



Olympic Data Feed



Skateboarding ODF Data Dictionary

Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

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

MESSAGES



* In the preliminary phase there is a single DT_RESULT at phase level (results/ranks are only for the full phase)

* In the final there is a single DT_RESULT at unit level.

SCHEDULE

* The DT_SCHEDULE/DT_SCHEDULE_UPDATE message will include the phase in the prelims and the unit for the final (schedule=Y) which is the same RSC for DT_RESULT.

* In addition, the schedule will also be sent for each unit in the prelims (schedule=S).

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_ENTRIES	List of Entries by Event	X
DT_RESULT	Event Unit Start List and Results	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	
DT_WEATHER	Weather conditions	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.

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	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC_DISCIPLINE Code	Discipline RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline message
DocumentSubtype	SYNC HISTORICAL N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR. HISTORICAL if the message is from the historical results provider and includes only historic data. The message is not sent to external clients. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test



Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	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
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		LocalFamilyName			
		LocalGivenName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		Gender			
		Organisation			
		Height			
		BirthDate			



	PlaceofBirth
	CountryofBirth
	PlaceofResidence
	CountryofResidence
	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFId
	DisciplineEntry (0,1)
	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 (General)

<Competition Gen="SOG-2020-1.10" Sport="SOG-2020-TTE-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	<p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p>



Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC@PARTICIPANT_STATUS Id	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase).
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase).
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)
PSCBName	O	S(50)	Public Scoreboard Name created by OVR.
PSCBShortName	O	S(50)	Public Scoreboard Short Name created by OVR.
PSCBLongName	O	S(50)	Public Scoreboard Long Name created by OVR.
Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. Expected for athletes, not expected for all groups of officials.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC@COUNTRY Id	Country ID of Residence
Nationality	O	CC@COUNTRY ID	Participant's nationality.



			Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main function In the Case of Current="true" this attribute is Mandatory.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

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	CC@DISCIPLINE Id	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	Competitor's federation number for the corresponding discipline (include if the discipline assigns international federation codes to athletes).

2.3.1.6 Message Sort

The message is sorted by Participant @Code



2.3.2 List of Entries by Event

2.3.2.1 Description

This message contains the entry information for a specific event within a discipline with the specific event entry information of the participant.

It is always a full message and any new message received resets all the previous participants' entry information for the event. This message includes the list of athletes, guides, reserves, teams including the team composition (if known) that have been entered to an event.

2.3.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC
DocumentSubcode	N/A	N/A
DocumentType	DT_ENTRIES	List of entries by event message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.2.3 Trigger and Frequency

The DT_ENTRIES 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 the entries information is updated at the venue and the bulk message is triggered by the OVR.

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	Level 8	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	Entry (1,N)							
		Code						
		Type						



	Organisation
	SortOrder
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	EntryStatus
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value

2.3.2.5 Message Values

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	M	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Element: Competition /Entry (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID.
Type	M	A	A for Athlete
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
SortOrder	M	Positive Integer	Order used to sort the competitors within an event following the entry list requirements for the event referenced in the message header.

Element: Competition /Entry /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) without leading zeros	Athlete's ID
Order	M	1	1 in individual events (if Competitor @Type="A")



EntryStatus	O	SC@AthleteStatus Code	Athlete's Event participation status
-------------	---	--------------------------	--------------------------------------

Element: Competition /Entry /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	M	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Date of Birth, must be included if the data is available
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Athlete //ExtendedEntry (0,N)			
Type	Code	Pos	Description
ENTRY	STANCE	N/A	Element Expected: If available. This information can be sent in both messages.
	Attribute	M/O	Value
	Value	M	SC@Foot Code
			Description
			Code for stance

Sample:



```
<Entry Code="CURMTEAM4--BEL01" Type="T" Organisation="BEL" SortOrder="1">
  <Description TeamName="Belgium"/>
  <Coaches>
    <Coach Code="8549000" Order="1" Function="COACH">
      <Description GivenName="Renaldo" FamilyName="Ernest" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549100" Order="2" Function="AST_COA">
      <Description GivenName="Carrol" FamilyName="Borrelli" Gender="M" Nationality="BEL"/>
    </Coach>
    <Coach Code="8549130" Order="3" Function="COACH_NA">
      <Description GivenName="Jeromy" FamilyName="Ogle" Gender="M" Nationality="BEL"/>
    </Coach>
  </Coaches>
  <Composition>
    <Athlete Code="8548555" Order="1" >
      <Description GivenName="Bret" FamilyName="Casillas" Gender="M" Organisation="BEL" BirthDate="1983-11-22"
IFId="WCFBELM500666"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="4"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="S"/>
    </Athlete>
    <Athlete Code="8548554" Order="2">
      <Description GivenName="Grady" FamilyName="Winchester" Gender="M" Organisation="BEL" BirthDate="1992-02-01"
IFId="WCFBELM215160"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="3"/>
      <ExtendedEntry Type="ENTRY" Code="ROLE" Value="V"/>
    </Athlete>
    <Athlete Code="8548553" Order="3">
      <Description GivenName="Forest" FamilyName="McCulloch" Gender="M" Organisation="BEL" BirthDate="1989-05-10"
IFId="WCFBELM524058"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="2"/>
    </Athlete>
    <Athlete Code="8548552" Order="4">
      <Description GivenName="Randall" FamilyName="Bernardo" Gender="M" Organisation="BEL" BirthDate="1996-03-23"
IFId="WCFBELM331402"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="1"/>
    </Athlete>
    <Athlete Code="8548556" Order="5">
      <Description GivenName="Malcom" FamilyName="Fordham" Gender="M" Organisation="BEL" BirthDate="1993-03-23"
IFId="WCFBELM459993"/>
      <ExtendedEntry Type="ENTRY" Code="POSITION" Value="A"/>
    </Athlete>
  </Composition>
</Entry>
```

2.3.2.6 Message Sort

Sort by Entry @SortOrder



2.3.3 Event Unit Start List and Results

2.3.3.1 Description

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

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

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

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

2.3.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@Phase Code CC@EVENT_UNIT Code	Full RSC of the phase for the preliminaries Full RSC of the unit for the final
DocumentSubcode	N/A	N/A
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST LIVE (used during the competition when nothing else applies) INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.3.3 Trigger and Frequency

* This message is sent with ResultStatus 'START_LIST' as soon as the start list is available and again with any changes to the information [inc. IRMs]

* When the first athlete is ready to start their attempt send the message again as 'LIVE'

* During the competition, after each attempt and all changes/additions in data (LIVE)

* When each athletes starts and finished their run (LIVE)

* After each heat is complete in preliminaries (INTERMEDIATE)



* After the unit is over, UNOFFICIAL / OFFICIAL as appropriate and all changed in the results

Trigger also after any change.

2.3.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Gen					
	Sport					
	Codes					
	ExtendedInfos (0,1)					
	UnitDateTime (0,1)					
	StartDate					
	ExtendedInfo (0,N)					
	Type					
	Code					
	Pos					
	Value					
	Extension (0,N)					
	SportDescription (0,1)					
	DisciplineName					
	EventName					
	Gender					
	SubEventName					
	VenueDescription (0,1)					
	Venue					
	VenueName					
	Location					
	LocationName					
	Officials (0,1)					
	Official (1,N)					
	Code					
	Function					
	Order					
	Description (1,1)					
	GivenName					
	FamilyName					
	Gender					
	Organisation					
	Result (1,N)					
	Rank					



	RankEqual	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	StartOrder	
	StartSortOrder	
	ResultType	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	IRM	
	Pty	
	Discard	
	Extension (0,N)	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Composition (0,1)	
	Athlete (0,N)	
	Code	
	Order	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	
	EventUnitEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	



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 /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
DISPLAY	CURRENT	#0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the current competitor with every LIVE update. This is the most recently called competitor, even if not started yet. This competitor remain current until a score is received (and then becomes LAST_COMP). There may not be any CURRENT at some points in the competition.
Attribute	M/O	Value	Description
Value	M	S(20) with no leading zeroes	Send the competitor ID of the current competitor.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When there is already a competitor with the rank @Pos (for example @Pos = 3 is not sent until there is a competitor in rank 3).			
Attribute	Value	Description	
Code	NEED		
Pos	#0	Always send 1, 2 and 3 and in the prelims send the rank of the lowest rank to qualify for the final.	
Value	##0.00 or -, x	The points the current competitor needs to achieve the rank sent at @Pos Send "-" if the competitor is already ranked at this rank or higher. Send "x" if the competitor cannot reach this rank regardless of score.	
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available			
Attribute	Value	Description	
Code	STATUS		
Pos	N/A		
Value	S, F	Send 'S' if the competitor has started, 'F' if finished, not included before competitor starts.	



DISPLAY	NEXT	#0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the next competitor (next to become current) with every LIVE and INTERMEDIATE update. (does not exist at the end of the competition).	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the next competitor.
DISPLAY	LAST_COMP	#0	Pos Description: Send attempt number. (Config ATTEMPTS @Pos) Element Expected: Send the last competitor with a result (including invalid) with every LIVE (if exists), INTERMEDIATE and UNOFFICIAL message.	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to make an attempt and receive a result.
DISPLAY	HEAT_CURRENT	N/A	Element Expected: As soon as it is known (in Prelims). Always include in LIVE and INTERMEDIATE.	
	Attribute	M/O	Value	Description
	Value	M	0	Send the current heat in Prelims.
UI	LAST_QUAL	N/A	Element Expected: As soon as it is known (in Prelims).	
	Attribute	M/O	Value	Description
	Value	M	S(20) with no leading zeroes	Send the last qualifying place ID (except in finals). In the situation where insufficient athletes have participated to show the last qualifying position then show the current last place.
UI	STARTERS	N/A	Element Expected: When was available.	
	Attribute	M/O	Value	Description
	Value	M	##0	Send the number of competitors on the start list considering all heats.
Sub Element: Competition /ExtendedInfos /ExtendedInfo /Extension Expected When it is available				
	Attribute	Value	Description	
	Code	COMPLETE		
	Pos	N/A		
	Value	##0	Send the number of competitors whose event unit is completed (includes IRMs)	

Sample (Prelims)



```
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="DISPLAY" Code="CURRENT" Pos="5" Value="1234567" >
    <Extension Code="NEED" Pos="1" Value="8.30" />
    <Extension Code="NEED" Pos="2" Value="7.90" />
    <Extension Code="NEED" Pos="3" Value="7.70" />
    <Extension Code="STATUS" Value="S" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="NEXT" Pos="5" Value="1341102" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="5" Value="1231117" />
  <ExtendedInfo Type="DISPLAY" Code="HEAT_CURRENT" Value="2" />
  <ExtendedInfo Type="UI" Code="LAST_QUAL" Value="1341103" />
  <ExtendedInfo Type="UI" Code="STARTERS" Value="20" >
    <Extension Code="COMPLETE" Value="7" />
  </ExtendedInfo>
...
</ExtendedInfos>
```

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	M	CC@DISCIPLINE_GENDE R Gender	Gender code for the event unit
SubEventName	M	CC@EVENT_UNIT ENG ShortDescription	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	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
Location	M	CC@LOCATION Id	Location code
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Official's code
Function	M	CC@DISCIPLINE_FUNCTI ON Id	Official's function for the event unit. Send the function code for the judges.
Order	M	Positive Integer	Order of the Officials. Send by order for each official in each function, example: Head Judge, Judge 1, Judge 2 ...



Element: Competition /Officials /Official /Description (1,1)			
Officials extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	CC@PERSON_GENDER Id	Gender of the official
Organisation	M	CC@ORGANISATION Id	Official's organisation

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
RankEqual	O	Y	Identifies if a rank has been equalled (Y). Only send if applicable.
Result	O	##0.00	Score for the competitor Send the result with every message considering: - In Street, the overall score at this point.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned. Send just in the case @ResultType is IRM.
QualificationMark	O	SC@QualificationMark Code	Indicates whether qualification for next phase is confirmed. Do not send during the final. Only for the competitor when qualification mark cannot change (i.e., only insert the first Q when the number of competitors remaining is one less than the number of competitors qualifying for the next phase).
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the unit is it the same as StartSortOrder. Note that for heats not started in the prelims the order will remain as StartSortOrder. Only those with an attempt will change order.
StartOrder	O	Positive Integer	Start order of the competitor in the start list. In prelims this is within the heat.
StartSortOrder	M	Positive Integer	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC@ResultType Code	Result type, either POINTS or IRM for the corresponding event unit.

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
ER	TIEBREAK	N/A	Element Expected: If tie breaking protocol used
	Attribute	M/O	Value
	Value	M	Y
ER	ATTEMPT	#0	Pos Description: Send the number that identifies the attempt.



				(Config ATTEMPTS @Pos)
				Element Expected: Always
Attribute	M/O	Value	Description	
Value	O	##0.00	Score for the attempt. Do not send if TNS for this attempt	
Value2	O	Y	In Street: Send Y if this score contributes to the total. These are sent if applicable from the start of the competition.	
IRM	O	SC@IRM Code	IRM for the attempt, if applicable.	
Pty	O	SC@PenaltyType Code	Send if applicable (for repeated trick)	
Discard	O	SC@ResultCode Code	Send TNS if the trick is not scored.	

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	A	A for athlete
Organisation	O	CC@ORGANISATION Id	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	1	Send 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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	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	GROUP	#0	Pos Description: Heat number in Prelims. Element Expected: Only in Preliminaries.	
	Attribute	M/O	Value	Description
	Value	M	hh:mm	Estimated start time of the group/heat.
EUE	STANCE	N/A	Element Expected: If available.	
	Attribute	M/O	Value	Description
	Value	M	SC@Foot Code	Code for stance.

Sample (General)

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

2.3.3.6 Message Sort

Sort by Result @SortOrder



2.3.4 Event Final Ranking

2.3.4.1 Description

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

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

2.3.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@EVENT Code	Full RSC of the Event
DocumentSubcode	N/A	N/A
DocumentType	DT_RANKING	Event Final ranking message
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number associated to the message's content. Ascending number
ResultStatus	CC@RESULTSTATUS Code	Result status, indicates whether the data is official or partial. PARTIAL OFFICIAL PROVISIONAL
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.4.3 Trigger and Frequency

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

Trigger also after any change.

2.3.4.4 Message Structure

The following table defines the structure of the message.

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



SportDescription (0,1)	
DisciplineName	
EventName	
Gender	
VenueDescription (0,1)	
Venue	
VenueName	
Result (1,N)	
Rank	
RankEqual	
ResultType	
Result	
IRM	
SortOrder	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Competitor (1,1)	
Code	
Type	
Organisation	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

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 Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC@DISCIPLINE_GENDER Gender	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	CC@VENUE Id	Venue code
VenueName	M	CC@VENUE ENG Description	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	Positive Integer	Final rank of the competitor in the corresponding event.
RankEqual	O	Y	Identifies if a rank has been equalled. Send "Y" only if applicable.
ResultType	M	SC@ResultType Code	Type of the @Result attribute, either POINTS or IRM for the corresponding event.
Result	O	##0.00	The result (score) of the competitor in the event (highest phase reached).
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned.
SortOrder	M	Positive Integer	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 /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
UNIT_LAST	PHASE	N/A	Element Expected: Always when known.
	Attribute	M/O	Value
	Value	M	SC@ResultPhase Code
			Description
			Last (highest) phase reached by the competitor.



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

Element: 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 Code	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	A	A for athlete
Organisation	O	CC@ORGANISATION Id	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	1	Send 1 when Competitor @Type="A".

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	CC@PERSON_GENDER Id	Gender of the athlete
Organisation	M	CC@ORGANISATION Id	Athletes' organisation
BirthDate	O	YYYY-MM-DD	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.3.4.6 Message Sort

Sort by Result @SortOrder



2.3.5 Configuration

2.3.5.1 Description

The Configuration is a message containing general configuration.

Send before the competition for each phase in separate messages.

2.3.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Unique ID for competition
DocumentCode	CC@PHASE Code	Full RSC of the phase
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number associated to the message's content. Ascending number
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.5.3 Trigger and Frequency

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

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

2.3.5.4 Message Structure

The following table defines the structure of the message.

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



ExtendedConfigItem (0,N)

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 /Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	CC@Phase Code	Full RSC of the Phase.

Element: Competition /Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
QUALIFICATION	FROM_RANK	N/A	Element Expected: Only for Preliminaries.	
	Attribute	M/O	Value	Description
	Value	M	0	Indicates qualification for the next round, based on rank. Send the qualifying rank to indicate first rank to qualify.
QUALIFICATION	TO_RANK	N/A	Element Expected: Only for Preliminaries.	
	Attribute	M/O	Value	Description
	Value	M	0	Send the qualifying rank to indicate last rank to qualify.
QUALIFICATION	QUAL_RULE	N/A	Element Expected: Only for Preliminaries.	
	Attribute	M/O	Value	Description
	Value	M	SC@QualRule Code	Qualification rule code
JUDGMENT	JUDGES	N/A	Element Expected: When available	
	Attribute	M/O	Value	Description
	Value	M	#0	Number of judges providing a score.
ATTEMPTS	COUNT	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	#0	Total number of attempts.
ATTEMPTS	SC@AttemptType Code	#0	Pos Description: Send attempt type number (as order for the type of attempt)	



				Element Expected: Always
Attribute	M/O	Value	Description	
Value	M	#0	Overall attempt type number (as Order)	
Sub Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem Expected When it is available				
Attribute	Value	Description		
Code	NUM			
Pos	N/A			
Value	#0	Attempt number within this attempt type.		

Sample (Street)

```

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

```

2.3.5.6 Message Sort

There is no message sorting rule.



2.3.6 Weather conditions

2.3.6.1 Description

The weather conditions is a message containing the current weather conditions in the venue or location. The use of venue or location is dependent to the level of detail that current weather conditions refer to. If weather conditions refer to a specific sailing course, then location code should be used. If weather conditions refer to athletics stadium, then the venue code should be used.

2.3.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@VENUE Id	Discipline RSC
DocumentSubcode	CC@LOCATION Id	Location ID
DocumentType	DT_WEATHER	Weather conditions in the venue or location
DocumentSubtype	N/A	N/A
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	N/A	N/A
FeedFlag	P, T	P – Production / T - Test
Date	Date	Refer to ODF header definition
Time	Time	Refer to ODF header definition
LogicalDate	Date	Refer to ODF header definition
Source	SCGEN@Source Code	Code indicating the system which generated the message.

2.3.6.3 Trigger and Frequency

* The message is sent every 30 minutes during a session, beginning approximately 30 minutes before start of session

2.3.6.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	Weather (1,1)			
		Date		
		Conditions (1,N)		
			Code	
			Humidity	



	Wind_Direction
	Condition (0,3)
	Code
	Value
	Precipitation (0,N)
	Unit
	Value
	Pressure (0,N)
	Unit
	Value
	Temperature (0,N)
	Code
	Unit
	Value
	Wind (0,N)
	Code
	Unit
	Value

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 /Weather (1,1)			
Attribute	M/O	Value	Description
Date	M	DateTime	Date/time of the conditions

Element: Competition /Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	SC@WeatherPoint Code	Weather Point(s)
Humidity	O	##0	Humidity in %
Wind_Direction	O	CC@WindDirection Id	Wind direction

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type



Value	M	CC@WeatherCondition Id	Codes that describe the Weather Condition.
-------	---	---------------------------	--

Element: Competition /Weather /Conditions /Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PrecipitationUnit Code	Precipitation unit
Value	M	###0.0	Precipitation quantity in the past 6 hours

Element: Competition /Weather /Conditions /Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	hPa	Send "hPa" as unit for pressure
Value	M	###0	Air pressure in hPa

Element: Competition /Weather /Conditions /Temperature (0,N)			
Attribute	M/O	Value	Description
Code	M	AIR, WBGT	Air and WBGT temperature.
Unit	M	SCGEN @TemperatureUnit Code	Temperature unit
Value	M	-##0.0 or ##0.0	Temperature (in case of positive temperature, do not send '+')

Element: Competition /Weather /Conditions /Wind (0,N)			
Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed, send SPEED
Unit	M	SCGEN @WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit

2.3.6.6 Message Sort

There is no special sort order requirement for this message.



3 Message Timeline

3.1 Preparation Phase

Trigger	Message	Status	D	E	P	S	U
As soon as ODF operation start	DT_CODES						
Periodically as soon as ODF operations start	DT_PARTIC		x				
Periodically as soon as ODF operations start	DT_SCHEDULE		x				

3.2 Before competition

Trigger	Message	Status	D	E	P	S	U
When INFO goes live	DT_PDF C08 Competition Schedule		x				
	DT_PDF C35 Competition Officials		x				
After initial Download, if updates	DT_PARTIC_UPDATE		x				
In any Competition Schedule change	DT_SCHEDULE_UPDATE		x				
	DT_PDF C08 Competition Schedule		x				
At the end of the Draw of each event- For all phases	DT_CONFIG		x				
Prelims Start List	DT_RESULT	START_LIST			x		
	DT_PDF C51X Start List				x		
	DT_PDF C30 Number of Entries by NOC		x				
Gender level	DT_PDF C32A Entry List By NOC		x				
	DT_PDF C32C Entry List by Event			x			

3.3 During competition

Trigger	Message	Status	D	E	P	S	U
About 2 minutes before the first skater performance begins	DT_SCHEDULE_UPDATE	GETTING_READY	x				o
When first skater is presented	DT_SCHEDULE_UPDATE	RUNNING	x				o
	DT_RESULT	LIVE			x		
When skater has started	DT_RESULT	LIVE			x		
When skater has finished and waiting for score	DT_RESULT	LIVE			x		
When score is approved	DT_RESULT	LIVE			x		

3.4 After competition

Trigger	Message	Status	D	E	P	S	U
After each unit is completed	DT_SCHEDULE_UPDATE	FINISHED	x				o



After each heat in Qualifications as INTERMEDIATE except last	DT_RESULT	INTERMEDIATE			x		
	DT_RESULT	UNOFFICIAL			x		
In Finals in case of any delay in publishing results	DT_MEDALLISTS	UNOFFICIAL		x			
When results are OFFICIAL	DT_RESULT	OFFICIAL			x		
After Qualifications	DT_RANKING	PARTIAL		x			
Final Start List	DT_RESULT	START_LIST			x		
	DT_PDF C51X Start List				x		
After Finals	DT_RANKING	OFFICIAL		x			
Only during Qualifications	DT_PDF C73X Results	INTERMEDIATE			x		
	DT_PDF C73X Results	OFFICIAL			x		
	DT_PDF C74X Results Summary	OFFICIAL		x			
If applicable	DT_PDF C77X Tie Breaking Protocol	OFFICIAL			x		
	DT_PDF C77X Competition Analysis	OFFICIAL			x		
	DT_MEDALLISTS	OFFICIAL		x			
	DT_MEDALLISTS_DISCIPLINE		x				
	DT_MEDALS		x				
	DT_PDF C92A Medallists (Individual)	OFFICIAL		x			
	DT_PDF C93 Medallists by Event		x				
	DT_PDF C95 Medal Standings		x				

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	13 October 2025	First version, adaption to MiCo schema

File Reference: SYOG-2026-SKB-1.0 SFR

Change Log		
Version	Status	Changes on version
V1.0	SFR	First version