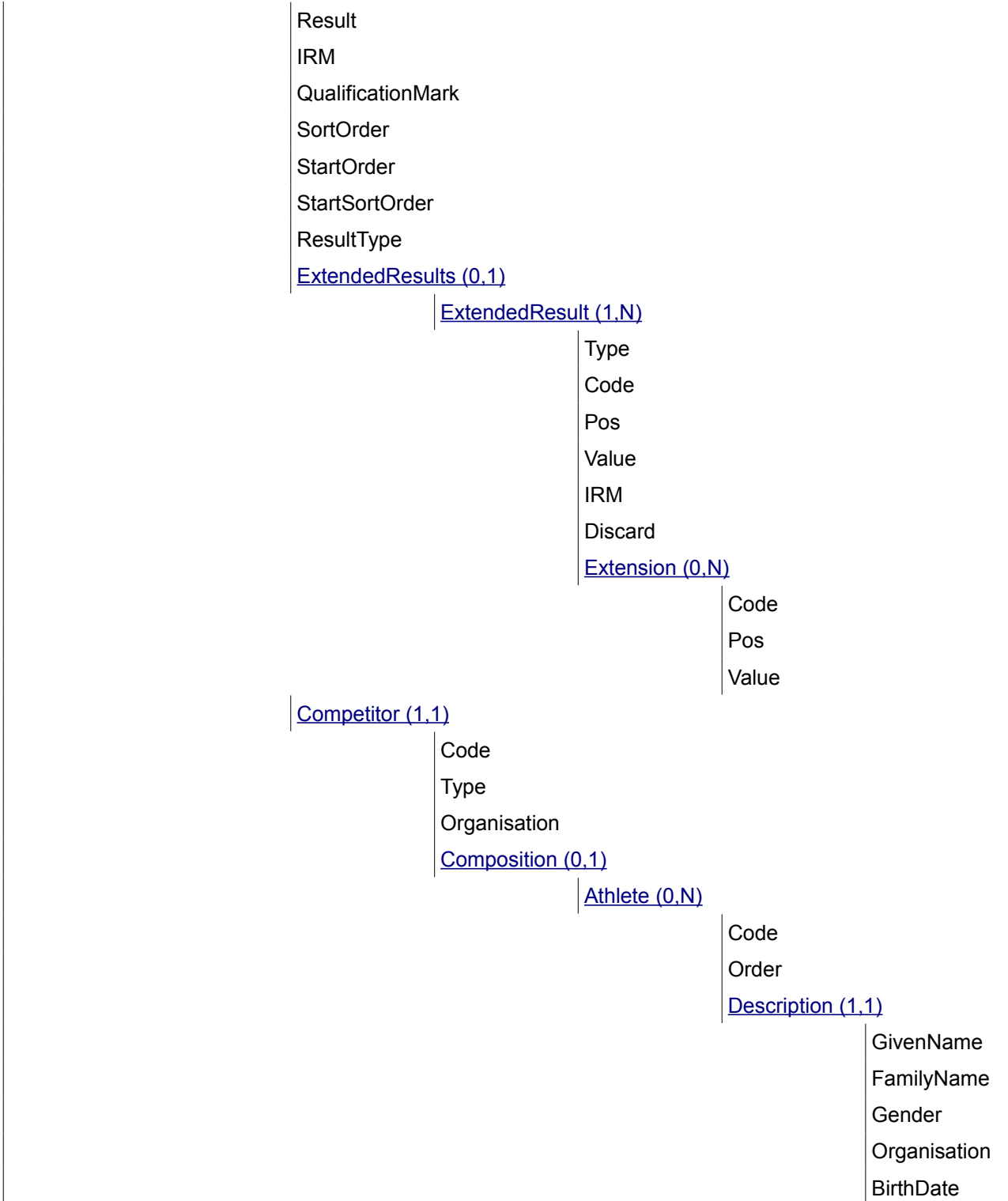
Trigger also after any change.

2.2.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		UnitDateTime (0,1)				







	IFld
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value

2.2.2.5 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	M	DateTime	Actual start date and time. Do not include until unit has started.

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
DISPLAY	CURRENT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the current competitor with every LIVE update. This is the most recently called competitor, even if not started yet. This competitor remain current until a score is received (and then becomes LAST_COMP). There may not be any CURRENT at some points in the competition.
Attribute	M/O	Value	Description



	Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available				
	Attribute	Value	Description	
	Code	NEED		
	Pos	Numeric #0	Highest rank the competitor can achieve with this run.	
	Value	Numeric ##0.00 or ##.0	The points the current competitor needs to achieve the highest rank possible for them (rank indicated at @Pos).	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When it is available				
	Attribute	Value	Description	
	Code	STATUS		
	Pos	N/A		
	Value	S(1)	Send 'S' if the competitor has started, 'F' if finished, not included before competitor starts.	
DISPLAY		NEXT	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the next competitor (next to become current) with every LIVE and INTERMEDIATE update. (does not exist at the end of the competition).
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the next competitor.
DISPLAY		LAST_COMP	Numeric #0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the last competitor with a result (including invalid) with every LIVE (if exists), INTERMEDIATE and UNOFFICIAL message.
	Attribute	M/O	Value	Description



	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to make an attempt and receive a result.
DISPLAY		HEAT_CURRENT	N/A	Element Expected: As soon as it is known (in Prelims). Always include in LIVE and INTERMEDIATE.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the current heat in Prelims.
UI		LAST_QUAL	N/A	Element Expected: As soon as it is known (in Prelims).
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (except in finals). In the situation where insufficient athletes have participated to show the last qualifying position then show the current last place.
UI		STARTERS	N/A	Element Expected: When was available.
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send the number of competitors on the start list considering all heats.
Sub Element: ExtendedInfos /ExtendedInfo /Extension				
Expected: When it is available				
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		
	Value	Numeric ##0	Send the number of competitors whose event unit is completed (includes IRMs)	

Sample (Prelims)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1234567" >
    <Extension Code="NEED" Pos="1" Value="8.3" />
    <Extension Code="STATUS" Value="S" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="5" Value="1341102" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="5" Value="1231117" />
  <ExtendedInfo Type="DISPLAY" Code="HEAT_CURRENT" Value="2" />
  <ExtendedInfo Type="UI" Code="LAST_QUAL" Value="1341103" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="20" >
    <Extension Code="COMPLETE" Value="7" />
  </ExtendedInfo>
  ...
</ExtendedInfos>
```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code



Function	M	CC @ResultsFunction	Official's function for the event unit. Send the function code for the judges.
Order	M	Numeric	Order of the Officials. Send by order for each official in each function, example: Head Judge, Judge 1, Judge 2 ...

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

Officials extended information.

Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC @PersonGender	Gender of the official
Organisation	M	CC @Organisation	Officials' organisation

Element: Result (1,N)

For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	Numeric ##0.00 or ##.0	Result of the competitor for the particular event unit. Two decimals for Park One decimal for Street Send the result with every message considering: - In Park, the best score at this point. - In Street, the total considering all attempts until 5th attempt and then also discard scores as appropriate.
IRM	O	SC @IRM	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM.
QualificationMark	O	SC @QualificationMark	Indicates whether qualification for next phase is confirmed. Do not send during the final. Only for the competitor when qualification mark cannot change (i.e., only insert the first Q when the number of competitors remaining is one less than the number of competitors qualifying for the



			next phase).
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event unit, 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. Before the unit is it the same as StartSortOrder. Note that for heats not started in the prelims the order will remain as StartSortOrder. Only those with an attempt will change order.
StartOrder	O	S(4)	Start order of the competitor in the start list. In qualification this is within the heat.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM for the corresponding event unit.

Element: Result /ExtendedResults /ExtendedResult (1,N)				
Type		Code	Pos	Description
ER		TIEBREAK	N/A	Element Expected: If tie breaking protocol used
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send 'Y' if tie breaking protocol is used.
ER		ATTEMPT	Numeric #0	Pos Description: Send the number that identifies the attempt. (Config ATTEMPTS @Pos) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0.00 or ##.0	Score for the attempt.
	IRM	O	SC @IRM	IRM for the attempt, if applicable.
	Discard	O	S(1)	Send 'Y' if the score does not contribute to the total. (Street only)
Sub Element: Result /ExtendedResults /ExtendedResult /Extension				



Expected: If applicable (if discarded)		
Attribute	Value	Description
Code	J_DISCARD	
Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.
Value	S(1)	Send 'Y' is the judge score is discarded.
Sub Element: Result /ExtendedResults /ExtendedResult /Extension Expected: When judge score available		
Attribute	Value	Description
Code	J_SCORE	
Pos	Numeric 0	Judge number, not related to official/order. Use 1-5 in the case of 5 judges.
Value	Numeric ##0.00 or ##.0	Score awarded given by that judge for that attempt.

Sample (Street)

```
<ExtendedResult Type="ER" Code="ATTEMPT" Pos="2" Value="9.1" >
  <Extension Code="J_SCORE" Pos="1" Value="8.9" />
  <Extension Code="J_SCORE" Pos="2" Value="9.0" />
  <Extension Code="J_SCORE" Pos="3" Value="9.4" />
  <Extension Code="J_SCORE" Pos="4" Value="9.6" />
  <Extension Code="J_DISCARD" Pos="4" Value="Y" />
  <Extension Code="J_SCORE" Pos="5" Value="7.4" />
  <Extension Code="J_DISCARD" Pos="5" Value="Y" />
</ExtendedResult>
```

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 (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.



Order	M	Numeric 0	Send 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)

Individual athletes entry information.

Type	Code	Pos	Description
EUE	GROUP	Numeric #0	Pos Description: Heat number in Prelims. Element Expected: Only in Preliminaries.
	Attribute	M/O	Value
	Value	M	hh:mm
EUE	STANCE	N/A	Element Expected: If available.
	Attribute	M/O	Value
	Value	M	SC @Foot
			Code for stance.

Sample (General)

```
<EventUnitEntry Type="EUE" Code="GROUP" Pos="1" Value="10:20" />
<EventUnitEntry Type="EUE" Code="STANCE" Value="G" />
```

2.2.2.6 Message Sort

Sort by Result @SortOrder



2.2.3 Event Final Ranking

2.2.3.1 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 Result Mark (disqualified, etc.), or both.

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 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.

2.2.3.3 Trigger and Frequency

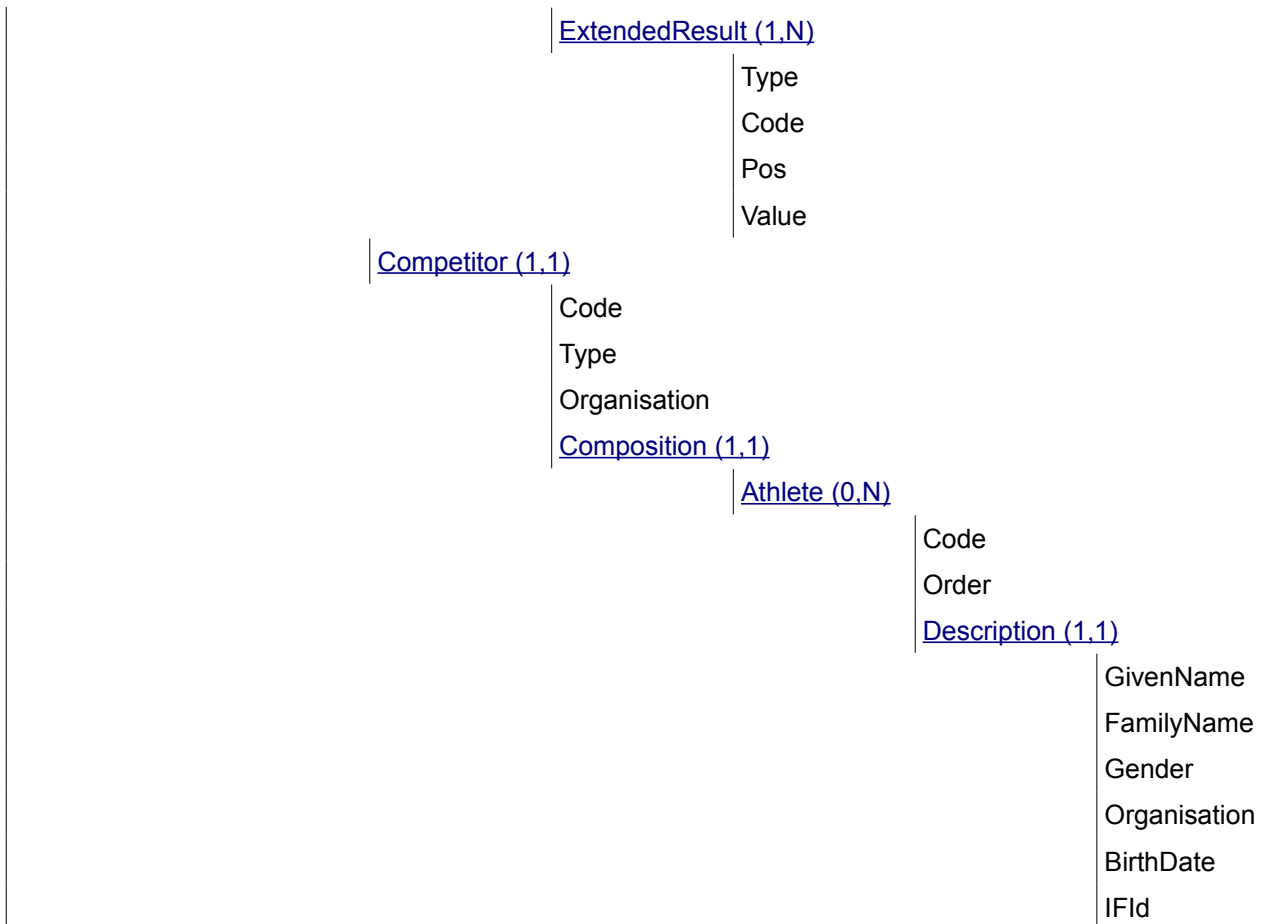
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change or some ranking in that unit are not subject to change.

Trigger also after any change.

2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		Result				
		IRM				
		SortOrder				
		ExtendedResults (0,1)				



2.2.3.5 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)

Venue Names in text

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

Element: Result (1,N)

For any event final ranking message, there should be at least one competitor being awarded a result for the event.

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	M	SC @ResultType	Type of the @Result attribute, either POINTS or IRM for the corresponding event.
Result	O	Numeric ###.#0 or ##.0	The result (score) of the competitor in the event (highest phase reached).
IRM	O	SC @IRM	The invalid result mark, in case it is assigned.
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 /ExtendedResults /ExtendedResult (1,N)

Type	Code	Pos	Description
UNIT_LAST	PHASE	N/A	Element Expected: Always when known.
	Attribute	M/O	Value
	Value	M	SC @ResultPhase
			Description
			Last (highest) phase reached by the competitor.



UNIT_LAST	UNIT_NUM	N/A	Element Expected: If the highest phase reached was the Prelims.
Attribute	M/O	Value	Description
Value	M	S(6)	Unit number (heat number) in the Preliminaries.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID. "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	Competitor's organisation if known

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID.
Order	M	Numeric	Send 1 when Competitor @Type="A".

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

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

2.2.3.6 Message Sort

Sort by Result @SortOrder

2.2.4 Configuration

2.2.4.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

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	Sent this message for each Phase.
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	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	SC @Source	Code indicating the system which generated the



		message.
--	--	----------

2.2.4.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each phase.

Trigger also after any change, but considering that, if possible, the configuration for one phase must be provided before the start list.

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)	Gen Sport Codes Configs (1,1)	Config (1,N)	Unit ExtendedConfig (1,N)	Type Code Pos Value ExtendedConfigItem (0,N)	Code Pos Value

2.2.4.5 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	CC @Phase	Full RSC of the Phase.

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	ATT_TOT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Total number of attempts.
EC	ATTEMPTS	Numeric #0	Pos Description: Send attempt number. Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	SC @AttemptType	Attempt type
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				
Expected: When it is available				
	Attribute	Value	Description	
	Code	NUM		
	Pos	N/A		
	Value	Numeric #0	Attempt number within this attempt type.	
EC	JUDGES	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Number of judges providing a score.
QUALIFICATION	FROM_RANK	N/A	Element Expected: Only for Preliminaries.	
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate



				first rank to qualify.
QUALIFICATION	TO_RANK	N/A		Element Expected: Only for Preliminaries.
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION	QUAL_RULE	N/A		Element Expected: Only for Preliminaries.
	Attribute	M/O	Value	Description
	Value	M	String	Qualification rule text (long version).

Sample (Street)

```
<ExtendedConfig Type="EC" Code="ATT_TOT" Value="7" />
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="1" Value="RUN">
  <ExtendedConfigItem Code="NUM" Value="1" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="2" Value="RUN">
  <ExtendedConfigItem Code="NUM" Value="2" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="3" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="1" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="4" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="2" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="5" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="3" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="6" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="4" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="ATTEMPTS" Pos="7" Value="TRICK">
  <ExtendedConfigItem Code="NUM" Value="5" />
</ExtendedConfig>
<ExtendedConfig Type="EC" Code="JUDGES" Value="5" />
...
```

2.2.4.6 Message Sort

There is no message sorting rule.

3 Message Timeline

Legend						
D Discipline	E Event	P Phase	S Session	U Unit	x Sent on that level	o Includes info from that level

4 Document Control

Version history		
Version	Date	Comments
V1.0	29 May 2018	First version
V2.0	04 Jan 2019	Updated after review by Omega, CRs
V2.1	25 Feb 2019	Updated
V2.2	18 Apr 2019	Updated
V2.3	14 Aug 2019	Updated, CRs. First version as a full document
V2.4	10 Dec 2019	Updated

File Reference: SOG-2020-SKB-2.4 APP

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version
V2.0	SFA	DT_RESULT: At Result /ExtendedResults /ExtendedResult add ER/TIEBREAK. CR15039: Add DT_PARTIC_NAME to applicable messages. CR16671: Add TVFamilyName in DT_PARTIC message. DT_CONFIG: Update to use Type QUALIFICATION for consistency CR16928: Add Discard at ER/ATTEMPT @Result/ExtendedResults/ExtendedResult to replace extension. Other minor edits.
V2.1	SFA	DT_RESULT: Add when send DISPLAY/HEAT_CURRENT in ExtendedInfos. DT_RESULT: Add NEED for current athlete. DT_CONFIG: Updated to clarify the message is at Phase level. Other minor edits without changing the intent.



V2.2	APP	DT_RESULT: Add STATUS for the current athlete. DT_RESULT: Clarify DISPLAY values.
V2.3	APP	CR16640: Add ODF Version @Competition. CR17809: Change Participant/OlympicSolidarity to disallow N. First version as a full document.
V2.4	APP	DT_RESULT: Update DISPLAY/NEXT @ ExtendedInfos/ExtendedInfo to add INTERMEDIATE CR18565 DT_PARTIC: Update the description of Participant/Weight