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Olympic  
Committee

SOG-2024-GLF-3.0 SFA

# Olympic Data Feed



## **Golf** **ODF Data Dictionary**

Technology and Information Department  
© International Olympic Committee

SOG-2024-GLF-3.0 SFA  
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# 1 Introduction

## 1.1 This document

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

## 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 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 Golf Overview

#### EVENT

- \* One DT\_RESULT message is sent for each unit (round).
- \* One DT\_CUMULATIVE\_RESULT is distributed for the overall scores in each event.
- \* DT\_PLAY\_BY\_PLAY is distributed for each player on each hole.
- \* DT\_CURRENT is used to show the overall status of all players currently on the course.
- \* DT\_STATS give full statistical information at many levels (see message header for details)

#### SCHEDULE

- \* The schedule is sent at unit (round level). One schedule item for each round with schedule = Y.

### 2.2 Applicable Messages

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

- 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 follows the general definition rules.
- Message responsibilities appears in the ODF General Document.

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_RESULT	Event Unit Start List and Results	X
DT_CURRENT	Current Information	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_IMAGE	Image	X
DT_STATS	Statistics	X
DT_RANKING	Event Final Ranking	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_MEDALS	Medal standings	
DT_CONFIG	Configuration	X
DT_COMMUNICATION	Communication	X



DT_PRESENTER	Medal Presenters	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_KA	Keep Alive	
DT_ALERT	Alert	
DT_BCK	Background Document	
DT_BIO_PAR	Participant Biography	
DT_NEWS	News Document	
DT_PIC	Pictures	
DT_PDF	PDF Message	



## 2.3 Messages

### 2.3.1 List of participants by discipline / List of participants by discipline update

#### 2.3.1.1 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.

#### 2.3.1.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a>	Full RSC at the discipline level
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	S(20)	HISTORICAL if the message is from the historical results provider and only includes historic athletes else the attribute is not included. Never included in _UPDATE message.
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.1.3 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.

### 2.3.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0.1)</a>	Gen				
	Sport				
	Codes				
	<a href="#">Participant (1.N)</a>	Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
	Gender				
	Organisation				



BirthDate				
Height				
PlaceofBirth				
CountryofBirth				
PlaceofResidence				
CountryofResidence				
Nationality				
MainFunctionId				
Current				
OlympicSolidarity				
ModificationIndicator				
<a href="#">Discipline (1,1)</a>				
			<a href="#">Code</a>	
			<a href="#">IFId</a>	
			<a href="#">RegisteredEvent (0,N)</a>	
				<a href="#">Event</a>
				<a href="#">EventEntry (0,N)</a>
				Type
				Code
				Pos
				Value

### 2.3.1.5 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 (Versions)

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

Element: Competition /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



			<p>valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>
Parent	M	S(20) with no leading zeroes	<p>Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	<a href="#">CC @ParticStatus</a>	<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	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.



			Expected for athletes, not expected for all groups of officials.
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.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	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	<a href="#">CC @ResultsFunction</a>	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  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: Competition /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	<a href="#">CC @Discipline</a>	Full RSC of the 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: Competition /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	<a href="#">CC @Event</a>	Full RSC of the Event
-------	---	---------------------------	-----------------------

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

### 2.3.1.6 Message Sort

The message is sorted by Participant @Code



## 2.3.2 Event Unit Start List and Results

### 2.3.2.1 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.

### 2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit (round)
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	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.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.2.3 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)

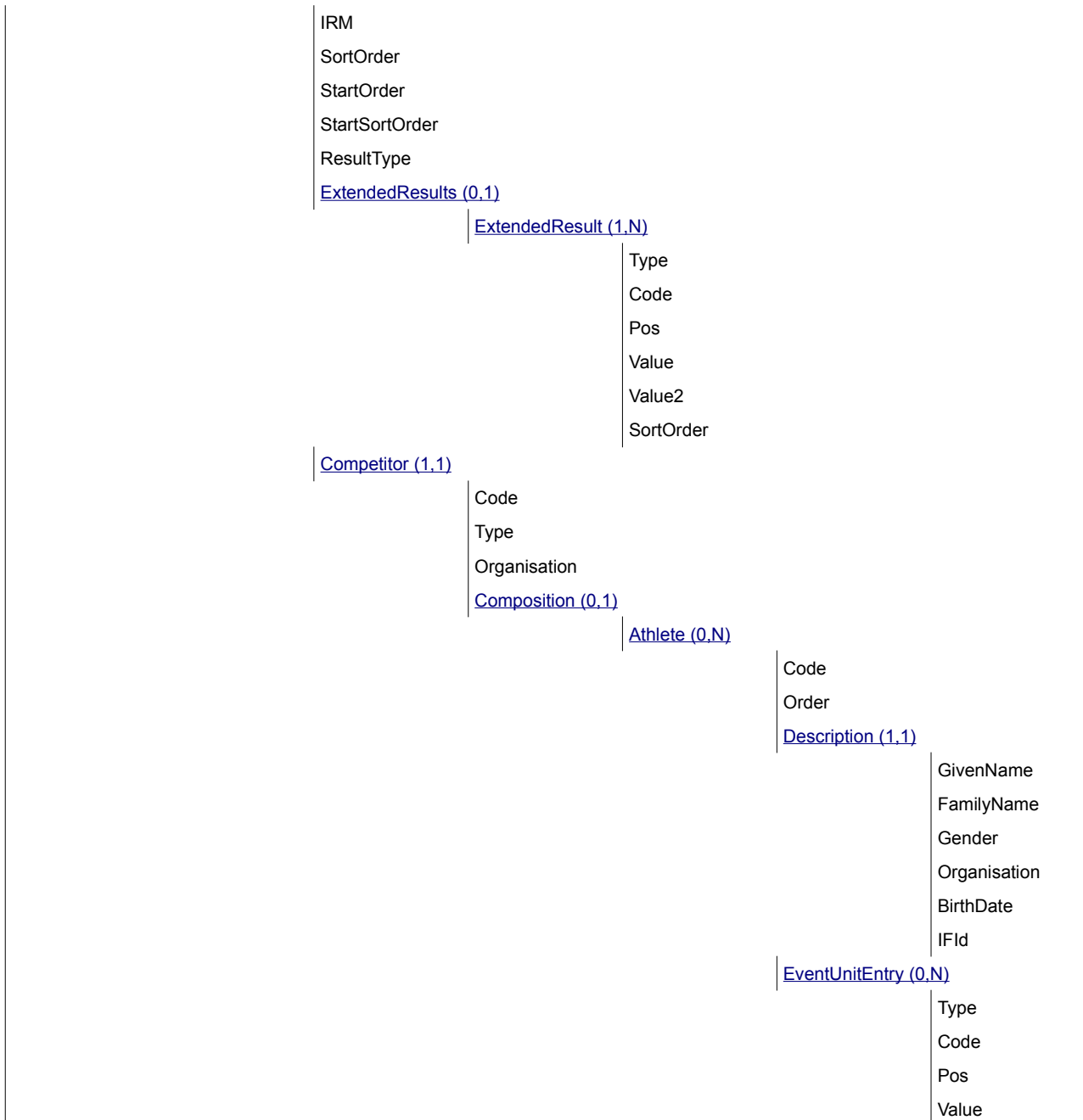
This message is also sent when the unit finishes and the results are still unofficial. Also, this message is expected when the results become official.

\* After the round is complete (UNOFFICIAL / OFFICIAL)

### 2.3.2.4 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
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0..1)</a>					
		<a href="#">UnitDateTime (0..1)</a>				
			StartDate			
		<a href="#">ExtendedInfo (0..N)</a>				
			Type			
			Code			
			Pos			
			Value			
		<a href="#">SportDescription (0..1)</a>				
			DisciplineName			
			EventName			
			Gender			
			SubEventName			
		<a href="#">VenueDescription (0..1)</a>				
			Venue			
			VenueName			
			Location			
			LocationName			
	<a href="#">Result (1..N)</a>					
		Rank				
		RankEqual				
		Result				
		Unchecked				



### 2.3.2.5 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: Competition /ExtendedInfos /UnitDateTime (0,1)**

Actual times. Include when the unit starts.

Attribute	M/O	Value	Description
StartDate	M	DateTime	Actual start date and time.

**Element: Competition /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 (General)**

```
<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: Competition /ExtendedInfos /SportDescription (0,1)**

Sport Descriptions in Text.

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

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

Venue Names in Text.

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes



Element: Competition /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 (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	<a href="#">SC @IRM</a>	IRM for the particular unit. Send just in the case @ResultType is IRM.
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	<a href="#">SC @ResultType</a>	Type of the @Result attribute.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
ER	BACK	N/A	Element Expected: After athlete completes back holes. Not for play-off	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Current Hole number for this player
ER		FRONT	N/A	Element Expected: After athlete completes front holes. Not for play-off
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0 or "-"	Score for the hole Send "-" if hole is not completed in a play-off
	Value2	O	Numeric [ +/- ]0	Score for the hole to par, positive, negative integer or 0 Always expected except in a play-off if the hole is not completed
	SortOrder	M	Numeric #0	Hole order for this player
ER		TO_PAR	N/A	Element Expected: Always except play-off. Do not send until the competition starts.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric [ +/- ]#0	Score for the round to par, positive, negative integer or 0

### Sample (General)

```
<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: Competition /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	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /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	1 if Competitor @Type="A".

Element: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Type	Code	Pos	Description
EUE	BIB_COLOUR	N/A	Element Expected: Always, except for athletes with an IRM in a previous round
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">SC @Colour</a>
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
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 (General)**



```
<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" />
```

### 2.3.2.6 Message Sort

Sort by Result @SortOrder



## 2.3.3 Current Information

### 2.3.3.1 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.

### 2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	N/A	N/A
DocumentType	DT_CURRENT	Current message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.3.3 Trigger and Frequency

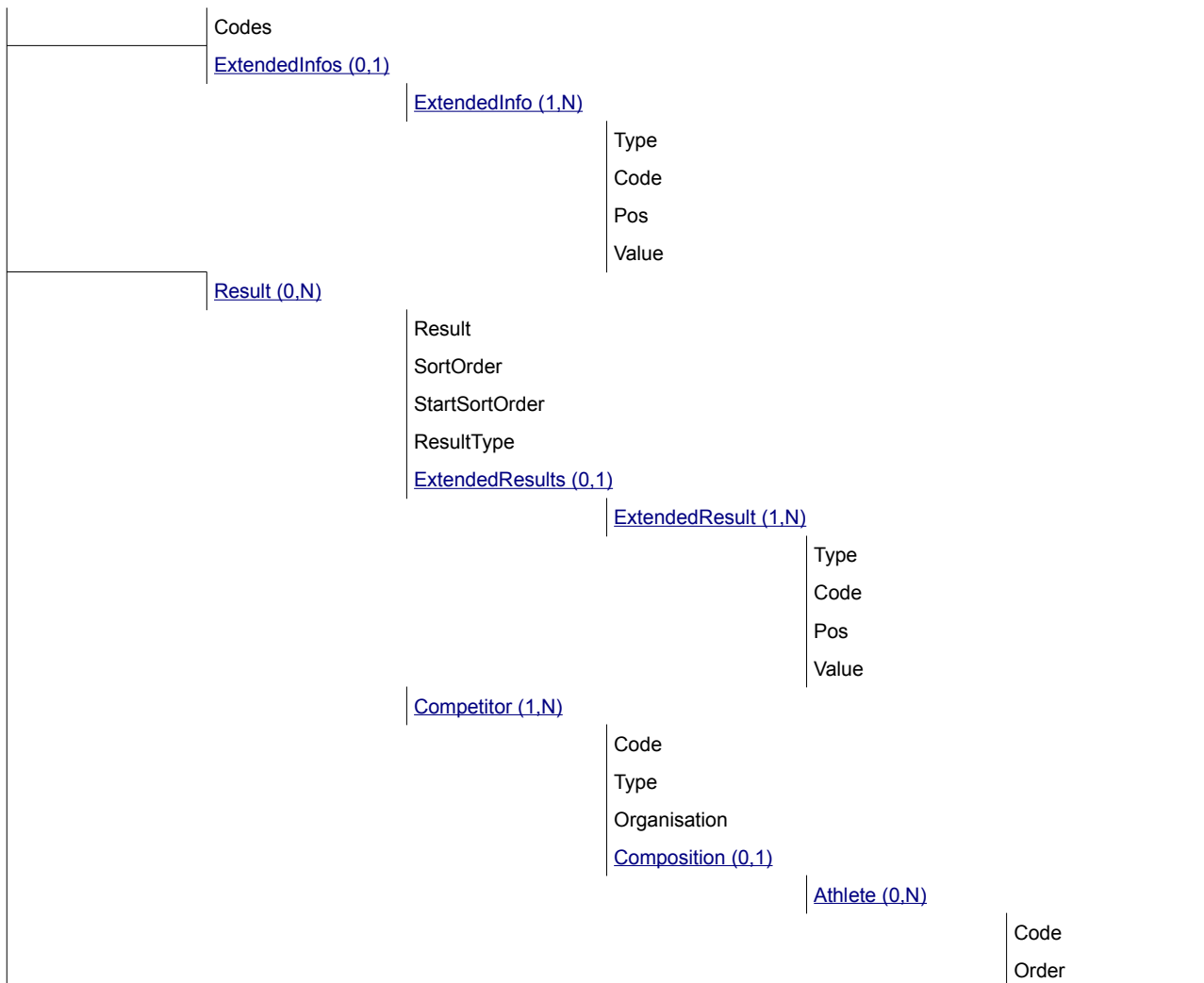
At the beginning send all groups who are at the first hole(s) and update before every stroke once the next player is known. In case distance to the pin is not known yet and is updated later, this does not trigger any update. At the end send without any groups. Do not send more often than once every 10 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 using 10sec = 2,500/day expected]

### 2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (0,1)</a>					
	Gen				
	Sport				



### 2.3.3.5 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: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
DISPLAY	HOLE	Numeric #0	Pos Description: Group number





				Element Expected: If the group is on the course
Attribute	M/O	Value	Description	
Value	M	Numeric #0	Hole number	
Sub Element: Competition /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: Competition /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: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When available				
Attribute	Value	Description		
Code	STATE			
Pos	N/A	N/A		
Value	SC @State	Send appropriate state for the player		
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When applicable				
Attribute	Value	Description		
Code	NEXT_DTP			
Pos	Numeric 0	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: Competition /Result (0,N)				
Attribute	M/O	Value	Description	
Result	0	Numeric	Current number of shots in the hole for the competitor.	



		#0	
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	<a href="#">SC @ResultType</a>	Type of the @Result attribute.

Element: Competition /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: Competition /Result /Competitor (1,N)			
Competitor related to the result of one event unit.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /Result /Competitor /Composition /Athlete (0,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 (General)



```
<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">
```

### 2.3.3.6 Message Sort

Sort by group



## 2.3.4 Play by Play

### 2.3.4.1 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.

### 2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit
DocumentSubcode	S(20)	Send the Athlete ID
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	S(8)	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. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	Status of the message. Possible values are: LIVE (used during the competition when nothing else applies) INTERMEDIATE: If play is stopped during the hole related to the message UNCONFIRMED: After the hole is complete for the player OFFICIAL: After the play-by-play data is validated after the play has finished the round
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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.4.3 Trigger and Frequency

Send this message when there is new/updated information available for the hole noted at DocumentSubtype. This message will have ResultStatus LIVE during the hole.  
When the player completes the hole and related data is updated it is sent as UNCONFIRMED.  
After the player has completed the round and the score and all actions are validated then the message is distributed as OFFICIAL.



A total of around 14,000 messages per round are expected.

Update if IRM to remove actions.

### 2.3.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">ExtendedInfos (0,1)</a>			
		<a href="#">SportDescription (0,1)</a>		
			DisciplineName	
			EventName	
			SubEventName	
			Gender	
		<a href="#">VenueDescription (0,1)</a>		
			Venue	
			VenueName	
			Location	
			LocationName	
	<a href="#">Actions (0,1)</a>			
		<a href="#">Action (1,N)</a>		
			Id	
			Period	
			Order	
			Action	
			ActionAdd	
			When	
			Loc	
			X	
			Y	
			TimeStamp	
			<a href="#">ExtendedAction (0,N)</a>	
				Code
				Pos
				Value



### 2.3.4.5 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: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes.
SubEventName	M	S(40)	EventUnit ENG Description (not code) from Common Codes
Gender	M	CC @SportGender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

Element: Competition /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 and not change in subsequent versions.
Period	M	Numeric #0	Hole number
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	<a href="#">SC @Club</a>	Send the club used. Only for par 4 and par 5 holes on tee shots.
ActionAdd	O	<a href="#">SC @StrokeType</a>	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
Loc	M	Numeric #0	Hole order



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: Competition /Actions /Action /ExtendedAction (0,N)				
Extended Action information.				
Type	Code	Pos	Description	
	DTP	Numeric 0	Pos Description: Send units used. 0 for metres 1 for imperial  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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 Description: Send units used. 0 for metres 1 for imperial  Element Expected: Always from tee to green
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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).
		FAIRWAY_EDGE	Numeric	Pos Description:



			0	Send units used. 0 for metres 1 for imperial  Element Expected: Always from tee to green
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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 Description: Send units used. 0 for metres 1 for imperial  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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	Element Expected: If information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Elevation</a>	Send the elevation at the point of the shot
		FROM_LOC	N/A	Element Expected: When the information is available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @StrokeLocation</a>	Send the lie at the point of the shot
		FROM_SLOPE	N/A	Element Expected: When the information is available





	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Slope</a>	Send the slope type at the point of the shot
		FROM_LIE	N/A	Element Expected: When the information is available
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @Lie</a>	Send the lie at the point of the shot
		GREEN	N/A	Element 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 Description: Group order Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Group number
		RESTING_LOC	N/A	Element Expected: When the information is available
	Attribute	M/O	Value	Description
	Value	M	<a href="#">SC @StrokeLocation</a>	Send the lie at the resting point after the shot
		FROM_X	N/A	Element 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	Element 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)
		<b>LOC_X</b>	<b>N/A</b>	<b>Element Expected: When available</b>
	Attribute	M/O	Value	Description
	Value	<b>M</b>	<b>Numeric #####0.0</b>	<b>Send the resting location x value, map system coordinates</b>
		<b>LOC_Y</b>	<b>N/A</b>	<b>Element Expected: When available</b>
	Attribute	M/O	Value	Description
	Value	<b>M</b>	<b>Numeric #####0.0</b>	<b>Send the resting location y value, map system coordinates</b>
		<b>LOC_Z</b>	<b>N/A</b>	<b>Element Expected: When available</b>



Attribute	M/O	Value	Description
Value	M	Numeric #####0.0	Send the resting location z value, map system coordinates

### Sample (General)

```
<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="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" />

```

### 2.3.4.6 Message Sort

Actions /Action @Order.



## 2.3.5 Cumulative Results

### 2.3.5.1 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.

### 2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC.@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC.@Event</a>	Full RSC of the event
DocumentSubcode	N/A	N/A
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	N/A	N/A
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC.@ResultStatus</a>	It indicates the status of the results <b>START_LIST</b> 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. See full explanation in ODF Foundation.
Source	<a href="#">SC.@Source</a>	Code indicating the system which generated the message.

### 2.3.5.3 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 approximately 60 minutes before the start of round 1 as **START\_LIST**.

\* Send approximately 60 minutes before the start of each subsequent round (updating UI/THRU) as **INTERMEDIATE**

\* Send after each player completes each hole as LIVE.

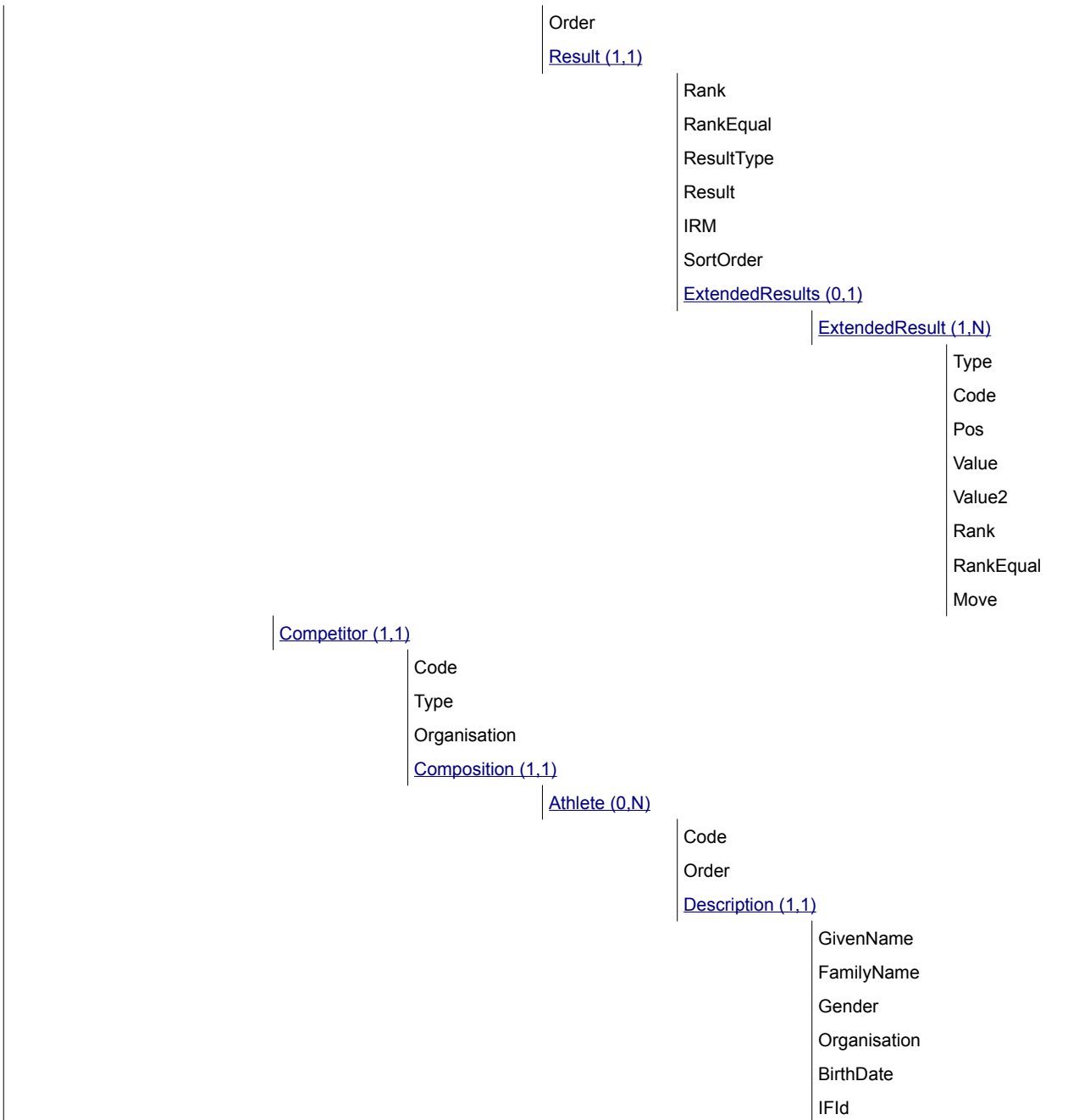


- \* Send after the last player completes the last hole of the day as INTERMEDIATE
- \* Send if play is postponed or interrupted as INTERMEDIATE
- \* Send after the last player completes the last hole on the final day as UNOFFICIAL/OFFICIAL.

### 2.3.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">Progress (0.1)</a>					
			LastUnit				
		<a href="#">SportDescription (0.1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0.1)</a>					
			Venue				
			VenueName				
			Location				
			LocationName				
	<a href="#">Result (1.N)</a>						
		Rank					
		RankEqual					
		Result					
		ResultType					
		IRM					
		SortOrder					
		<a href="#">ExtendedResults (0.1)</a>					
			<a href="#">ExtendedResult (1.N)</a>				
				Type			
				Code			
				Pos			
				Value			
				SortOrder			
		<a href="#">ResultItems (0.1)</a>					
			<a href="#">ResultItem (1.N)</a>				
				Unit			



### 2.3.5.5 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: Competition /ExtendedInfos /Progress (0,1)**

Attribute	M/O	Value	Description
LastUnit	M	<a href="#">CC @Unit</a>	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

**Element: Competition /ExtendedInfos /SportDescription (0,1)**

**Sport Descriptions in Text.**

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

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

**Venue Names in Text. DO NOT INCLUDE unless all at single venue.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location ENG Description (not code) from Common Codes

**Element: Competition /Result (1,N)**

For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.

Attribute	M/O	Value	Description
Rank	O	Text	Rank 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".
Result	O	Numeric ##0	The cumulative result of the competitor. Send just in the case @ResultType is not IRM
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute
IRM	O	<a href="#">SC @IRM</a>	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: Competition /Result /ExtendedResults /ExtendedResult (1,N)**



Team competitor's extended results.				
Type	Code	Pos	Description	
ER	MOVEMENT	N/A	Element Expected: Always when available except if IRM	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric +/-#0	Overall score to par, positive, negative integer or 0
<b>ER</b>	<b>THRU</b>	<b>N/A</b>	<b>Element Expected:</b> From when the tee times are known for Round 1.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(10)	Thru value to indicate holes completed (with or without start hole indicator) or tee time.
	SortOrder	M	Numeric ##0	Order of the competitors according to the tee time / holes played for the current round.

Element: Competition /Result /ResultItems /ResultItem (1,N)				
Attribute	M/O	Value	Description	
Unit	M	<a href="#">CC @Unit</a>	Full RSC of each unit in progress or complete	
Order	M	Numeric #0	Logical order of the units (schedule order).	

Element: Competition /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, in that case send "Y".	
ResultType	O	<a href="#">SC @ResultType</a>	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	<a href="#">SC @IRM</a>	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: Competition /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)	Send Y in case of the Rank has been equalled else do not send.
	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".
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: Competition /Result /Competitor (1,1)				
Competitor related to one cumulative result.				
Attribute	M/O	Value	Description	





Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

Element: Competition /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 if the competitor is an athlete

Element: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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 (General)

```
<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>
          </ResultItem>
        </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"/>
            </ExtendedResults>
          </ResultItem>
        </ResultItem>
      </ResultItems>
    </ExtendedResult Type="ER" Code="TO_PAR" Value="+1" >
  </ExtendedResults>
</Result Rank="5" EqualRank="Y" ResultType="STROKES" Result="139" SortOrder="6" >
```

### 2.3.5.6 Message Sort

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



## 2.3.6 Image

### 2.3.6.1 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.

### 2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC_@Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC_@Unit</a>	Full RSC of the unit (round)
DocumentSubcode	N/A	N/A
DocumentType	DT_IMAGE	Image message
DocumentSubtype	S(20)	Send "COURSE_MAP"
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC_@ResultStatus</a>	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. See full explanation in ODF Foundation.
Source	<a href="#">SC_@Source</a>	Code indicating the system which generated the message.

### 2.3.6.3 Trigger and Frequency

Trigger when image available and after any change.

### 2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (0.1)</a>	Gen		
	Sport		
	Codes		
	<a href="#">Image (1.N)</a>		



	Pos	
	Version	
	Revision	
	ImageType	
	<a href="#">ImageData (1,1)</a>	
		-

### 2.3.6.5 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: 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 (General)

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

### 2.3.6.6 Message Sort

Sort by Competition /Image /Pos.



## 2.3.7 Statistics

### 2.3.7.1 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.

### 2.3.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	CC @Unit CC @Event	Full RSC of unit or event
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. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	For single round messages: * LIVE during the unit * OFFICIAL after all data included <b>* INTERMEDIATE if play is stopped and the round is incomplete for data in the message</b>  For cumulative messages over all rounds: * LIVE during each round



		* INTERMEDIATE after each round <b>or if play stops during a round.</b> * 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.7.3 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 **or if play stopped during the unit, OFFICIAL after all units for the player.**

- For GLF<Gender><Event><Phase><Unit>: LIVE during the unit **or if play stopped during the unit, OFFICIAL at the end of each unit for each player.**

\* IND\_RANKING: After each hole for each group, 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 **or if play stopped during 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 group, 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)]:

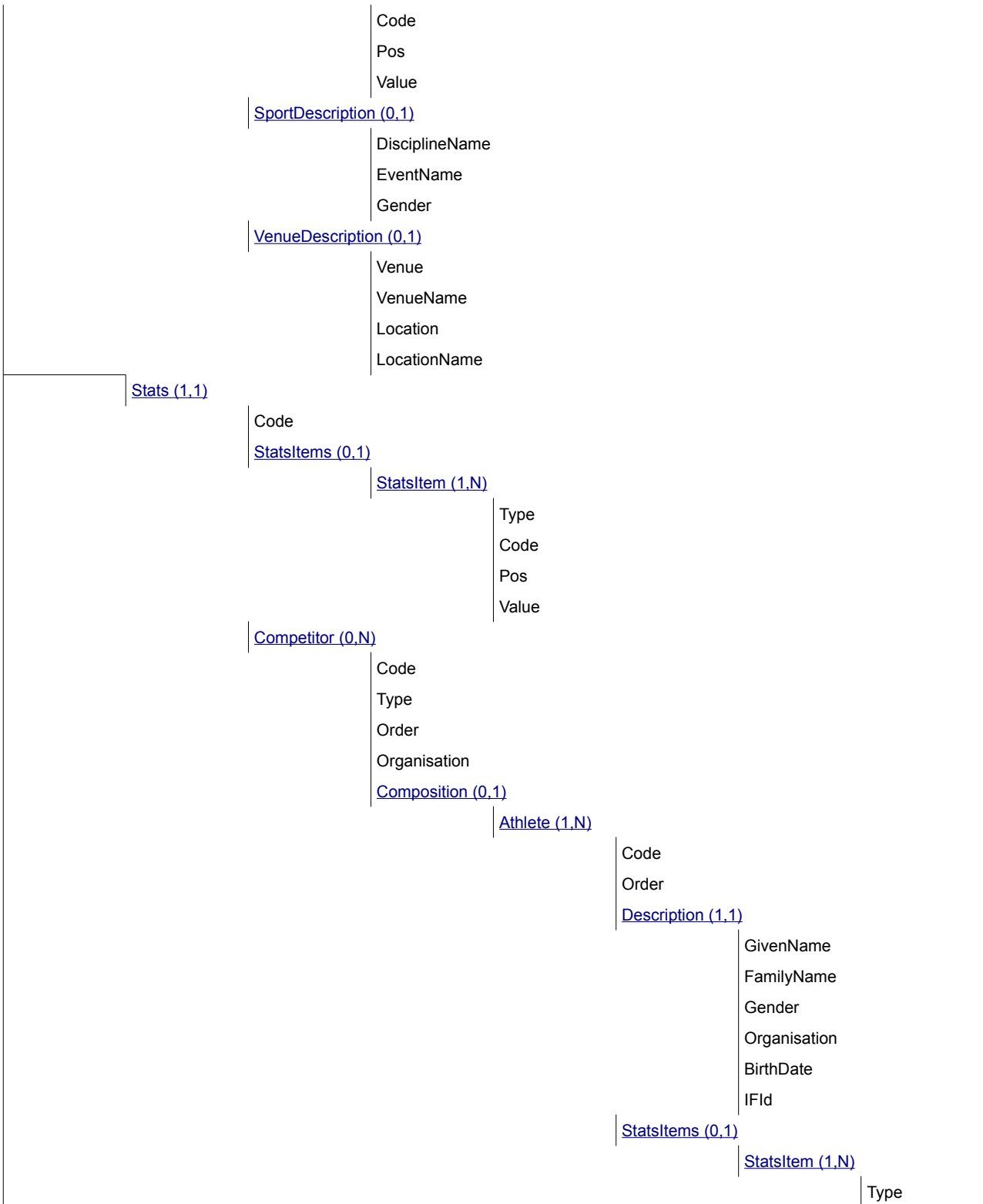
- For GLF<Gender><Event>-----: LIVE during the unit, INTERMEDIATE at the end of the unit **or if play stopped during the unit, OFFICIAL after all units.**

- For GLF<Gender><Event><Phase><Unit>: LIVE during the unit **or if play stopped during the unit, OFFICIAL at the end of each unit.**

### 2.3.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<a href="#">Competition (0.1)</a>							
	Gen						
	Sport						
	Codes						
	<a href="#">ExtendedInfos (0.1)</a>						
		<a href="#">ExtendedInfo (0.N)</a>					
			Type				





	Code
	Pos
	Value
	Rank
	RankEqual
	SortOrder

### 2.3.7.5 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: Competition /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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
UI	ROUND	N/A	Element Expected: Always if the data is for a single round
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric 0
UI	SCORES_TOTAL	N/A	Element Expected: Always for TOU only
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
UI	CURRENT	N/A	Element Expected: Only in individual round CUM message and if ResultStatus is LIVE
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
UI	GROUP	Numeric #0	Pos Description: Group order Element Expected: Only in individual round CUM message



Attribute	M/O	Value	Description
Value	M	Numeric #0	Group number

**Sample (General)**

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

**Element: Competition /ExtendedInfos /SportDescription (0,1)**

**Sport Description in Text**

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

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes
Location	O	<a href="#">CC @Location</a>	Location Code
LocationName	O	S(30)	Location ENG Description (not code) from Common Codes

**Element: Competition /Stats (1,1)**

Attribute	M/O	Value	Description
Code	M	<a href="#">SC @Statistics</a>	A code to identify the statistics being listed.

**Element: Competition /Stats /StatsItems /StatsItem (1,N)**

**Statistics for the event unit / phase or event - depending on the headers' 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
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat</b>			





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: Competition /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: Competition /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: Competition /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: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU		
Attribute	Value	Description
Code	EAGLE	
Pos	N/A	
Value	Numeric ###0	Send the number of eagles achieved
Sub Element: Competition /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: Competition /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
ST		HOLE	Numeric #0
			Pos Description: Send the hole number  Element Expected: For TOU Send only for holes played.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0.000
	<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	ALBATROSS	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of albatross (double eagles) achieved
	<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	BIRDIE	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of birdies achieved
	<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	BOGEY	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of bogeys made
	<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DBL_BOGEY	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of double bogeys made
	<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>		
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	EAGLE	
	Pos	N/A	



	Value	Numeric ###0	Send the number of eagles achieved
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	OTHER	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of other scores made (greater than or equal to triple bogey)
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PAR	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the number of pars achieved
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	AVG_TO_PAR	
	Pos	N/A	N/A
	Value	Numeric (-)0.000	Send Average to par, show '-' if under par
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DIFFICULTY	
	Pos	N/A	N/A
	Value	Numeric #0	Send difficult Rank
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	MAXIMUM	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the maximum score made on the hole
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	MINIMUM	
	Pos	N/A	N/A
	Value	Numeric ##0	Send the minimum score made on the hole
ST		ROUND	Numeric Pos Description:



		#0	Send the round number or 0 for total of all rounds  Element Expected: Always for TOU
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	EQ_PAR		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number scores equal to par	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GT_79		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number scores greater than 79	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GT_PAR		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number scores greater than par	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LT_70		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number scores less than 70	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LT_PAR		
Pos	N/A	N/A	
Value	Numeric ##0	Send the number scores less than par	
<b>Sub Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat Expected Always for TOU</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	EQ_LT_PAR		
Pos	N/A	N/A	



Value	Numeric ##0	Send the number scores equal to and less than par
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### 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="DIFFICULTY" 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: Competition /Stats /Competitor (0,N)			
Competitor of the statistics.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID to be assigned a specific type of statistic.
Type	M	S(1)	A for athlete
Order	M	Numeric ##0	Sort order: Order of the competitor in the statistics
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

Element: Competition /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"

Element: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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: Competition /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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
Attribute	Value	Description	
Code	DRIVE_DIST		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric 000	Average driving distance	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
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).	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
Attribute	Value	Description	
Code	FAIRWAY_HITS		
Pos	N/A	N/A	
Value	Numeric #0	Number of fairway hits	



Sub Element: Competition /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: Competition /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: Competition /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 grees reached in regulation
Sub Element: Competition /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
Value	Numeric ##0.## (metres) or S(10) ##0&apos;##&quot; (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: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM		
Attribute	Value	Description
Code	SAND_ATT	
Pos	N/A	N/A
Value	Numeric #0	Number of sand save attempts
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM		



Attribute	Value	Description
Code	SAND_MADE	
Pos	N/A	N/A
Value	Numeric #0	Number of sand saves
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	PUTTS_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained putting
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	TEE_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained putting off tee
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	APPROACH_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained on approach
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	AROUND_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average strokes gained around green
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	TOTAL_GAINED	
Pos	N/A	N/A
Value	Numeric #0.000 or -0.000	Average total strokes gained
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	SCRAMBLE	





	Pos	N/A	N/A
	Value	Numeric #0.00	Scrambles percentage
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PAR	
	Pos	N/A	N/A
	Value	Numeric ##0	Pars made
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	BIRDIE	
	Pos	N/A	N/A
	Value	Numeric ##0	Birdies made
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	BOGEY	
	Pos	N/A	N/A
	Value	Numeric ##0	Bogeys made
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	EAGLES	
	Pos	N/A	N/A
	Value	Numeric ##0	Eagles made
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DBL_BOGEY	
	Pos	N/A	N/A
	Value	Numeric ##0	Double Bogeys made
ST (for CUM)		HOLE	Numeric #0
			Pos Description: Send the hole number
			Element Expected: Always for CUM
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric #0
			<b>Description</b>
			Hole Order Always included if the message is for a single



			round
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DRIVE_DIST		
Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
Value	Numeric 000	Average driving distance	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
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).	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FAIRWAY_HITS		
Pos	N/A	N/A	
Value	Numeric #0	Number of fairway hits	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	FAIRWAY_OPP		
Pos	N/A	N/A	
Value	Numeric #0	Number of fairway hit opportunities	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GREENS		
Pos	N/A	N/A	
Value	Numeric	Number of greens reached	



	#0	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>		
Attribute	Value	Description
Code	GREENS_REG	
Pos	N/A	N/A
Value	Numeric #0	Number of greens reached in regulation
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
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&apos;##&quot; (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).
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering a single round</b>		
Attribute	Value	Description
Code	SAND_RESULT	
Pos	N/A	N/A
Value	SC @SandResult	Send proposed code for the round
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>		
Attribute	Value	Description
Code	SAND_ATT	
Pos	N/A	N/A
Value	Numeric #0	Number of sand save attempts
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM</b>		
Attribute	Value	Description
Code	PUTTS	
Pos	N/A	N/A
Value	Numeric #0	Putts for the hole
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering all rounds</b>		



Attribute	Value	Description	
Code	SAND_MADE		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand saves made	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering a single round</b>			
Attribute	Value	Description	
Code	FAIRWAY_DIR		
Pos	N/A	N/A	
Value	SC @Direction	Send proposed code in the round	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering a single round</b>			
Attribute	Value	Description	
Code	FAIRWAY_REG		
Pos	N/A	N/A	
Value	SC @Regulation	Send proposed code in the round	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for CUM in the message considering a single round</b>			
Attribute	Value	Description	
Code	GREENS_RESULT		
Pos	N/A	N/A	
Value	SC @Regulation	Send proposal code for the round	
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
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



ST (for IND_RANKING)	DRIVE_ACC	N/A	Element Expected: Always for IND_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DRIVES_FAIR		
Pos	N/A	N/A	
Value	Numeric #0	Number of drives in the fairway	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	DRIVES_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of drives for the round	
ST (for IND_RANKING)	DRIVING	Numeric 0	Pos Description: Send 0 for official drive distance holes, send 1 for all driving holes  Element Expected: For IND_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric 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
<b>Sub Element: Competition /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)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	IMPERIAL		
Pos	N/A	N/A	
Value	Numeric 000	Average driving distance in yards	



ST (for IND_RANKING)	DTP	N/A	Element Expected: Always for IND_RANKING
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	Numeric ##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 the rank is equalled else do not send.
SortOrder	M	Numeric ##0	Sort order for the rank of average distance to pin considering those without rank also
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	IMPERIAL		
Pos	N/A	N/A	
Value	S(10) ##0'##&quot; (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
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GREENS_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens reached	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	GREENS_REG		
Pos	N/A	N/A	
Value	Numeric #0	Numbers of green 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
	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 IND_RANKING
	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	M	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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>				
	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	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 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.
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always fir IND_RANKING</b>				
	Attribute	Value	Description	
	Code	HBH_TEE_GAINED		



	Pos	Numeric #0	Send hole number
	Value	Numeric 0.000 or -0.000	Total strokes off tee gained for a specific hole over the entire competition
ST (for IND_RANKING)		APPROACH_GAINED	N/A Element Expected: Always for IND_RANKING
	Attribute	M/O	Value
	Value	M	Numeric 0.000 or -0.000
	Rank	O	Numeric ##0
	RankEqual	O	S(1)
	SortOrder	M	Numeric ##0
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING			
	Attribute	Value	Description
	Code	HBH_APPROACH_GAI NED	
	Pos	Numeric #0	
	Value	Numeric 0.000 or -0.000	Total strokes on approach gained for a specific hole over the entire competition
ST (for IND_RANKING)		AROUND_GAINED	N/A Element Expected: Always for IND_RANKING
	Attribute	M/O	Value
	Value	M	Numeric 0.000 or -0.000
	Rank	O	Numeric ##0
	RankEqual	O	S(1)
	SortOrder	M	Numeric ##0
Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING			
	Attribute	Value	Description
	Code	HBH_AROUND_GAIN E	
	Pos	Numeric #0	Send hole number
	Value	Numeric 0.000 or -0.000	Total strokes around green gained for a specific hole over the entire competition
ST (for IND_RANKING)		TOTAL_GAINED	N/A Element Expected: Always for IND_RANKING
	Attribute	M/O	Value
	Value	M	Numeric
			Total average strokes gained





			0.000 or -0.000	Do not send in case of no attempt.
Rank	O		Numeric ##0	Rank for the statistic.
RankEqual	O		S(1)	Send Y in case of the Rank has been equalled else do not send.
SortOrder	M		Numeric ##0	Sort order for the rank.
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>				
<b>Attribute</b>	<b>Value</b>		<b>Description</b>	
Code	HBH_TOTAL_GAINED			
Pos	Numeric #0		Send Hole Number	
Value	Numeric 0.000 or -0.000		Total strokes gained for a specific hole over the entire competition	
ST (for IND_RANKING)	PUTTS_GIR		N/A	Element Expected: Always for IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
ST (for IND_RANKING)	SAND_SAVE		N/A	Element Expected: Always for IND_RANKING
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	SAND_ATT		
	Pos	N/A	N/A	
	Value	Numeric #0	Number of sand save attempts	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>				



Attribute	Value	Description	
Code	SAND_MADE		
Pos	N/A	N/A	
Value	Numeric #0	Number of sand saves	
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
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
Attribute	Value	Description	
Code	SCRAMBLE_NUM		
Pos	N/A	N/A	
Value	Numeric #0	Number of greens missed in regulation	
<b>Sub Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat Expected Always for IND_RANKING</b>			
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>
        </StatsItems>
      </Athlete>
    </Composition>
  </Competitor>
</Stats>
```

#### 2.3.7.6 Message Sort

Sort according to the @Order attributes.



## 2.3.8 Event Final Ranking

### 2.3.8.1 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.

### 2.3.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Event</a>	Full RSC of the Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascending number
ResultStatus	<a href="#">CC @ResultStatus</a>	Result status, indicates whether the data is official or partial. PARTIAL 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.8.3 Trigger and Frequency

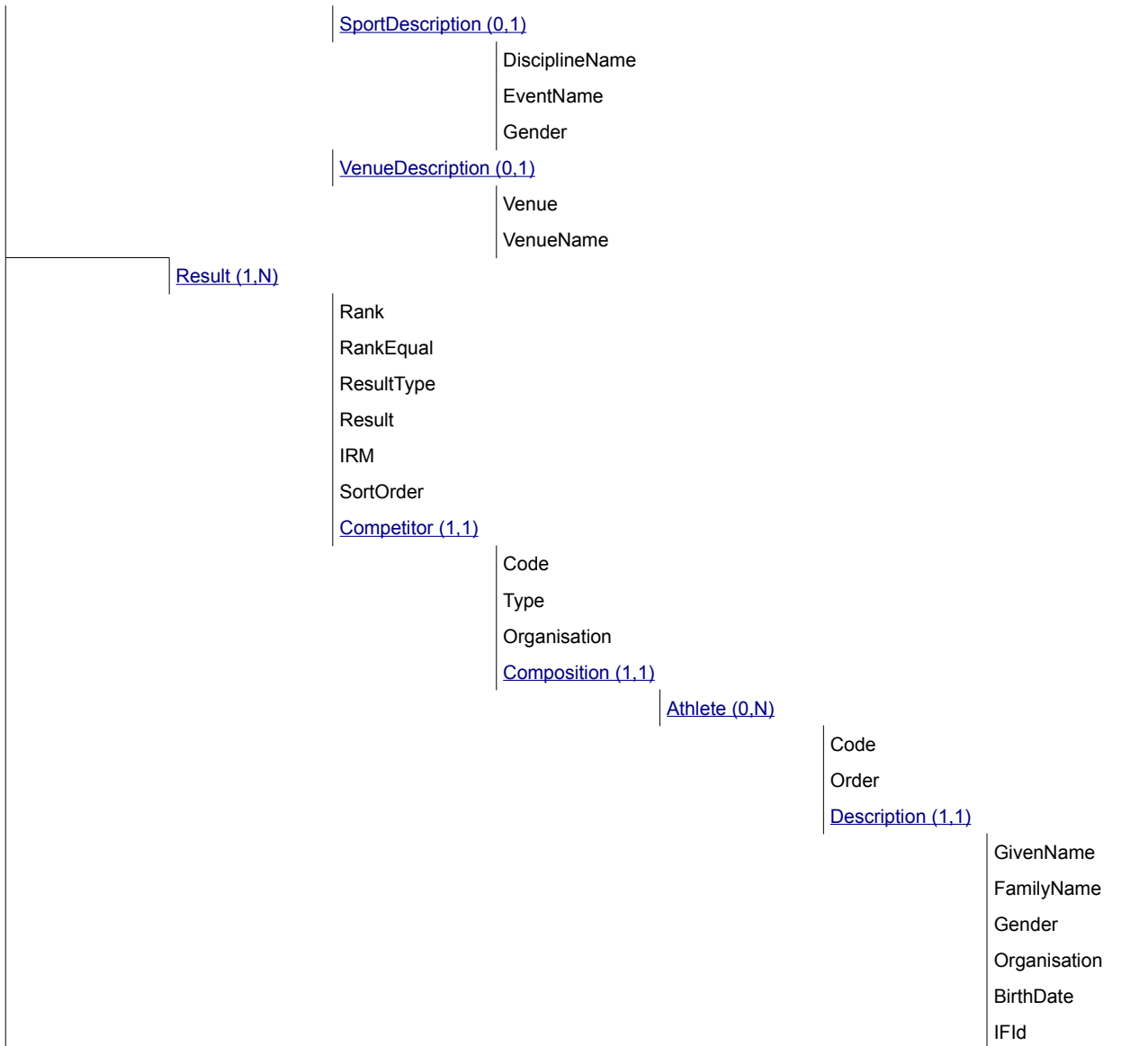
Triggered after the final results are OFFICIAL

Trigger also after any change.

### 2.3.8.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<a href="#">Competition (0..1)</a>						
	Gen					
	Sport					
	Codes					
	<a href="#">ExtendedInfos (0..1)</a>					



### 2.3.8.5 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: Competition /ExtendedInfos /SportDescription (0,1)



Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	M	S(40)	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @SportGender	Gender code for the event unit. Must be included if it is a single gender

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

Element: Competition /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	<a href="#">SC @ResultType</a>	Type of the @Result attribute
Result	O	Numeric #00	The result of the competitor in the event
IRM	O	<a href="#">SC @IRM</a>	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: Competition /Result /Competitor (1,1)			
Competitor related to one final event result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or SC @CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) in the case where there is no competitor in the rank due to IRM. NOAWARD if the place is not awarded.
Type	M	S(1)	A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation if known

Element: Competition /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	Order attribute. Send 1 when Competitor @Type="A" or numeric starting at 1 if @Type="T"



Element: Competition /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	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	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

### 2.3.8.6 Message Sort

Sort by Result @SortOrder



## 2.3.9 Configuration

### 2.3.9.1 Description

The Configuration is a message containing general configuration.

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

### 2.3.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Unit</a>	Full RSC of the unit. Sent this message for each Unit.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.9.3 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.

### 2.3.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen			
	Sport			
	Codes			
	<a href="#">Configs (1,1)</a>			
		<a href="#">Config (1,N)</a>		
				Unit





<a href="#">ExtendedConfig (1,N)</a>	Type
	Code
	Pos
	Value

### 2.3.9.5 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: Competition /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	<a href="#">CC @Unit</a>	Full RSC of the Unit (round).

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	COURSE	SC@Course	Pos Description: Send proposed code  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 00	Send par value
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected Always				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	DISTANCE		
	Pos	Numeric 0	Send units used. 0 for metres 1 for yards	
	Value	Numeric #000	Distance	
EC	HOLE	Numeric #0	Pos Description: Send hole number  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Send par value



Sub Element: Competition /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: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Always		
Attribute	Value	Description
Code	DISTANCE_TEE_BOX	
Pos	Numeric 0	Send units used. 0 for metres 1 for yards
Value	Numeric #0	Distance from the front of the tee box to the tee marker.
Sub Element: Competition /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: Competition /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: Competition /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: Competition /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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TEE_Z	
Pos	N/A	N/A
Value	Numeric ####0.0	Send the Z coordinate of the tee
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected IF available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TB_X	
Pos	N/A	N/A
Value	Numeric ####0.0	Send the X coordinate of the front of the tee box
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>
Code	TB_Y	
Pos	N/A	N/A
Value	Numeric ####0.0	Send the Y coordinate of the front of the tee box
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>		
<b>Attribute</b>	<b>Value</b>	<b>Description</b>



	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	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
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">SC @Colour</a>	Bib colour
EC		FAIRWAY	Numeric #0	Pos Description: Send the hole number  Element Expected: If available
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected If available</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



	Code	WIDTH_M	
	Pos	Numeric #0	Send sequential number to identify a fairway point
	Value	Numeric #00	Fairway width in metres at this point
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	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
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Where available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	DATUM	
	Pos	N/A	N/A
	Value	S(40)	Coordinate system's projection Datum Send WGS84 for World Geodetic System (WGS84)
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Where available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PROJECTION	
	Pos	N/A	N/A
	Value	S(40)	Coordinate system's projection Send UTM for Universal Transverse Mercator coordinate
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Where available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	PROJECTION_ZONE	
	Pos	N/A	N/A
	Value	S(40)	Zone within the projection For example 31N (23S, 31N, 56N, ... - #0N for northern zones or #0S for southern zones)
<b>Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected Where available</b>			
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>
	Code	UNITS	
	Pos	Numeric 0	Send 1 for metric, 2 for imperial
	Value	S(10)	Coordinate system's unit of measurement. Options are "US-FEET" (US Survey Feet) and "INTL-FEET" (International Feet) for imperial and METRES for metric.



### Sample (General)

```
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" />
</ExtendedConfig>
```

#### 2.3.9.6 Message Sort

There is no general message sorting rule.



## 2.3.10 Communication

### 2.3.10.1 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.

### 2.3.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	<a href="#">CC @Discipline</a> <a href="#">CC @DisciplineGender</a> <a href="#">CC @Event</a> <a href="#">CC @Phase</a> <a href="#">CC @Unit</a>	Full RSC. Use the RSC to which the Communication is relevant/related.
DocumentSubcode	Numeric	This is the communication/document number. For each of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE the number is sequential starting from one and unique for the discipline and DocumentSubtype (hence there can be two with value 1 in a discipline with different Document Subtype).
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: For notifications to competitors, only for golf
Version	1..V	Version number associated to the message's content. Ascending 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. See full explanation in ODF Foundation.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.

### 2.3.10.3 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.

### 2.3.10.4 Message Structure

The following table defines the structure of the message.



Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (0,1)</a>	Gen Sport Codes			
	<a href="#">ExtendedInfos (0,1)</a>	<a href="#">SportDescription (0,1)</a>	DisciplineName EventName	
		<a href="#">VenueDescription (0,1)</a>	Venue VenueName	
	<a href="#">Communication (1,1)</a>	PublishTime <a href="#">Decision (0,1)</a>	ItemNum IssuedTime AffectsRES AffectsSCH AffectsOTH Unit <a href="#">Subtitle (0,1)</a>	-
			<a href="#">Summary (0,1)</a>	-
			<a href="#">Details (0,1)</a>	-
			<a href="#">IssuedBy (0,1)</a>	-
			<a href="#">SignedBy (0,2)</a>	-
				Code FamilyName GivenName Function Order

### 2.3.10.5 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: Competition /ExtendedInfos /SportDescription (0,1)**

**Sport Description in Text**

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline ENG Description (not code) from Common Codes
EventName	O	S(40)	Event name from Common Codes

**Element: Competition /ExtendedInfos /VenueDescription (0,1)**

**Venue Names in text.**

Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue code
VenueName	M	S(25)	Venue ENG Description (not code) from Common Codes

**Element: Competition /Communication (1,1)**

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

**Element: Competition /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	<a href="#">CC @Unit</a>	Full RSC of discipline, event or unit as appropriate (can be at any level)



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

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

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

Element: Competition /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..

### 2.3.10.6 Message Sort

There are no specific sorting requirements



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### 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	3 Jan 2018	First Version
V1.1	14 Jan 2018	Updated
V2.0	8 Aug 2018	Updated
V2.1	21 Sep 2018	Updated
V2.2	25 Oct 2018	Updated
V2.3	24 Jan 2019	Updated
V2.4	30 May 2019	Updated with CR17333
V2.5	14 Aug 2019	Updated
V2.6	3 Apr 2020	Updated after HT
V2.7	21 Aug 2020	Updated DT_PLAY_BY_PLAY
V2.8	30 Apr 2021	Typographical correction
V3.0	1 Jul 2022	First version for Paris 2024

### File Reference: SOG-2024-GLF-3.0 SFA

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
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	<p>DT_CUMULATIVE_RESULT: Update ER/COMPLETE and ER/TO_PAR when expected at Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189225]</p> <p>DT_RESULT: Update ResultStatus to send INTERMEDIATE if a round is INTERRUPTED. [180690]</p> <p>DT_CUMULATIVE_RESULT: Update triggering for postponed/interrupted [180690]</p> <p>DT_RESULT: Update ResultStatus to clarify when to use INTERMEDIATE. [180690]</p> <p>DT_PLAY_BY_PLAY: Remove FROM_ENH and RESTING_ENH from Actions /Action /ExtendedAction [189183]</p> <p>DT_CUMULATIVE_RESULT: Add Value2, Rank, RankEqual and Move at ER/COMPLETE @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189077]</p> <p>DT_CUMULATIVE_RESULT: Add Value2 at ER/TO_PAR @ Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult [189077]</p> <p>DT_RESULT: Add SortOrder at ER/HOLE @Result /ExtendedResults /ExtendedResult [189183]</p> <p>DT_RESULT: Add @Pos at GROUP @ Result /Competitor /Composition /Athlete /EventUnitEntry [189183]</p> <p>DT_PLAY_BY_PLAY: Add Actions/Action/Loc for hole order [189183]</p> <p>DT_PLAY_BY_PLAY: Add @Pos at GROUP in Actions /Action /ExtendedAction for group order [189183]</p> <p>DT_PLAY_BY_PLAY: Add UI/CURRENT @ ExtendedInfos /ExtendedInfo [189183]</p> <p>DT_STATS: Add Value at ST/HOLE @ Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [189183]</p> <p>DT_STATS: Add UI/CURRENT and UI/GROUP @ ExtendedInfos /ExtendedInfo [189183]</p> <p>DT_RESULT: Add ER/CURRENT @Result /ExtendedResults /ExtendedResult [189183]</p> <p>DT_PLAY_BY_PLAY: Update trigger for IRMs</p> <p>DT_CUMULATIVE_RESULT: Remove UNCONFIRMED and PROTESTED from ResultStatus</p> <p>DT_PARTIC: Update the description of Participant/Weight [CR18565]</p> <p>Other minor typographical corrections without changing the intent.</p>
V2.7	APP	<p>DT_PLAY_BY_PLAY: Update DocumentSubtype in header</p> <p>DT_PLAY_BY_PLAY: Update triggering</p> <p>DT_PLAY_BY_PLAY: Update the description at Actions/Action/Id</p>
V2.8	APP	DT_STATS: Correct typo for expected for ST/PUTTS at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem [HPQC196698] (no change in existing messages/OVR)
V3.0	SFA	<p>DT_PARTIC: Removed Participant/Weight</p> <p>DT_PARTIC: Removed ENTRY/RANK_OG at Participant /Discipline /RegisteredEvent /EventEntry</p> <p>DT_RESULT: Update ER/HOLE at Result /ExtendedResults /ExtendedResult</p> <p>DT_CURRENT: Update triggering</p> <p>DT_PLAY_BY_PLAY: Update header and triggering to only send HOLE_xx messages</p> <p>DT_PLAY_BY_PLAY: Add LOC_X, LOC_Y and LOC_Z at Actions /Action /ExtendedAction</p> <p>DT_PLAY_BY_PLAY: Remove UI/CURRENT at ExtendedInfos /ExtendedInfo (current is identified by LIVE hole)</p> <p>DT_CUMULATIVE_RESULT: Update triggering</p> <p>DT_CUMULATIVE_RESULT: Add ExtendedInfos /ExtendedInfo</p> <p>DT_CUMULATIVE_RESULT: Add ER/THRU_ORDER at Result /ExtendedResults /ExtendedResult</p> <p>DT_STATS: Update triggering</p> <p>DT_STATS: Update ResultStatus</p> <p>DT_STATS: Update ST/DRIVING at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</p> <p>ST_STATS: Add strokes by hole gained for tee, approach, around green and total at Stats /Competitor /Composition /Athlete /StatsItems /StatsItem</p> <p>DT_STATS: Update ST/HOLE/SAND_RESULT at /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat</p> <p>DT_COMMUNICATION: Update DocumentCode and DocumentSubcode [CR024349]</p> <p>DT_RANKING: Update triggering</p> <p>DT_CONFIG: Update EC/COORDINATE_CONFIG at Configs /Config /ExtendedConfig</p>