

Olympic Data Feed



ODF General Messages Interface Document

Technology and Information Department
© International Olympic Committee

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1 Introduction

1.1 This document

This document builds on the ODF Foundation Principles document to provide the details of the implementation of each message which forms part of ODF.

The ODF Foundation Principles should be read prior to reading this document.

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF General Data Dictionary.

1.3 Main Audience

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

1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
Full RSC	34-character results system code in the form: DDDGEEEEEEEEEEEEEEEEPPPPUUUUUUUU DDD according to CC@Discipline G according to CC@DisciplineGender EEEEEEEEEEEEEEEE according to CC@Event PPPP according to CC@Phase UUUUUUUU according to CC@Unit
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Code
WNPA	World News Press Agencies

1.5 Related Documents

Document Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
Language Guidelines and Participant Names	The document describes the different Name formats
ODF 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 Documents	These document details the sport specific requirements



2 Messages

Document Type	Message Generation Responsibilities			Comment
	OVR Provider	Central Provider	Other	
DT_ACHIEVEMENT			Content Provider	
DT_ACTIVITY		Central		TBD
DT_ALERT	OVR	Central		Central for TICKER, NEWS & SERVICE OVR for RESULTS
DT_AUDIO		Central	Audio Provider	Provider for Audio
DT_BCK		Central		
DT_BCK_IMP			Content Provider	Internal - Not for distribution outside CRS
DT_BIO_HOR		Central		
DT_BIO_HOR_IMP			Content Provider	Internal - Not for distribution outside CRS
DT_BIO_NOC		Central		
DT_BIO_NOC_IMP			Content Provider	Internal - Not for distribution outside CRS
DT_BIO_PAR		Central		
DT_BIO_PAR_IMP			Content Provider	Internal - Not for distribution outside CRS
DT_BIO_TEA		Central		
DT_BIO_TEA_IMP			Content Provider	Internal - Not for distribution outside CRS
DT_BRACKETS	OVR			
DT_CODES		Central		
DT_COMMUNICATION	OVR			
DT_CONFIG	OVR			
DT_CUMULATIVE_RESULT	OVR			
DT_CURRENT	OVR			
DT_ENTRIES	OVR	Central		
DT_ESL		Central		
DT_FED_RANKING	OVR			
DT_FLAGBEARERS		Central		
DT_GLOBAL_GM		Central		
DT_GLOBAL_GN		Central		
DT_IMAGE	OVR	Central		Central for UNIFORM OVR for photofinish, STROKETRAIL, COURSEMAP and play by play images
DT_KA	OVR	Central		OVR for sports venue, Central for central.
DT_LOCAL_OFF	OVR			
DT_LOCAL_ON	OVR			
DT_MEDALLISTS	OVR			
DT_MEDALLISTS_DAY		Central		
DT_MEDALLISTS_DISCIPLINE	OVR			
DT_MEDALS	OVR	Central		OVR by discipline, Central overall



Document Type	Message Generation Responsibilities			Comment
	OVR Provider	Central Provider	Other	
DT_NEWS		Central		
DT_NEWS_IMP			OCOG	Internal - Not for distribution outside CRS
DT_NOTIFICATION		Central		Distribution not planned for Milano Cortina games
DT_PARTIC		Central		
DT_PARTIC_UPDATE	OVR			
DT_PARTIC_HORSES		Central		Equestrian only
DT_PARTIC_HORSES_UPDATE	OVR			Equestrian & Modern Pentathlon
DT_PARTIC_NAME		Central		Data by OCOG. Distribution not planned for Milano Cortina games
DT_PARTIC_TEAMS		Central		
DT_PARTIC_TEAMS_UPDATE	OVR			
DT_PARTIC_TEAMS_NAME		Central		Data by OCOG. Distribution not planned for Milano Cortina games
DT_PDF	OVR	Central		
DT_PHASE_RESULT	OVR			
DT_PIC		Central	HEADSHOT Provider	Central for ACR, provider for HEADSHOT
DT_PLAY_BY_PLAY	OVR			
DT_POOL_STANDING	OVR			
DT_PRESENTER	MPR			Central application, not OVR
DT_PRESSPHOTOFINISH_LK	OVR			
DT_RANKING	OVR			
DT_RECORD	OVR	Central		OVR for PARTIAL, Central for FULL
DT_RESULT	OVR			



Document Type	Message Generation Responsibilities			Comment
	OVR Provider	Central Provider	Other	
DT_RESULT_ANALYSIS	OVR			
DT_SCHED_RES_NOC		Central		
DT_SCHEDULE		Central		
DT_SCHEDULE_UPDATE	OVR	Central		OVR for competition, Central for non-competition
DT_STATS	OVR			
DT_TV_TRACKING		Central		
DT_VEN_COND			Weather Provider	
DT_WEA_ALERT			Weather Provider	
DT_WEATHER			Weather Provider	

2.1 Data Messages

2.1.1 Competition schedule / Competition schedule update

2.1.1.1 Description

The Competition Schedule is a bulk message provided for one discipline.

The arrival of the competition schedule message resets all the previous schedule information for one discipline.

Competition schedule update is an update message. It is not a complete schedule information message, but includes only the schedule data being modified.

The arrival of this message updates the previous schedule information for one event unit(s)/phase(s) or sessions(s) but does not notify any other change for the rest of the event units/phases/sessions except for those contained in the message.

The key of the information updated is Unit @Code. Therefore, any new schedule unit or updated unit will be identified by all these attributes.

It has to be understood that if one DT_SCHEDULE message arrives, then all previous DT_SCHEDULE_UPDATE messages should be discarded.

The status for each competition unit is updated by OVR using schedule update message. The non – competition/activity schedule items timetable is included in a different message.

When message is sent from Schedule Management application in advance of the Games the element ExtendedInfos/EntendedInfo will contain following information:

- Type=CS, Code=VERSION, the attribute Value will indicate the version details from the competition schedule application
- Type=CS, Code=STATUS the attribute Value will indicate the status details from the competition schedule application

Early stages of Competition Schedule:

The Competition Schedule starts being defined in a high level (Schedule by Day) years before the Games and it continues being refined until the sessions and the details of competition units are fully defined.

In these initial stages of the competition schedule (Schedule by Day), the information included may be in the level of sessions, discipline events or phases giving a high-level view of the schedule in each venue by day.

For these initial stages of the competition schedule (Schedule by Day) phase units from the PHASE set of common codes as well as the events from the EVENT set of common codes may be included in the DT_SCHEDULE message, despite any schedule flag defined in the common codes.

Detailed Competition Schedule:

Once the detailed competition schedule is defined and available for sharing, the message contains the complete and detailed schedule information for all event units/phases RSCs related to a competition.

At this stage, all units in EVENT_UNIT/PHASE codes which have the 'schedule' flag set to 'Y' or 'S' (refer for details to Common Codes Definition) are included in schedule messages regardless of status (those without status must be sent as UNSCHEDULED if the schedule flag is 'Y' or 'S').

The StartList component of the message is only included in the case that the Unit Type is HATH, HCOUP or HTEAM and at least one of the competitors are known.



The Composition component (i.e. listing athletes) is only included in the case that the Unit Type is one of HATH or HCOUP.

For reference the applicable unit types (from common codes) are:

HATH Individual Head to Head units (e.g. ARC, BDM, TEN, SBD etc)

HCOUP Pairs/Couples Head to Head units (e.g. BDM, TEN etc)

HTEAM Teams Head to Head units (e.g. BKB, VBV, HBL, CUR, IHO etc)

Managing when start times are not known.

In some disciplines the start time of each unit is not known and the unit are managed by order rather than time.

In these disciplines only the time of the first unit (or first unit per location) is known and distributed. In this case all units should be sent with the same start time and those following units flagged as HideStartDate (and finish). To be able to correctly order these units then the Order attribute is used (and must be sent from the venue).

To ensure there are no incorrectly ordered units then the start time must not be updated to the actual start time (there is an actual start time field to cater for this). For example:

Start Time	Display	Unit	HideStartDate	Location	Order in message
12:00	12:00	Unit 1	N	Court 2	1
12:00	Match 2 Court 2	Unit 2	Y	Court 2	2
12:00	Match 3 Court 2	Unit 3	Y	Court 2	3
16:30	Not before 16:30	Unit 4	Y	Court 2	4

If the discipline requires some text describing the order then StartText is used. Typical uses include "Not before 17:00" or "SUN 29 - 2nd match on CC" or "Follows".

Advice for end users - how to sort event units and use DT_SCHEDULE:

- When displaying the schedule users must use the following sort order to display as intended:
 - By day (or filter by day)
 - By location if applicable (in a small number of sports, when EventOrder = LOC in Discipline codes)
 - By Time (regardless if HideStartDate="Y")
 - By Order
- The Order is sent for all units where HideStartDate="Y" or if special ordering is required else not sent. Start with 1 each new session each day
- End users should display StartText if HideStartDate="Y"



If a StartText value of "Not before hh:mm" is used then it is expected that the StartDate sent is the same hh:mm.

2.1.1.2 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 (only the competition disciplines codes should be used)
DocumentType	DT_SCHEDULE DT_SCHEDULE_UPDATE	Competition schedule bulk / update
DocumentSubtype	SYNC N/A	SYNC if the message is for re-synchronisation for ODF clients. Only sent once the control is transferred to OVR (else not included). Activity items or units not related to a competition event are never included. NONCOMP for non-Competition schedule items. DocumentSubtype is not applicable for _UPDATE messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.1.3 Trigger and Frequency

The competition schedule will be sent as a bulk message (DocumentType="DT_SCHEDULE") when available before the Games. In early stages, the information is high level including sessions and events (schedule by day) and once more detailed schedule information are available phase and event unit details are included.

Few months before the games it sent multiple times with detailed information of each phase and event unit, until a date to be confirmed after which only update messages will be sent (DocumentType="DT_SCHEDULE_UPDATE") by OVR for phase type 1(Official Training),3(Competition)units. At this stage update messages for phase type 6(Medal/Flower Ceremony) will be distributed by the Medal

Presenters application and update messages for phase type 4(Technical Meeting), 7(Draw), 9(Team Leaders Meeting) units.

DT_SCHEDULE message may be triggered after the transfer of control to OVR with DocumentSubtype SYNC by the central systems.

The competition schedule update message should be triggered at any time there has been a competition schedule modification for any previously sent competition schedule bulk message or update message including the addition of start list details (H2H).

Generally start list details for H2H units should be sent immediately when officially known, which should be as soon as possible after the preceding unit changes to official.

The triggers for status changes are described in each sport data dictionary where differences are needed.

If any text descriptions change in a message (as opposed to the code) then this message is not resent to correct previous messages however the new data is to be used in future messages.

2.1.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
	Session (0,N)								
		SessionCode							
		StartDate							
		HideStartDate							
		EndDate							
		HideEndDate							
		Leadin							
		Venue							
		VenueName							
		SessionStatus							



		SessionType
		Medal
		FOP
		SessionName (1,N)
		Language
		Value
Unit (0,N)		
		Code
		PhaseType
		UnitNum
		HideUnitNum
		ScheduleStatus
		StartDate
		HideStartDate
		EndDate
		HideEndDate
		ActualStartDate
		ActualEndDate
		Order
		Medal
		Venue
		Location
		SessionCode
		StartText (0,N)
		Language
		Value
		ItemName (1,N)
		Language
		Value
		ItemDescription (0,N)
		Language
		-
		VenueDescription (0,1)
		VenueName
		LocationName
		StartList (0,1)
		Start (1,N)
		StartOrder
		SortOrder
		PreviousUnit(0,1)
		Unit



		Value
		WLT
	Competitor (1,1)	
		Code
		Type
		Organisation
		Bib
		Description (0,1)
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
	Composition (0,1)	
		Athlete (1,N)
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		Class
		Horse
		ExtendedDescription(0,N)
		Type
		Code
		Pos
		Value
		Guide(0,N)
		GuideID
		Order
		GuideFamilyName
		GuideGivenName



2.1.1.5 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	O	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Sample (Sample)

<Competition Gen="OWG2026-4.10" Sport="OWG2026-DDD-1.10" Codes="OWG2026-1.20" >

Element: Competition /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Session (0,N)			
Attribute	M/O	Value	Description
SessionCode	M	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.
StartDate	M	DateTime Or Date	Start date. Example: 2006-02-26T10:00:00+01:00. StartDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the start time of the session is not confirmed yet. Example: 2006-02-26
HideStartDate	O	Y	Y only if StartDate (scheduled start time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.
EndDate	M	DateTime Or Date	End date. Example: 2006-02-26T10:00:00+01:00 .



			EndDate value=Date shall be used only for the DT_Schedule early stages (Schedule by Day) where the end time of the session is not confirmed yet. Example: 2006-02-26
HideEndDate	O	Y	Y only if EndDate (scheduled end time) should not be displayed. Applicable only in the early stages of the DT_Schedule (Schedule by Date), while the schedule is still under definition and approval and details are under embargo. When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed
Leadin	O	m:sS	Amount of time from session start to first scheduled unit. This is not applicable in the Schedule by Date initial phase of the schedule and if the event units schedule is not defined yet.
Venue	M	CC@VENUE Code	Venue where the session takes place
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
SessionStatus	O	CC@SHEDULESTATUS Id	Only CANCELLED if applicable. All other sessions are assumed to be scheduled. There is no change to running or finished.
SessionType	O	CC@SESSION_TYPE Id	Session type of the Session.
Medal	O	Positive Integer	Number of gold medals planned to be determined in this session based on the units assigned to the session.
FOP	O	Positive Integer	Number of field of play planned to be used in this session, included only in the pre-Games period before the schedule is known.

Element: Competition /Session /SessionName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE	Language of the Session Description
Value	M	S(40)	Name of the sports competition session

Sample (Sample)

```
<Session SessionCode="ATH01" StartDate="2016-08-12T10:00:00+01:00" EndDate="2016-08-12T14:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >  
  <SessionName Language="ENG" Value="Athletics Session 1" />  
</Session>  
<Session Code="ATH02" StartDate="2016-08-12T18:00:00+01:00" EndDate="2016-08-12T21:00:00+05:00" LeadIn="5:00" Venue="STA" VenueName="Olympic Stadium" >  
  <SessionName Language="ENG" Value="Athletics Session 2" />  
</Session>
```

Element: Competition /Unit (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT_UNIT Code CC@PHASE Code CC@EVENT Code	Full RSC for the event unit or the phase, as applicable. Event RSC to be used only in the early stages of the competition schedule definition and should not be included once phase/event unit schedule information is available.
PhaseType	O	CC@PHASE_TYPE Id	Phase type for the unit.



			Mandatory when unit is phase or event unit, otherwise do not send.
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC@SCHEDULESTATUS Id	Unit Status
StartDate	O	DateTime	<p>Start date. This attribute may not be sent when the @ScheduleStatus is UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering in display may be incorrect (including CANCELLED and POSTPONED).</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts, that is, do not change to actual (updated only with RESCHEDULED status)</p> <p>Where HideStartDate="Y" then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting. This method is not used in team sports where HideStartDate="Y" is only used temporarily to remove times.</p> <p>Example: 2026-02-26T10:00:00+01:00 Do not update with actual start time (see ActualStartDate) Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.</p>
HideStartDate	O	Y	<p>Y only if StartDate (scheduled start time) should not be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>This is the scheduled end date and time and will not be updated when an event unit ends, that is, do not change to actual (updated only with RESCHEDULED status relative to StartDate)</p> <p>This attribute is not required when the @ScheduleStatus is UNSCHEDULED or CANCELLED.</p> <p>Example: 2026-02-26T10:00:00+01:00 Do not update with actual end time (see ActualEndDate) Not included in the early stages of the Schedule by Day, when the unit is scheduled by session type.</p>
HideEndDate	O	Y	<p>Y only if EndDate (scheduled end time) should not be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	Order of the units when displayed. This field is considered in two situations:



			<p>1. If HideStartDate = 'Y' then send at least for all Units in an affected session though it is suggested to be sent for all units in a discipline where the concept is used in the discipline.</p> <p>2. If some units start at the same time and a particular order of the units is expected.</p> <p>It is generally recommended to start at 1 in each session each day though may be ordered independently by location starting at 1 for each location in each session (where the schedule is ordered by location) or using other numbers to ensure the order of two using starting at the same time are displayed in the appropriate order.</p>
Medal	O	SCGEN@UnitMedalType Code	Indicator of medal awarded for this unit.
Venue	O	CC@VENUE Code	Venue where the unit takes place Mandatory unless UNSCHEDULED.
Location	O	CC@LOCATION Id	Location where the unit takes place. Mandatory unless UNSCHEDULED.
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00. DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery. If a unit finishes in a different session (due to interruption) from the starting one then the SessionCode remains the starting code.

Element: Competition /Unit /StartText (0,N)

This element is only used for Competition Schedules when HideStartDate is 'Y'. In this case, English Language is mandatory.

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Code Language of the @Value
Value	M	S(20) SC@StartText	Text to be displayed Use available codes or free text if appropriate is not available

Element: Competition /Unit /ItemName (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Code Language of the @Value
Value	M	S(40) CC@EVENT_UNIT ENG Short Description	Item Name / Unit Description. For competition units show the unit ShortDescription from common codes which matches the RSC. Only the ENG description is expected.

Element: Competition /Unit /ItemDescription (0,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Code Language of the @Value
-	M	Free Text	Item Description for early stages of the competition schedule.



Element: Competition /Unit /VenueDescription (0,1)

Mandatory when Unit/Venue is included

Attribute	M/O	Value	Description
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes
LocationName	M	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Unit /StartList /Start (1,N)

StartList information is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM and at least one of the competitors are known or the progression rule is known. (Sent as soon as known for applicable units)

Attribute	M/O	Value	Description
StartOrder	O	Positive Integer	Competitor's start order
SortOrder	M	Positive Integer	Used to sort competitors in an event unit (for example, if there is no StartOrder). It is mainly used for display purposes.

Element: Competition /Unit /StartList /Start /PreviousUnit (0,1)

Previous Event Unit related to the Start@SortOrder for the current unit. It is only sent in the case that the Unit type is one of HATH, HCOUP or HTEAM. Include only if the real competitors are not known.

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit where this competitor came from. This attribute is only filled if the progression of the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.
Value	O	SC@CompetitorPlace Code	If the competitor in the current unit is unknown due to coming from previous matches then fill this the appropriate indicator (SC@CompetitorPlace) which may include possible options of TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
WLT	O	SC@WLT Code	W or L for winner of loser of a particular previous unit plays in this unit. This attribute is only filled if the competitors are 100% confirmed as participating at this time and not subject to change depending on TV times etc. Further, the data is removed when the real competitors are known.

Element: Competition /Unit /StartList /Start /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros SC@CompetitorPlace Code	Competitor's ID or another indicator (SC@CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	A, T	A for athlete, T for team



Organisation	O	CC@ORGANISATION Id	Should be sent when known
Bib	O	S(5)	Team bib number (if Competitor @Type="T")

Element: Competition /Unit /StartList /Start /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name where known, must send when available
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Unit /StartList /Start /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete (1,N)			
Only send in the case that the Unit type is one of HATH (ARC, BDM, TEN etc) or HCOUP (BDM, TEN etc), In case of the Competitor @Code='TBD' the Competitor element should not be sent.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete in the event unit.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Individual athlete's bib number (if Competitor @Type="A") or team member's bib number (if Competitor @Type="T").

Element: Competition /Unit /StartList /Start /Competitor /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	Participant's gender
Organisation	M	CC@ORGANISATION Id	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth.
IFId	O	S(16)	Athlete IF number, send if available, only for the current discipline.
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse



Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Unit /StartList /Start /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Samples (Team Head to Head)

```
<Unit Code="BKBMTEAM5-----GPA-0001----" PhaseType="3" UnitNum="11"
ScheduleStatus="SCHEDULED" StartDate="2016-08-12T15:00:00+05:00" EndDate="2016-08-
12T17:00:00+05:00" Medal="1" Venue="NGA" Location="BK2" SessionCode="BKB01" >
  <ItemName Language="ENG" Value="Men's Preliminary Round Pool A"/>
  <VenueDescription VenueName="Green Arena" LocationName="Green Arena"/>
  <StartList>
    <Start SortOrder="1" StartOrder="1">
      <Competitor Code="BKBMTEAM5---CZE01" Type="T" Organisation="CZE">
        <Description TeamName="Czech Republic" />
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="BKBMTEAM5---USA01" Type="T" Organisation="USA">
        <Description TeamName="United States" />
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

```
<Unit Code="FBLMTEAM11-----FNL-000100--" PhaseType="3" UnitNum="32" ScheduleStatus="SCHEDULED"
StartDate="2024-08-09T18:00:00+02:00" EndDate="2024-08-09T21:30:00+02:00" Medal="1" Venue="PDP" Loca-
tion="PDP" SessionCode="FBL57">
  <ItemName Language="ENG" Value="Men's Gold Medal Match"/>
  <VenueDescription VenueName="Parc des Princes" LocationName="Parc des Princes, Paris"/>
  <StartList>
    <Start StartOrder="1" SortOrder="1">
      <PreviousUnit Unit="FBLMTEAM11-----SFNL000100--" Value="TBD" WLT="W"/>
    </Start>
    <Start StartOrder="2" SortOrder="2">
      <PreviousUnit Unit="FBLMTEAM11-----SFNL000200--" Value="TBD" WLT="W"/>
    </Start>
  </StartList>
</Unit>
```

Sample (Individual Head to Head)



```
<Unit Code="TENMSINGLES-----FNL-0001----" PhaseType="3" UnitNum="11"
ScheduleStatus="SCHEDULED" StartDate="2016-08-05T13:00:00+05:00" HideStartDate="Y"
EndDate="2016-08-05T13:30:00+05:00" HideEndDate="Y" Medal="1" Venue="WEM" Location="TE0"
SessionCode="TEN12" >
  <StartText Language="ENG" Value="followed by"/>
  <ItemName Language="ENG" Value="Men's Singles Gold Medal Match"/>
  <VenueDescription VenueName="Wimbledon" LocationName="Centre Court"/>
  <StartList>
    <Start SortOrder="1" StartOrder="1">
      <Competitor Code="1051631" Type="A" Organisation="BLR">
        <Composition>
          <Athlete Code="1051631" Order="1">
            <Description GivenName="Barry" FamilyName="Smith" Gender="M" Organisation="BLR" BirthDate="1983-07-
23" IFId="397806" />
          </Athlete>
        </Composition>
      </Competitor>
    </Start>
    <Start SortOrder="2" StartOrder="2">
      <Competitor Code="1131104" Type="A" Organisation="USA">
        <Composition>
          <Athlete Code="1131104" Order="1">
            <Description GivenName="Bobby" FamilyName="Jones" Gender="M" Organisation="USA" BirthDate="1969-
10-23" IFId="573006" />
          </Athlete>
        </Composition>
      </Competitor>
    </Start>
  </StartList>
</Unit>
```

Sample (Non Head to Head)

```
<Unit Code="ATHM100M-----FNL-0001----" PhaseType="3"
ScheduleStatus="SCHEDULED" StartDate="2016-08-12T15:00:00+05:00" EndDate="2016-08-12T17:00:00+05:00"
Medal="1" Venue="NGA" Location="BK2" SessionCode="ATH12" >
  <ItemName Language="ENG" Value="Men's 100m Final"/>
  <VenueDescription VenueName="Olympic Stadium" LocationName="Olympic Stadium"/>
</Unit>
```

2.1.1.6 Message Sort

- When the discipline is defined as LOC:
 1. By day (or filter by day)
 2. Session Code
 3. By Location
 4. By Time (regardless if HideStartDate="Y")
 5. By Order
- When the discipline is defined as SESSION or DATE:
 1. By day (or filter by day)
 2. Session Code
 3. By Time (regardless if HideStartDate="Y")
 4. By Order
- The order can be match number for simplicity to show correct order for multiple matches at the same time.



2.1.2 List of participants by discipline / List of participants by discipline update

2.1.2.1 Description

A participant is any individual athlete (participating or not in the current games) or any official or a competitor being part of a team (team member).

Although the athlete or official 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 personal information of the participant and along with discipline related information.

This message includes, when applicable, historical athletes that do not participate in the current competition. These participants are distinguished by the status value. The historical athletes will be used to match historical information as in the records message.

It is important to note that all the sport messages that make references to athletes (entries, start list, event unit results, etc.) has always to match the Participant @Code in this message.

This message includes the different name types/formats of the participant. The definition of all these types is available in the Global Document "Language Guidelines & Participant Names".

List of participants by discipline (DT_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one discipline. The arrival of this message resets all the previous participants' information for one discipline.

List of participants by discipline update (DT_PARTIC_UPDATE) is an update message. It is not a complete list but only the data being modified.

2.1.2.2 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
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.
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.



2.1.2.3 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 for any modification in the data.

DT_PARTIC with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.1.2.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PassportGivenName			
		PassportFamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		TVFamilyName			
		PSCBName			
		PSCBShortName			
		PSCBLongName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			



	Nationality
	MainFunctionId
	OlympicSolidarity
	Discipline (1,1)
	Code
	IFld
	DisciplineEntry (0,N)
	Type
	Code
	Pos
	Value
	OfficialFunction (0,N)
	FunctionId

2.1.2.5 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	O	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Sample (Versions)

<Competition Gen="OWG2026-1.10" Sport="OWG2026-DDD-1.10" Codes="OWG2026-1.20" >

Element: Competition /Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.
Parent	M	S(20) with no leading zeros	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 participant is historical.
Status	M	CC@PARTICIPANT_STATUS Id	Participant's sport entry status. To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
PassportGivenName	O	S(25)	Passport Given Name
PassportFamilyName	O	S(25)	Passport Family Name
PrintName	M	S(35)	Print Name
PrintInitialName	M	S(18)	Print Initial Name
TVName	M	S(35)	TV Name
TVInitialName	M	S(18)	TV Initial Name
TVFamilyName	M	S(18)	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.
Height	O	##0	Height in centimetres, if available. This information is not needed in case of officials/referees.
Weight	O	##0	Weight in kilograms, if available. This information is not needed in case of officials/referees.
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, if known
MainFunctionId	O	CC@DISCIPLINE_FUNCTION Id	Main Function is optional if @Status is Historical, otherwise is mandatory.
OlympicSolidarity	O	Y	Y if the participant is a member of the Solidarity/Scholarship Program.

Element: Competition /Participant /Discipline (1,1)



All participating athletes or officials will be assigned at least one discipline, it could be more. If an athlete or official are assigned to more than one discipline, it will be included in the participant message of each discipline.

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline. It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	International Federation Id

Element: Competition /Participant /Discipline /DisciplineEntry (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Participant /OfficialFunction (0,N)

Only if the official has additional functions.

Attribute	M/O	Value	Description
FunctionId	M	CC@DISCIPLINE_FUNCTION Id	Additional officials' function code

2.1.2.6 Message Sort

The message is sorted by Competition /Participant @Code

2.1.3 List of teams / List of teams' update

2.1.3.1 Description

DT_PARTIC_TEAMS contains the list of teams related to the current competition.

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also, when the same organisation participates in the same event twice, there will be different teams.

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid and their participation is defined by the status attribute.

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

2.1.3.2 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
DocumentType	DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	List of participants teams' 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.
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.



2.1.3.3 Trigger and Frequency

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

The DT_PARTIC_TEAMS_UPDATE message is triggered when there is a modification in the name(s) or discipline entry data for any team after the transfer of control to OVR.

DT_PARTIC_TEAMS with DocumentSubtype SYNC may be distributed as a bulk message generated by the central systems after the transfer of control to OVR.

2.1.3.4 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					
	Team (1,N)					
		Code				
		Status				
		Organisation				
		Name				
		ShortName				
		TVTeamName				
		PSCBName				
		PSCBShortName				
		PSCBLongName				
		Gender				
		TeamType				
		Discipline (0,1)				
			Code			
			IFId			
			DisciplineEntry (0,N)			
				Type		
				Code		
				Pos		
				Value		

2.1.3.5 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	O	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 /Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Status	M	CC@PARTICIPANT_STATUS Id	Team's entry status. To delete a team, a specific value of the Status attribute is used
Organisation	M	CC@ORGANISATION Id	Team organisation's ID
Name	M	S(73)	Team Name
ShortName	M	S(40)	Team Short Name
TVTeamName	M	S(21)	TV Team Name
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@DISCIPLINE_GENDER Gender	Gender Code of the Team
TeamType	M	SCGEN@TeamType Code	Send the team type to define the team name.

Element: Competition /Team /Discipline (1,1)			
A team is assigned just to one discipline.			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
IFId	O	S(16)	International Federation Id

Element: Competition /Team /Discipline / DisciplineEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.3.6 Message Sort

The message is sorted by Team @Code.

2.1.4 List of horses / List of horses' update

2.1.4.1 Description

The List of horses is a bulk message containing a complete list of horses and provided only for equestrian (not for the horses in modern pentathlon). The arrival of this message resets all the previous equestrian horses' information.

List of horses' updates (DT_PARTIC_HORSES_UPDATE) is not a complete list, it only contains the data that has been modified and it is available for both equestrian and modern pentathlon.

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

2.1.4.2 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
DocumentType	DT_PARTIC_HORSES_UPDATE DT_PARTIC_HORSES	List of horses' 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.
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.

2.1.4.3 Trigger and Frequency

The DT_PARTIC_HORSES message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_HORSES_UPDATE messages are sent.

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

2.1.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			



	Gen	
	Sport	
	Codes	
	Horse (1,N)	
	Code	
	Status	
	Name	
	Organisation	
	Sex	
	YearBirth	
	Passport	
	ColourCode	
	BreedCode	
	Sire	
	Owner	
	SecondOwner	
	Groom	
	Entry (0,N)	
		Type
		Code
		Pos
		Value

2.1.4.5 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	O	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 /Horse (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Horse's ID
Status	M	CC@PARTICIPANT_STATUS Id	Horse's entry status. To delete a horse, a specific value of the Status attribute is used
Name	M	S(25)	Horse's name in upper case.
Organisation	O	CC@ORGANISATION Id	Horse's organisation. It's mandatory except for the message List of Horses Update of Modern Pentathlon.
Sex	O	CC@HORSE_GENDER Id	Horse's sex.
YearBirth	O	YYYY	Horse's year of birth.
Passport	O	S(12)	Horse's passport.



ColourCode	O	CC@HORSE_COLOUR Id	Horse's colour code.
BreedCode	O	CC@HORSE_BREED Id	Horse's breed code if available
Sire	O	S(25)	Horse's sire if available, in upper case.
Owner	O	S(35)	Horse's primary (first) owner if available. The content is expected in upper case for a company or Print Name format for a person.
SecondOwner	O	S(35)	Horse's secondary owner if available. The content is expected in upper case for a company or Print Name format for a person.
Groom	O	S(35)	Horse's groom if, in upper case.

Element: Competition /Horse /Entry (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.4.6 Message Sort

The message will be sorted by Horse @Code

2.1.5 List of entries by event

2.1.5.1 Description

List of entries by event (DT_ENTRIES) is provided for each event within a discipline. It is a complete event entry information message for one event. The arrival of this message resets all the previous participants' entry information for one event. This message includes the list of athletes, guides, reserves, teams including the team structure (if known) that have been entered to an event.

2.1.5.2 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
DocumentType	DT_ENTRIES	List of entries by event message
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.5.3 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.

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

2.1.5.4 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	Level 9
Competition (0,1)								
	Gen							
	Sport							
	Codes							
	ExtendedInfos (0,1)							
	ExtendedInfo (0,N)							
				Type				
				Code				
				Pos				



		Value
		Extension(0,N)
		Code
		Pos
		Value
	Entry (1,N)	
	Code	
	Type	
	Bib	
	Organisation	
	SortOrder	
	EntryStatus	
	Substitute	
	Description (0,1)	
	TeamName	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Coaches (0,1)	
	Coach (1,N)	
	Code	
	Order	
	Function	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Nationality	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtCoach (0,N)	
	Type	



		Code
		Pos
		Value
	ExtendedEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Composition (0,1)	
	Athlete (0,N)	
	Code	
	Order	
	Bib	
	EntryStatus	
	Substitute	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFld	
	Class	
	Horse	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Guide (0,N)	
	GuideID	
	Order	
	GuideFamilyName	
	GuideGivenName	
	ExtendedEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Team (0,N)	



	Code
	Order
	Bib
	EntryStatus
	Substitute
	Description (0,1)
	TeamName
	IFld
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	ExtendedEntry (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Bib
	EntryStatus
	Substitute
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	ExtendedEntry (0,N)
	Type
	Code



	Pos
	Value

2.1.5.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry (1,N)			
Includes Teams with their composition (if available) and/or Individual athletes participating in the event			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participant's ID
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number
Organisation	M	CC@ORGANISATION Id	Organisation ID
SortOrder	M	Positive Integer	Order used to sort the competitors within an event (by NOC, Gender and Name).
EntryStatus	O	SC@AthleteStatus Code	Participant's event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Description (0,1)			
Team's extended information			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name



IFld	O	S(16)	International Federation Id
------	---	-------	-----------------------------

Element: Competition /Entry /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Coaches /Coach (1,N) Team officials extended information			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Team Official ID
Order	O	Positive Integer	Team Official order (1 if only one Team Official)
Function	O	CC@DISCIPLINE_FUNCTION Id	Team Official function.
Bib	O	S(5)	Team Official Bib number

Element: Competition /Entry /Coaches /Coach /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
Nationality	M	CC@COUNTRY Id	Nationality
IFld	O	S(16)	International Federation Id

Element: Competition /Entry /Coaches /Coach /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Coaches /Coach /ExtCoach (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /ExtendedEntry (0,N)			
--	--	--	--



Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order used to sort team members in a team if Entry @Type="T", 1 if Entry @Type="A".
Bib	O	S(5)	Bib number
EntryStatus	O	SC@AthleteStatus Code	Participant's event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

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	Athlete's organisation
BirthDate	O	YYYY-MM-DD	Date Of Birth
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Entry /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Athlete /Guide (0,N)

hec	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.



Element: Competition /Entry /Composition /Athlete /ExtendedEntry (0,N)

Individual athlete's entry information.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Team (0,N)

Only applicable in the case of team of teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Bib number
EntryStatus	O	SC@AthleteStatus Code	Participant's event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Team /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Team /ExtendedEntry (0,N)

For team entry information

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Team /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	O	Positive Integer	Team member order
Bib	O	S(5)	Bib number
EntryStatus	O	SC@AthleteStatus Code	Participant's event participation status
Substitute	O	Y	"Y" if the entered participant is a substitute

Element: Competition /Entry /Composition /Team /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	Athlete's organisation
BirthDate	O	YYYY-MM-DD	Date Of Birth
IFId	O	S(16)	International Federation ID

Element: Competition /Entry /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Entry /Composition /Team /Composition /Athlete /ExtendedEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.5.6 Message Sort

The message is sorted by Entry @SortOrder

2.1.6 Event Unit Start List and Results

2.1.6.1 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...).

2.1.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@PHASE Code	Event Unit or Phase RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	See sport specific definition	Optional attribute used to extend DocumentType for some messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.

2.1.6.3 Trigger and Frequency

In relation to the ResultStatus, the following generic rules apply:

- START_LIST as soon as the expected information is available and any changes to:
 - Event Unit related information like ExtendedInfos and Officials
 - Event Unit competitors
 - Known IRMs prior to the start of the unit
- LIVE as soon as the unit starts and continues to be triggered on all updates
- UNCONFIRMED when the action in FOP is finished but still some data need to be entered or photofinish needs to be evaluated or UNOFFICIAL/OFFICIAL cannot be used for some other specific reason. The purpose is to send out results as soon as competition is over without any delay due to competition procedures
- INTERMEDIATE during extended breaks (including unplanned breaks due to weather conditions etc).
- UNOFFICIAL once all data has been captured or this status has a particular meaning in a sport. The purpose of UNOFFICIAL is to notify that all results have been captured but approval is still pending. Use of UNOFFICIAL should be minimised. New version results should be expected in case of disqualification or any sanction which is the outcome of detailed review against competition rules
- OFFICIAL as soon as results are approved by the competition authority. The purpose is to notify that results data has been validated by competition authorities. A new version of OFFICIAL results should be expected in case of corrections of results data after official approval due to any reason.
- PROVISIONAL if IOC/CAS/IF Decision is pending.

This message also must be triggered immediately after a DT_CONFIG message is sent for the same unit if a DT_RESULT was previously distributed.

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

2.1.6.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	UnitDateTime (0,1)									
	StartDate									
	EndDate									
	Duration									
	ExtendedInfo (0,N)									
	Type									
	Code									
	Pos									



	Value
	Extension (0,N)
	Code
	Pos
	Value
SportDescription (0,1)	
DisciplineName	
EventName	
Gender	
SubEventName	
UnitNum	
VenueDescription (0,1)	
Venue	
VenueName	
Location	
LocationName	
Attendance	
StatsItems (0,1)	
StatsItem (1,N)	
Type	
Code	
Pos	
Value	
Attempt	
Avg	
Percent	
Rank	
RankEqual	
SortOrder	
ExtendedStat (0,N)	
Code	
Pos	
Value	
Officials (0,1)	
Official (1,N)	
Code	
Function	
Order	
Bib	
Description (1,1)	
GivenName	



		FamilyName
		Gender
		Organisation
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
	ExtOfficial (0,N)	
		Type
		Code
		Pos
		Value
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
	Code	
	HomeScore	
	AwayScore	
	HomePeriodScore	
	AwayPeriodScore	
	Duration	
	ExtendedPeriods (0,1)	
	ExtendedPeriod (1,N)	
		Type
		Code
		Pos
		Value
	Result (1,N)	
	Rank	
	RankEqual	
	Result	
	Unchecked	
	IRM	
	QualificationMark	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	



	ResultType	
	Diff	
	Pty	
	PhotoFinish	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	ValueType	
	IRM	
	Rank	
	RankEqual	
	SortOrder	
	Diff	
	Speed	
	Move	
	Pty	
	Discard	
	Arrive	
	Unchecked	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	
	ResultItems (0,1)	
	ResultItem (1,N)	
	Unit	
	Order	
	Result (1,1)	
	Rank	
	RankEqual	
	ResultType	



	Unchecked	
	Result	
	ResultPoints	
	IRM	
	QualificationMark	
	Diff	
	WLT	
	SortOrder	
	StartOrder	
	StartSortOrder	
	Pty	
	PhotoFinish	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	ValueType	
	IRM	
	Rank	
	RankEqual	
	SortOrder	
	Diff	
	Speed	
	Move	
	Pty	
	Discard	
	Arrive	
	Unchecked	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	RecordIndicators (0,1)	
	RecordIndicator (1,N)	
	Order	
	Code	
	RecordType	
	Equalled	



Competitor (1,1)	
	Code
	Type
	Bib
	Organisation
	Description (0,1)
	TeamName
	IFld
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Coaches (0,1)
	Coach (1,N)
	Code
	Order
	Function
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Nationality
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	ExtCoach (0,N)
	Type
	Code
	Pos
	Value
	EventUnitEntry (0,N)
	Type
	Code
	Pos
	Value
	StatsItems (0,1)
	StatsItem (1,N)



		Type
		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
		ExtendedStat (0,N)
		Code
		Pos
		Value
	Composition (0,1)	
	Athlete (0,N)	
		Code
		Order
		StartOrder
		StartSortOrder
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		Class
		Horse
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		Guide(0,N)
		GuideID
		Order
		GuideFamilyName
		GuideGivenName
		EventUnitEntry (0,N)



		Type
		Code
		Pos
		Value
ExtendedResults (0,1)		
ExtendedResult (1,N)		
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
StatsItems (0,1)		
StatsItem (1,N)		
		Type
		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
		ExtendedStat (0,N)
		Code



			Pos
			Value
Team (0,N)			
		Code	
		Order	
		Bib	
		Description (0,1)	
		TeamName	
		IFld	
		ExtendedDescription (0,N)	
		Type	
		Code	
		Pos	
		Value	
EventUnitEntry (0,N)			
		Type	
		Code	
		Pos	
		Value	
ExtendedResults (0,1)			
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Value2	
		ValueType	
		IRM	
		Rank	
		RankEqual	
		SortOrder	
		Diff	
		Speed	
		Move	
		Pty	
		Discard	
		Arrive	
		Unchecked	
		Extension (0,N)	
			Code
			Pos



		Value
Composition (0,1)		
Athlete (1,N)		
Code		
Order		
StartOrder		
StartSortOrder		
Bib		
Description (1,1)		
GivenName		
FamilyName		
Gender		
Organisation		
BirthDate		
IFId		
ExtendedDescription (0,N)		
Type		
Code		
Pos		
Value		
EventUnitEntry (0,N)		
Type		
Code		
Pos		
Value		
ExtendedResults (0,1)		
ExtendedResult (1,N)		
Type		
Code		
Pos		
Value		
Value2		
ValueType		
IRM		
Rank		
RankEqual		
SortOrder		
Diff		
Speed		
Move		
Pty		



	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value

2.1.6.5 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	O	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 /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multi-day units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time when required in the particular sport.
Duration	O	hh:mm	Duration of the unit as defined in the sport.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	M	CC@EVENT	Event ENG Description (not code) from Common Codes.



		ENG Description	
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG Short Description (not code) from Common Codes
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar if applicable

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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
Attendance	O	Positive Integer	Total attendance if known

Element: Competition /StatsItems /StatsItem (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Average
Percent	O	See sport specific definition	Percentage
Rank	O	See sport specific definition	Rank for this statistic
RankEqual	O	Y	Y in case of the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all data for this statistic

Element: Competition /StatsItems /StatsItem /ExtendedStat (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.), it can be different from the one in the DT_PARTIC message.



Order	O	Positive Integer	Official's order (if the discipline specificity required it).
Bib	O	S(5)	Official's Bib number

Element: Competition /Officials /Official /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
Organisation	M	CC@ORGANISATION Id	Organisation Id
IFId	O	S(16)	International Federation Id

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Attribute	M/O	Value	
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Home Competitor Id
Away	O	S(20) with no leading zeros	Away Competitor Id

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	See sport specific definition	Period's code
HomeScore	O	See sport specific definition	Overall score of the home competitor at the end of the period
AwayScore	O	See sport specific definition	Overall score of the away competitor at the end of the period
HomePeriodScore	O	See sport specific definition	Score of the home competitor just for this period
AwayPeriodScore	O	See sport specific definition	Score of the away competitor just for this period
Duration	O	See sport specific definition	Duration of the period



Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
ExtendedPeriod information.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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	See sport specific definition	Rank of the competitor
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
Result	O	See sport specific definition	The result of the competitor in the event unit
Unchecked	O	Y	Y in the case the result needs to be validated
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game
SortOrder	M	Positive Integer	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.
StartOrder	O	Positive Integer	Competitor's start order
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
Pty	O	See sport specific definition	Penalty information
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected



Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor at this ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled at this ExtendedResult
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information at this ExtendedResult
Discard	O	Y	Used when data has to be discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the item included the result summary. ResultItem /Result will be for one particular previous unit.			



Attribute	M/O	Value	Description
Unit	M	CC@PHASE Code CC@EVENT_UNIT Code	Unit code of the related sub-unit.
Order	O	Positive Integer	Logical order of the sub-units, usually schedule order.

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

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Y only in case the Rank has been equalled.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative the value in Result below.
Unchecked	O	Y	Y in the case the result needs to be validated
Result	O	See sport specific definition	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem. This is usually the 'raw' result but is detailed in each data dictionary.
ResultPoints	O	See sport specific definition	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem
Diff	O	See sport specific definition	Display the time / value behind the leader.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	O	Positive Integer	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem
StartOrder	O	Positive Integer	Start order for display if applicable
StartSortOrder	O	Positive Integer	Order at the start for sorting, not display.
Pty	O	See sport specific definition	Penalty information
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor at this ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled at this ExtendedResult
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to previous ExtendedResult
Pty	O	See sport specific definition	Penalty information at this ExtendedResult
Discard	O	Y	Used when the result @Value has to be discarded
Arrive	O	Positive Integer	Related to arrive information at this ExtendedResult
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)

Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O		Y in the case that the record has been equalled

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 zeros SC@CompetitorPlace	Competitor's ID or another indicator which may include: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.
Type	M	A, T	A for athlete, T for team



Bib	O	S(5)	Bib number
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Team Name
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Coaches /Coach (1,N)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Positive Integer	Coach order (1 if only one coach).
Function	O	CC@DISCIPLINE_FUNCTION Id	Coach function.
Bib	O	S(5)	Official Bib number

Element: Competition /Result /Competitor /Coaches /Coach /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
Nationality	M	CC@COUNTRY Id	Nationality

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /Competitor /Coaches /Coach /ExtCoach (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percentage
Rank	O	See sport specific definition	Rank of the competitor for this statistic.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Order attribute used to sort the competitors among the statistics

Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)			
Extended information for the statistics.			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID. Can belong to a team member or an individual athlete.



Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the results or 1 if Competitor @Type="A".
StartOrder	O	Positive Integer	Order of team members in a team (if Competitor @Type="T") on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

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

Individual athletes entry information.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	



Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Team member or individual athlete's extended result.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Used when data is to be discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	



Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to Percentage
Rank	O	See sport specific definition	Rank of the competitor for this statistic
RankEqual	O	Y	Y in case of the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors at this statistic

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)

Extended information for the statistics.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)

Only applicable in the case of team of teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order attribute used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Bib number, send if available (team bib)

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFld	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Team /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /EventUnitEntry (0,N)

For team entry information

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	
RankEqual	O	Y	Y in case of the Rank has been equalled
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Used when data is to be discarded
Arrive	O	See sport specific definition	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult/Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	O	Positive Integer	Team member order
StartOrder	O	Positive Integer	Order of team members in a team on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
Bib	O	S(5)	Bib number



Element: Competition /Result /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult



Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Used when data is to be discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.6.6 Message Sort

Sort by Result @SortOrder

2.1.7 Results Analysis

2.1.7.1 Description

The Results Analysis is a message containing additional information to the start list and/or results.

Results Analysis is only used in sports where the results may not need to be updated as frequently. For example detailed splits in triathlon and diving details.

2.1.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@PHASE Code	Event Unit or Phase RSC
DocumentType	DT_RESULT_ANALYSIS	Event Unit Result Analysis message
DocumentSubtype	See sport specific definition	Attribute used to extend DocumentType for some messages.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.

2.1.7.3 Trigger and Frequency

The triggered is defined on a sport by sport basis but in principle is updated each time there is a change in the data. The proper use of ResultStatus is described in DT_RESULT.

2.1.7.4 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	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									



	Sport	
	Codes	
	ExtendedInfos (0,1)	
	UnitDateTime (0,1)	
	StartDate	
	EndDate	
	Duration	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	SubEventName	
	UnitNum	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Location	
	LocationName	
	Attendance	
	StatsItems (0,1)	
	StatsItem (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Attempt	
	Avg	
	Percent	
	Rank	
	RankEqual	
	SortOrder	
	ExtendedStat (0,N)	



		Code
		Pos
		Value
	Officials (0,1)	
	Official (1,N)	
	Code	
	Function	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtOfficial (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
	Code	
	HomeScore	
	AwayScore	
	HomePeriodScore	
	AwayPeriodScore	
	Duration	
	ExtendedPeriods (0,1)	
	ExtendedPeriod (1,N)	
	Type	
	Code	
	Pos	
	Value	



Result (1,N)	
	Rank
	RankEqual
	Result
	Unchecked
	IRM
	QualificationMark
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	Pty
	PhotoFinish
	ExtendedResults (0,1)
ExtendedResult (1,N)	
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value
RecordIndicators (0,1)	
RecordIndicator (1,N)	
	Order



		Code
		RecordType
		Equalled
	ResultItems (0,1)	
	ResultItem (1,N)	
		Unit
		Order
		Result (1,1)
		Rank
		RankEqual
		ResultType
		Unchecked
		Result
		ResultPoints
		IRM
		QualificationMark
		Diff
		WLT
		SortOrder
		StartOrder
		StartSortOrder
		Pty
		PhotoFinish
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive



			Unchecked
			Extension (0,N)
			Code
			Pos
			Value
		RecordIndicators (0,1)	
		RecordIndicator (1,N)	
			Order
			Code
			RecordType
			Equalled
	Competitor (1,1)		
	Code		
	Type		
	Bib		
	Organisation		
	Description (0,1)		
		TeamName	
		IFld	
		ExtendedDescription (0,N)	
		Type	
		Code	
		Pos	
		Value	
	Coaches (0,1)		
		Coach (1,N)	
		Code	
		Function	
		Order	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Nationality	
		ExtendedDescription (0,N)	
			Type
			Code
			Pos
			Value
		ExtCoach (0,N)	



		Type
		Code
		Pos
		Value
EventUnitEntry (0,N)		
		Type
		Code
		Pos
		Value
StatsItems (0,1)		
StatsItem (1,N)		
		Type
		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
ExtendedStat (0,N)		
		Code
		Pos
		Value
Composition (0,1)		
Athlete (0,N)		
		Code
		Order
		StartOrder
		StartSortOrder
		Bib
Description (1,1)		
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		Class
		Horse



		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		Guide(0,N)
		GuideID
		Order
		GuideFamilyName
		GuideGivenName
		EventUnitEntry (0,N)
		Type
		Code
		Pos
		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
		StatsItems (0,1)
		StatsItem (1,N)
		Type



		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
		ExtendedStat (0,N)
		Code
		Pos
		Value
	Team (0,N)	
	Code	
	Order	
	Bib	
	Description (0,1)	
	TeamName	
	IFId	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	EventUnitEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	ValueType	
	IRM	
	Rank	
	RankEqual	



		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
Composition (0,1)		
Athlete (1,N)		
		Code
		Order
		StartOrder
		StartSortOrder
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFId
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
EventUnitEntry (0,N)		
		Type
		Code
		Pos
		Value
ExtendedResults (0,1)		
ExtendedResult (1,N)		
		Type
		Code
		Pos



	Value
	Value2
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value

2.1.7.5 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	O	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 /ExtendedInfos /UnitDateTime (0,1)			
Actual times. Include when the unit starts.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multi-day units, the start time is on the first day.
EndDate	O	DateTime	Actual end date-time when required in the particular sport.
Duration	O	hh:mm	Duration of the unit as defined in the sport.

Element: Competition /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
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_GENDER Gender	Gender code for the event unit
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar if applicable

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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
Attendance	O	Positive Integer	Total attendance (do not send if unknown)

Element: Competition /StatsItems /StatsItem (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to Percentage
Rank	O	See sport specific definition	Rank for this statistic
RankEqual	O	Y	Y in case of the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all data for this statistic



Element: Competition /StatsItems /StatsItem /ExtendedStat (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Officials /Official (1,N)			
Officials in the case there are officials receiving events medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Function	M	CC@DISCIPLINE_FUNCTION Id	Official's function (example: referee, etc.), it can be different from the one in the DT_PARTIC message.
Order	O	Positive Integer	Official's order if required.
Bib	O	S(5)	Official's Bib number

Element: Competition /Officials /Official /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
Organisation	M	CC@ORGANISATION Id	Organisation Id
IFId	O	S(16)	International Federation Id

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Officials /Official /ExtOfficial (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Periods (0,1)			
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Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Home Competitor ID
Away	O	S(20) with no leading zeros	Away Competitor ID

Element: Competition /Periods /Period (1,N)

Period in which the event unit message arrives.

Attribute	M/O	Value	Description
Code	M	See sport specific definition	Period's code
HomeScore	M	See sport specific definition	Overall score of the home competitor at the end of the period
AwayScore	M	See sport specific definition	Overall score of the away competitor at the end of the period
HomePeriodScore	O	See sport specific definition	Score of the home competitor just for this period
AwayPeriodScore	O	See sport specific definition	Score of the away competitor just for this period
Duration	O	See sport specific definition	Duration of the period

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor
RankEqual	O	Y	Y in case of the Rank has been equalled.
Result	O	See sport specific definition	The result of the competitor in the event unit
Unchecked	O	Y	Y in the case the result needs to be validated
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game
SortOrder	M	Positive Integer	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.
StartOrder	O	Positive Integer	Competitor's start order
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	See sport specific definition	Display the time / value behind the leader.
Pty	O	See sport specific definition	Penalty information
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	
Discard	O	Y	
Arrive	O	Positive Integer	
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

Element: Competition /Result /ResultItems /ResultItem (1,N)			
Identifier of unit, for the item included the result summary. ResultItem /Result will be for one particular previous unit.			
Attribute	M/O	Value	Description
Unit	M	See sport specific definition	Unit code of the related sub-unit. It may be at phase or unit level.
Order	O	Positive Integer	Logical order of the sub-units, usually schedule order.

Element: Competition /Result /ResultItems /ResultItem /Result (1,1)			
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.			
Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Y in case of the Rank has been equalled.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative the value in Result below.
Unchecked	O	Y	Y in the case the result needs to be validated
Result	O	See sport specific definition	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem. This is usually the 'raw' result but is detailed in each data dictionary.
ResultPoints	O	See sport specific definition	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	SC@IRM Code	The invalid rank mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultsItems /ResultItem
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Positive Integer	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem



StartOrder	O	Positive Integer	Start order for display if applicable
StartSortOrder	O	Positive Integer	Order at the start for sorting, not display.
Pty	O	See sport specific definition	Penalty information
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Y in case of the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y if the result @Value has not be discarded.
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult /Extension (0,N)			
Extensions of ResultItem if required.			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).



Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

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 zeros or SC@CompetitorPlace	Competitor's ID or another indicator (SC @CompetitorPlace) which may include possible options of: TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later) BYE is used when there is a scheduled match of BYE.
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Coaches /Coach (1,N)

Competitor's Coach

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Coach code (always expected, there may be rare exceptions).
Function	O	CC@DISCIPLINE_FUNCTION Id	Coach function.
Order	O	Positive Integer	Coach order (1 if only one coach).
Bib	O	S(5)	Coach Bib number

Element: Competition /Result /Competitor /Coaches /Coach /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
Nationality	M	CC@COUNTRY Id	Nationality

Element: Competition /Result /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Coaches /Coach /ExtCoach (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

For team event information

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to Percentage
Rank	O	See sport specific definition	Rank of the competitor for this statistic.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.



SortOrder	O	Positive Integer	Similar to rank but considering all competitors for this statistic
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Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)

Extended information for the statistics.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
StartOrder	O	Positive Integer	Order of team members in a team (if Competitor @Type="T") on the start list. This is only used where the order changes from the start order to a different order during a competition or in results
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") on the start list. This is only used where the order changes from the start order to a different order during a competition or in results
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
Individual athletes entry information.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Team member or individual athlete's extended result.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Used when data is to be discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description



Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percentage
Rank	O	See sport specific definition	Rank of the competitor for this statistic
RankEqual	O	Y	Y only in case the Rank has been equalled
SortOrder	O	Positive Integer	Similar to rank but considering all competitors at this statistic

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)

Extended information for the statistics.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order attribute used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Bib number, send if available (team bib)

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Composition /Team /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	



Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /EventUnitEntry (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor at this ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled at this ExtendedResult
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	See sport specific definition	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information at this ExtendedResult
Discard	O	Y	Used when data is to be discarded at this ExtendedResult
Arrive	O	Positive Integer	Related to arrival information at this ExtendedResult
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
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Code	M	S(20) with no leading zeros	Athlete ID of the team member.
Order	O	Positive Integer	Team member order
StartOrder	O	Positive Integer	Order of the team members on the start list. This is only used where the order changes from the original start order to a different order during a competition or in results.
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team on the startlist. This is only used where the order changes from the original start order to a different order during a competition or in results.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Team /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
GivenName	O	S(25)	Preferred Given Name

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code if IRM at this ExtendedResult.
Rank	O	See sport specific definition	Rank of the competitor at this ExtendedResult.
RankEqual	O	Y	Y only in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information at this ExtendedResult
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.7.6 Message Sort

Message sorting is the same as in the DT_RESULTS message



2.1.8 Current Information

2.1.8.1 Description

The Current message is a message containing the current information for a competition which is live. The message is used to send the latest applicable information and in some sports with a running clock, also the clock information.

2.1.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_CURRENT	Current message
DocumentSubtype	See sport specific definition	Attribute used to extend DocumentType for some messages. Optional attribute only for special cases.
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.8.3 Trigger and Frequency

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

2.1.8.4 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	Level 8	Level 9	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		ExtendedInfo (1,N)								
			Type							
			Code							
			Pos							
			Value							



		Extension (0,N)
		Code
		Pos
		Value
	Clock (0,1)	
	Period	
	Time	
	Running	
	Periods (0,1)	
	Home	
	Away	
	Period (1,N)	
	Code	
	HomeScore	
	AwayScore	
	HomePeriodScore	
	AwayPeriodScore	
	Duration	
	ExtendedPeriods (0,1)	
		ExtendedPeriod (1,N)
		Type
		Code
		Pos
		Value
	Actions (0,N)	
	Home	
	Away	
	Action (1,N)	
	Id	
	PId	
	Period	
	Order	
	Action	
	ActionAdd	
	ActionDesc	
	Comment	
	When	
	Result	
	ScoreH	
	ScoreA	
	LeadH	



	LeadA	
	SO_H	
	SO_A	
	Rally	
	Win	
	Speed	
	Loc	
	X	
	Y	
	Z	
	Line	
	TimeStamp	
	ExtendedAction (0,N)	
	Code	
	Pos	
	Value	
	Competitor (0,N)	
	Code	
	Role	
	Type	
	Order	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Role	
	Coaches (0,1)	
	Coach (1,N)	
	Code	
	Order	
	Bib	
	Officials (0,1)	
	Official (1,N)	
	Code	
	Order	
	Bib	
	ExtOfficial (0,N)	
	Type	
	Code	
	Pos	



		Value
	Result (0,N)	
	Rank	
	RankEqual	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	WLT	
	StartOrder	
	StartSortOrder	
	ResultType	
	Diff	
	Pty	
	PhotoFinish	
	ExtendedResults (0,1)	
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		Rank
		RankEqual
		IRM
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
	Competitor (1,N)	
		Code
		Type



	Bib	
	Organisation	
	EventUnitEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	StatsItems (0,1)	
	StatsItem (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Attempt	
	Avg	
	Percent	
	Rank	
	RankEqual	
	SortOrder	
	ExtendedStat (0,N)	
	Code	
	Pos	
	Value	
	Composition (0,1)	
	Athlete (0,N)	
	Code	
	Order	
	Bib	
	EventUnitEntry (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Value2	
	ValueType	



		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
StatsItems (0,1)		
StatsItem (1,N)		
		Type
		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
		ExtendedStat (0,N)
		Code
		Pos
		Value
Team (0,N)		
		Code
		Order
		Bib
		EventUnitEntry (0,N)
		Type
		Code
		Pos
		Value
ExtendedResults (0,1)		



ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
ValueType	
IRM	
Rank	
RankEqual	
SortOrder	
Diff	
Speed	
Move	
Pty	
Discard	
Arrive	
Unchecked	
Extension (0,N)	
Code	
Pos	
Value	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
StartOrder	
StartSortOrder	
Bib	
EventUnitEntry (0,N)	
Type	
Code	
Pos	
Value	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	



			ValueType
			IRM
			Rank
			RankEqual
			SortOrder
			Diff
			Speed
			Move
			Pty
			Discard
			Arrive
			Unchecked
			Extension (0,N)
			Code
			Pos
			Value

2.1.8.5 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	O	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 /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Clock (0,1)			
Attribute	M/O	Value	Description
Period	O	See sport specific definition	Current Period



Time	M	mm:ss	Value of the clock
Running	M	Y	Y to indicate if the clock is currently running.

Element: Competition /Periods (0,1)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Home Competitor ID
Away	O	S(20) with no leading zeros	Away Competitor ID

Element: Competition /Periods /Period (1,N)			
Period in which the event unit message arrives.			
Attribute	M/O	Value	Description
Code	M	See table comment See sport specific definition	Period's code
HomeScore	M	See table comment See sport specific definition	Overall score of the home competitor at the end of the period
AwayScore	M	See table comment See sport specific definition	Overall score of the away competitor at the end of the period
HomePeriodScore	O	See table comment See sport specific definition	Score of the home competitor just for this period
AwayPeriodScore	O	See table comment See sport specific definition	Score of the away competitor just for this period
Duration	O	See table comment See sport specific definition	Duration of the period

Element: Competition /Periods /Period /ExtendedPeriods /ExtendedPeriod (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions (0,N)			
Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Home Competitor ID
Away	O	S(20) with no leading zeros	Away Competitor ID

Element: Competition /Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	See sport specific definition	Period or timing (but not actual time) or event unit segment of the action. (for example P1,P2 for period,... or 0 for prior to start or



			perhaps SWIM if in swimming segment). Use period codes if applicable. Defined sport by sport.
Order	M	Positive Integer	Unique sequential number for all the incidents and actions, from 1 to n.
Action	O	SC@Action Code	Code to describe the action, only use if a code is applicable.
ActionAdd	O	See sport specific definition	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description where codes (Action) cannot be used (ENG)
Comment	O	S(200)	Additional comment on the action (ENG)
When	O	See sport specific definition	Action's time relative to the period / unit. Defined by discipline though may be actual period time, lap or distance depending on the discipline requirements.
Result	O	Result of the Action	See sport documents, usually a fixed list of results
ScoreH	O	Score of the Home team	Numeric, home team score in the unit after action Depending on sport rules this may or may not include shoot out scores or could be the set score (volleyball)
ScoreA	O	Score of the Away team	Numeric, away team score in the unit after action Depending on sport rules this may or may not include shoot out scores or could be the set score (volleyball)
LeadH	O	Lead of the Home Team	Lead by Home team, may be negative. If used, both LeadH and LeadA are used for maximum flexibility.
LeadA	O	Lead of the Away team	Lead by Away team, may be negative. If used, both LeadH and LeadA are used for maximum flexibility.
SO_H	O	See sport specific definition	Home team score in shoot-out (to break tie)
SO_A	O	See sport specific definition	Away team score in shoot-out (to break tie)
Rally	O	See sport specific definition	Rally number
Win	O	See sport specific definition	Winning indicator of a rally in head to head.
Speed	O	See sport specific definition	Speed as applicable
Loc	O	See sport specific definition	Location of the action
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
Z	O	S(20)	Z coordinate of the action location
Line	O	See sport specific definition	Generally for associating line in the same rally
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /Competitor (0,N)

Competitor participating in the Action. Used when the Action is related to a competitor.

Attribute	M/O	Value	Description
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Code	M	S(20) with no leading zeros	Competitor's ID
Role	O	SC@Role Code	Role of the competitor in the action
Type	M	A, T	A for athlete, T for team
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID (individual athlete or team member) related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only one.
Bib	O	S(5)	Bib number
Role	O	SC@Role Code	Role of the competitor in the action

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Positive Integer	Coach order (if more than one coach is needed). Send 1 if only one.
Bib	O	S(5)	Coach bib if applicable

Element: Competition /Actions /Action /Officials /Official (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Order	O	Positive Integer	Official's order (if the discipline specificity requires it).
Bib	O	S(5)	Official's bib if applicable

Element: Competition /Actions /Action /Officials /Official /ExtOfficial (0,N)

Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result (0,N)

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor
RankEqual	O	Y	Y only in case the Rank has been equalled.



Result	O	See sport specific definition	The result of the competitor in the event unit
IRM	O	SC@IRM Code	Invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition
SortOrder	M	Positive Integer	Used to sort all the results of an event unit Before the competition this will be the same as the StartSortOrder and is used as the primary sort. During competition 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
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game
StartOrder	O	Positive Integer	Competitor's start order
StartSortOrder	M	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	See sport specific definition	Display the time / value behind the leader.
Pty	O	See sport specific definition	Penalty information
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Used when data is to be discarded



Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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 zeros or TBD	Competitor's ID or TBD in case that the competitor is unknown
Type	M	A, T	A for athlete, T for team
Bib	O	S(5)	Bib number
Organisation	M	CC@ORGANISATION Id	Competitor's organisation

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /StatsItems /StatsItem (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percent
Rank	O	See sport specific definition	Rank of the competitor for this statistic
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors for this statistic

Element: Competition /Result /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)

Attribute	M/O	Value	Description
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Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athletes ID. Can belong to a team member or an individual athlete.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number

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

Individual athlete's entry information.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Team member or individual athlete's extended result.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor at this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percent
Rank	O	See sport specific definition	Rank of the competitor for this statistic
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors at this statistic

Element: Competition /Result /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)			
Extended information for the statistics.			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order attribute used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Team Bib number

Element: Competition /Result /Competitor /Composition /Team /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	



Value	O	See sport specific definition	
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Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at the ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team/ExtendedResults/ExtendedResult/Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the athlete (team member)
Order	O	Positive Integer	Team member order
StartOrder	O	Positive Integer	Order of the team members in a team on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
StartSortOrder	O	Positive Integer	Order attribute used to sort team members in a team on the start list. This is only used where the order changes from the start order to a different order during a competition or in results.
Bib	O	S(5)	Bib number



Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/- Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information at this ExtendedResult
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information at this ExtendedResult
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.8.6 Message Sort

Sort by Result @SortOrder.

2.1.9 Play by Play

2.1.9.1 Description

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

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.

2.1.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Id	Event Unit RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	See sport specific definition	Defines type of play by play INCIDENT (generally used for incidents in races) ACTION (generally used for actions in team sports)
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.

2.1.9.3 Trigger and Frequency

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries. The proper use of ResultStatus is described in DT_RESULT.

2.1.9.4 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
	ExtendedInfos (0,1)
	ExtendedInfo (0,N)
	Type
	Code
	Pos
	Value
	Extension (0,N)
	Code
	Pos
	Value
	SportDescription (0,1)
	DisciplineName
	EventName
	SubEventName
	Gender
	UnitNum
	VenueDescription (0,1)
	Venue
	VenueName
	Location
	LocationName
	Actions (0,1)
	Home
	Away
	Action (1,N)
	Id
	PId
	Period
	Order
	Action
	ActionAdd
	ActionDesc
	Comment
	When
	Result
	ScoreH
	ScoreA
	LeadH



	LeadA	
	SO_H	
	SO_A	
	Rally	
	Win	
	Speed	
	Loc	
	X	
	Y	
	Z	
	Line	
	TimeStamp	
	ExtendedAction (0,N)	
	Code	
	Pos	
	Value	
	Competitor (0,N)	
	Code	
	Type	
	Role	
	Order	
	Organisation	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Role	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFId	
	Class	
	Horse	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	



			Value
			Guide(0,N)
			GuideID
			Order
			GuideFamilyName
			GuideGivenName
		Coaches (0,1)	
		Coach (1,N)	
		Code	
		Order	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Nationality	
		ExtendedDescription (0,N)	
			Type
			Code
			Pos
			Value
		Officials (0,1)	
		Official (1,N)	
		Code	
		Order	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		IFld	
		ExtendedDescription (0,N)	
			Type
			Code
			Pos
			Value
		ExtOfficial (0,N)	
		Type	
		Code	
		Pos	



			Value
		ImageData (0,1)	
		-	

2.1.9.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
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.
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar if applicable

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

Attribute	M/O	Value	Description
Home	O	S(20) with no leading zeros	Home Competitor ID
Away	O	S(20) with no leading zeros	Away Competitor ID

Element: Competition /Actions /Action (1,N)

Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message. When the identifier is assigned for an action in a unit then it must not change within the same unit in subsequent messages.
PId	O	S(36)	If this is a related action then the ID of the original action appears here.
Period	M	See sport specific definition	Period or timing (but not actual time) or event unit segment of the action. (for example P1,P2 for period,... or 0 for prior to start or perhaps SWIM if in swimming segment). Use period codes if applicable. Defined sport by sport.
Order	M	Positive Integer	Unique sequential number for all the incidents and actions, from 1 to n'
Action	O	See sport specific definition	Code to describe the action, only use if a code is applicable.
ActionAdd	O	See sport specific definition	Additional information related to the action
ActionDesc	O	S(200)	Action/Incident description where codes (Action) cannot be used (ENG)
Comment	O	S(200)	Additional comment on the action (ENG)
When	O	See sport specific definition	Action's time relative to the period / unit. Defined by discipline though may be actual period time, lap or distance depending on the discipline requirements.
Result	O	See sport specific definition	See sport documents, usually a fixed list of results
ScoreH	O	See sport specific definition	Numeric, home team score in the unit after action. Depending on sport rules this may or may not include shoot out scores or could be the set score (volleyball)
ScoreA	O	See sport specific definition	Numeric, away team score in the unit after action. Depending on sport rules this may or may not include shoot out scores or could be the set score (volleyball)
LeadH	O	See sport specific definition	Lead by Home team, may be negative. If used, both LeadH and LeadA are used for maximum flexibility.
LeadA	O	See sport specific definition	Lead by Away team, may be negative. If used, both LeadH and LeadA are used for maximum flexibility.
SO_H	O	See sport specific definition	Home team score in shoot-out (to break tie)
SO_A	O	See sport specific definition	Away team score in shoot-out (to break tie)
Rally	O	See sport specific definition	Rally number
Win	O	See sport specific definition	Winning indicator of a rally in head to head



Speed	O	See sport specific definition	Speed as applicable
Loc	O	See sport specific definition	Location of the action
X	O	S(20)	X coordinate of the action location
Y	O	S(20)	Y coordinate of the action location
Z	O	S(20)	Z coordinate of the action location
Line	O	See sport specific definition	Generally for associating line in the same rally
TimeStamp	O	DateTime	Time of the action (for alignment to video)

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

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /Competitor (0,N)

Competitor participating in the Action. Used when the Action is related to a competitor.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Role	O	SC@Role Code	Role of the competitor in the action
Order	O	Positive Integer	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only one.
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Actions /Action /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID (individual athlete or team member) related to the action
Order	O	Positive Integer	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only one.
Bib	O	S(5)	Bib number
Role	O	SC@Role Code	Role of the competitor in the action

Element: Competition /Actions /Action /Competitor /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	Athletes' organisation



		Id	
BirthDate	O	YYYY-MM-DD	Date Of Birth
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Actions /Action /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Official code. This code is normally expected though there may be rare exceptions.
Order	O	Positive Integer	Coach order (if more than one coach is needed). Send 1 if only one.
Bib	O	S(5)	Coach bib if applicable

Element: Competition /Actions /Action /Competitor /Coaches /Coach /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
Nationality	M	CC@COUNTRY Id	Nationality

Element: Competition /Actions /Action /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /Officials /Official (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code
Order	O	Positive Integer	Official's order (if the discipline specificity required it).
Bib	O	S(5)	Official's bib if applicable

Element: Competition /Actions /Action /Officials /Official /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
Organisation	M	CC@ORGANISATION Id	Organisation Id
IFId	O	S(16)	International Federation Id

Element: Competition /Actions /Action /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /Officials /Official /ExtOfficial (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Actions /Action /ImageData (0,1)			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG file.

2.1.9.6 Message Sort

Competition /Actions /Action @Order.

2.1.10 Phase Results

2.1.10.1 Description

The Phase Results is a message containing the results for the competitors in a particular phase.

The phase message is used to compare competitors from different units within a phase where the competitors usually participate once in the phase.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will explain further details of the optional attributes or optional elements of the message.

The message is used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last event unit that contributed results to the message.

2.1.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Id	Phase RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	See sport specific definition	Attribute used to extend DocumentType.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.



2.1.10.3 Trigger and Frequency

The phase results message includes the scores over a number of event units within a phase, so it's generally triggered after each DT_RESULT message if the phase message applies.

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

The proper use of ResultStatus is described in DT_RESULT. When there is no unit in progress the phase results will have INTERMEDIATE status.

2.1.10.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	ExtendedInfo (0,N)									
	Type									
	Code									
	Pos									
	Value									
	Extension (0,N)									
	Code									
	Pos									
	Value									
	Progress (0,1)									
	LastUnit									
	UnitsTotal									
	UnitsComplete									
	Extension (0,N)									
	Code									
	Pos									
	Value									
	SportDescription (0,1)									
	DisciplineName									
	EventName									
	SubEventName									
	Gender									
	VenueDescription (0,1)									
	Venue									
	VenueName									
	Location									
	LocationName									
	Result (1,N)									
	Rank									



	RankEqual
	Result
	Unchecked
	IRM
	QualificationMark
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	Pty
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value
	RecordIndicators (0,1)
	RecordIndicator (1,N)
	Order
	Code
	RecordType
	Equalled
	ResultItems (0,1)
	ResultItem (1,N)
	Unit
	Order



Result (1,1)	
Rank	
RankEqual	
ResultType	
Result	
Unchecked	
ResultPoints	
IRM	
QualificationMark	
Diff	
WLT	
SortOrder	
StartOrder	
StartSortOrder	
Pty	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Value2	
ValueType	
IRM	
Rank	
RankEqual	
SortOrder	
Diff	
Speed	
Move	
Pty	
Discard	
Arrive	
Unchecked	
Extension (0,N)	
Code	
Pos	
Value	
RecordIndicators (0,1)	
RecordIndicator (1,N)	
Order	
Code	
RecordType	
Equalled	
Competitor (1,1)	



	Code
	Type
	Organisation
	Bib
	Description (0,1)
	TeamName
	IFld
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	EventUnitEntry(0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (0,N)
	Code
	Order
	StartOrder
	StartSortOrder
	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class
	Horse
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	EventUnitEntry(0,N)



		Type
		Code
		Pos
		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
		Team (0,N)
		Code
		Order
		Bib
		Description (0,1)
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		EventUnitEntry(0,N)
		Type
		Code
		Pos
		Value
		ExtendedResults (0,1)



		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Value2	
		ValueType	
		IRM	
		Rank	
		RankEqual	
		SortOrder	
		Diff	
		Speed	
		Move	
		Pty	
		Discard	
		Arrive	
		Unchecked	
		Extension (0,N)	
		Code	
		Pos	
		Value	
		Composition (0,1)	
		Athlete (1,N)	
		Code	
		Order	
		StartOrder	
		StartSortOrder	
		Bib	
		Description (1,1)	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		Birthdate	
		IFId	
		ExtendedDescription (0,N)	
		Type	
		Code	
		Pos	
		Value	
		EventUnitEntry(0,N)	
		Type	
		Code	
		Pos	



		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value

2.1.10.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

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.
SubEventName	O	CC@PHASE ENG ShortDescription	Phase ENG ShortDescription (not code) from Common Codes
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

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	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

For any Phase Results message, there should be at least one competitor being awarded a result for the phase.

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor



RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
Result	O	See sport specific definition	The result of the competitor in the event unit
Unchecked	O	Y	Y in the case the result needs to be validated
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game
SortOrder	M	Positive Integer	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
StartOrder	O	Positive Integer	Competitor's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
Pty	O	See sport specific definition	Penalty information

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)



Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

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

Event unit included in the phase result.

Attribute	M/O	Value	Description
Unit	M	CC@EVENT_UNIT Code	Unit RSC
Order	O	Positive Integer	Logical order of the sub-units, usually schedule order.

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank of the competitor
RankEqual	O	Y	Y only in case the Rank has been equalled.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem
Result	O	See sport specific definition	The result of the competitor in the event unit
Unchecked	O	Y	Y in the case the result needs to be validated
ResultPoints	O	See sport specific definition	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Positive Integer	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem



StartOrder	O	Positive Integer	Competitors's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Pty	O	See sport specific definition	Penalty information

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult / Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled



Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
StartOrder	O	Positive Integer	Team member's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of team member's or individual athlete's extended results.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order attribute used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Bib number, send if available (team bib)

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Team /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	



Value	O	See sport specific definition	
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Element: Competition /Result /Competitor /Composition /Team /EventUnitEntry (0,N)

For team event information

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the team's member.



Order	O	Positive Integer	Team member's order
StartOrder	O	Positive Integer	Team member's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult



Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.10.6 Message Sort

Competition /Result @SortOrder will be the attribute used to sort the results.

ResultItems should be displayed in the message in chronological order, earliest to latest.

2.1.11 Cumulative Results

2.1.11.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units either in a single phase or over several phases. This message is used when the competitor scores accumulate over the different units.

The difference between the Phase Results message (DT_PHASE_RESULTS) and the Cumulative Results (DT_CUMULATIVE_RESULT) is that the first one includes only the results for the phase independently from previous phases, while the Cumulative Results is for competitions where scores of the competitors are accumulated over a number of units and/or phases.

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary will have to explain with further detail the optional attributes or optional elements of the message.

The Cumulative Results message is be used to send an intermediate summary of results (including rank) part way through a phase. In this case, the DocumentSubtype is used to specify the last phase or event unit that contributed results to the message.

2.1.11.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Id	Phase RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_CUMULATIVE_RESULT	Cumulative Results message
DocumentSubtype	See sport specific definition	Attribute used to extend DocumentType
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST LIVE INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.



2.1.11.3 Trigger and Frequency

The cumulative results accumulate scores/results over several units, it is generally sent after each DT_RESULT message if the cumulative message applies.

The first version is generally triggered at the same time as the start list of the first unit (START_LIST).

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

The proper use of ResultStatus is described in DT_RESULT. When there is no unit in progress the phase results will have INTERMEDIATE status.

2.1.11.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	ExtendedInfo (0,N)									
	Type									
	Code									
	Pos									
	Value									
	Extension (0,N)									
	Code									
	Pos									
	Value									
	Progress (0,1)									
	LastUnit									
	UnitsTotal									
	UnitsComplete									
	Extension (0,N)									
	Code									
	Pos									
	Value									
	SportDescription (0,1)									
	DisciplineName									
	EventName									
	SubEventName									
	Gender									
	VenueDescription (0,1)									
	Venue									
	VenueName									
	Location									
	LocationName									



Result (1,N)	
	Rank
	RankEqual
	Result
	Unchecked
	ResultType
	IRM
	QualificationMark
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	Diff
	Pty
	ExtendedResults (0,1)
ExtendedResult (1,N)	
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	Rank
	RankEqual
	IRM
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value
RecordIndicators (0,1)	
RecordIndicator (1,N)	
	Order
	Code
	RecordType
	Equalled
ResultItems (0,1)	
ResultItem (1,N)	



	Unit
	Order
	Result (1,1)
	Rank
	RankEqual
	ResultType
	Result
	Unchecked
	ResultPoints
	IRM
	QualificationMark
	Diff
	WLT
	SortOrder
	StartOrder
	StartSortOrder
	Pty
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value
	RecordIndicators (0,1)
	RecordIndicator (1,N)
	Order
	Code
	RecordType



		Equalled
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Bib	
	Description (0,1)	
	TeamName	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	EventUnitEntry(0,N)	
	Type	
	Code	
	Pos	
	Value	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	
	StartOrder	
	StartSortOrder	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	
	BirthDate	
	IFld	
	Class	
	Horse	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Guide (0,N)	
	GuideID	
	Order	
	GuideFamilyName	



		GuideGivenName
EventUnitEntry(0,N)		
		Type
		Code
		Pos
		Value
ExtendedResults (0,1)		
ExtendedResult (1,N)		
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
Team (0,N)		
		Code
		Order
		Bib
		Description (0,1)
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
EventUnitEntry(0,N)		
		Type
		Code
		Pos



		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Value2
		ValueType
		IRM
		Rank
		RankEqual
		SortOrder
		Diff
		Speed
		Move
		Pty
		Discard
		Arrive
		Unchecked
		Extension (0,N)
		Code
		Pos
		Value
		Composition (0,1)
		Athlete (1,N)
		Code
		Order
		StartOrder
		StartSortOrder
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		EventUnitEntry(0,N)
		Type



	Code
	Pos
	Value
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	Value2
	ValueType
	IRM
	Rank
	RankEqual
	SortOrder
	Diff
	Speed
	Move
	Pty
	Discard
	Arrive
	Unchecked
	Extension (0,N)
	Code
	Pos
	Value

2.1.11.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description



Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

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.
SubEventName	O	CC@PHASE ENG ShortDescription	Phase ENG ShortDescription (not code) from Common Codes. Only include if in single phase.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

DO NOT INCLUDE unless all at single venue and location.

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	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	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	See sport specific definition	Rank of the competitor in the cumulative result
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
Result	O	See sport specific definition	The cumulative result of the competitor
Unchecked	O	Y	Y in the case the result needs to be validated
ResultType	O	SC@ResultType Code See table comment See sport specific definition	Type of the @Result attribute
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Positive Integer	Used to sort all cumulative results, based on rank, but to break rank ties, etc. It is mainly used for display purposes.
StartOrder	O	Positive Integer	Competitor's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
Pty	O	See sport specific definition	Penalty information

Element: Competition /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/- Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded



Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /RecordIndicators /RecordIndicator (1,N)

Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

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

Identifier of unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	See sport specific definition	Unit code of the latest RSC schedule item to which the cumulative results is updated to. It may be at phase or unit level.
Order	O	Positive Integer	Logical order of the sub-units, usually schedule order.

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

For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
ResultType	O	SC@ResultType Code	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem. This is relative the value in Result below.
Result	O	See sport specific definition	The result of the competitor in the event unit for the event unit or phase identified by /ResultItems /ResultItem. This is usually the 'raw' result but is detailed in each data dictionary.
Unchecked	O	Y	Y in the case the result needs to be validated
ResultPoints	O	See sport specific definition	If the 'raw' score is converted to points to calculate the overall result then put the points here.
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem



QualificationMark	O	@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition for the event unit or phase identified by /ResultItems /ResultItem
Diff	O	See sport specific definition	Display the time / value behind the leader. All fill when applicable, 0.0 for leader, negative for in front of leader, positive for behind. For example +3.45 means 3.45 sec behind the leader, -1.23 means -1.23 sec in front of (better than) the leader.
WLT	O	SC@WLT Code	The code whether a competitor won, lost or tied the match / game for the event unit identified by /ResultItems /ResultItem. It just applied to event units
SortOrder	M	Positive Integer	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem
StartOrder	O	Positive Integer	Competitors's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Pty	O	See sport specific definition	Penalty information

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	See sport specific definition	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult / Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /ResultItems /ResultItem /Result /RecordIndicators /RecordIndicator (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

Element: Competition /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	M	CC@ORGANISATION Id	Competitor's organisation
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete (0,N)			
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Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
StartOrder	O	Positive Integer	Team member's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideId	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A".

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of team member's or individual athlete's extended results.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order attribute used to sort the teams if there are multiple teams else 1.
Bib	O	S(5)	Team Bib number



Element: Competition /Result /Competitor /Composition /Team /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Composition /Team /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/- Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.



Unchecked	O	Y	Y in the case the result needs to be validated
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Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the team's member.
Order	O	Positive Integer	Team member order
StartOrder	O	Positive Integer	Team member's start order
StartSortOrder	O	Positive Integer	Used to sort all start list competitors in an event unit.
Bib	O	S(5)	Bib number

Element: Competition /Result /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry (0,N)			
For team event information			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Value2	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Appropriate IRM code at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case the Rank has been equalled.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult
Speed	O	See sport specific definition	Speed at this ExtendedResult
Move	O	+/-Integer	Change in rank compared to the previous ExtendedResult
Pty	O	See sport specific definition	Penalty information
Discard	O	Y	Y where the result @Value has been discarded
Arrive	O	Positive Integer	Related to arrival information.
Unchecked	O	Y	Y in the case the result needs to be validated

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.11.6 Message Sort

ResultItems should be displayed in the message in chronological order, earliest to latest.

Competition /Result @SortOrder will be the attribute used to sort the results.

Where the order is not otherwise defined by the sport, during a unit (particularly units where athletes participate one-by-one). Then the order should be:

- 1) All athletes finished the current unit ordered by overall rank;
- 2) All athletes on course (in the order of their result at the intermediate, in case of several intermediates from the one further down the course to the one nearest to the start);
- 3) All athlete still to start in the current unit (start order);
- 4) All athletes not qualified, but having a score from previous units;
- 5) All athletes with IRM (sorting according to sport definition

2.1.12 Image

2.1.12.1 Description

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

The type of image may vary from discipline to discipline and could be a photofinish image or some other type of image to support the results of the discipline.

The message allows for multiple images but it is assumed the images are related (could be different resolutions, different states of a competition or different places in photofinish photos) hence only one description. Unrelated images should be sent separately.

When the DocumentSubtype is PHOTOFINISH, COURSEMAP or UNIFORM then no extensions has to be used to have the same structure for all disciplines.

2.1.12.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	Event, Phase or Event Unit RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	COURSEMAP PHOTOFINISH STROKETRAIL UNIFORM	Sport specific values are defined in the sport data dictionary.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected status is: 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.

2.1.12.3 Trigger and Frequency

Sport specific principles are highlighted in the corresponding ODF Sport Data Dictionaries.

2.1.12.4 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
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	ExtendedInfos (0,1)						
		ExtendedInfo (1,N)					
			Type				
			Code				
			Pos				
			Value				
			Extension (0,N)				
				Code			
				Pos			
				Value			
	RightsInfo (0,1)						
		CopyrightHolder					
		Notice					
		Usage					
		Extension (0,N)					
			Code				
			Pos				
			Value				
	ContentInfo (0,1)						
		Title					
		Description					
		Extension (0,N)					
			Code				
			Pos				
			Value				
	Image (1,N)						
		Pos					
		Version					
		Revision					
		ImageType					



	Result (0,N)	
	Result	
	Rank	
	StartOrder	
	SortOrder	
	ResultType	
	IRM	
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Description (0,1)	
	TeamName	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	ImageTitle (0,1)	
	-	
	ImageDescription (0,1)	
	-	
	ImageData (1,1)	
	-	

2.1.12.5 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	O	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 /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	



Value	O	See sport specific definition	
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Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /RightsInfo (0,1)

Attribute	M/O	Value	Description
CopyrightHolder	O	S(50)	Name of the copyright holder
Notice	O	S(50)	The appropriate copyright notice
Usage	O	Free Text	Usage rules

Element: Competition /RightsInfo /Extension (0,N)

Attribute	M/O	Value	Description
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ContentInfo (0,1)

Attribute	M/O	Value	Description
Title	O	S(50)	Title of the image(s)
Description	O	Free Text	Any Description of the image

Element: Competition /ContentInfo /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Image (1,N)

Attribute	M/O	Value	Description
Pos	M	Positive Integer	Used to identify multiple images in the message for example in golf the numbers 1..18 could be used to indicate the holes.
Version	M	Positive Integer	Document Version
Revision	M	#0	Document Revision
ImageType	M	jpg, png	Image type extension

Element: Competition /Image /Result (0,N)



Expected only if DocumentSubtype is PHOTOFINISH, only include the information of those competitors in the image			
Attribute	M/O	Value	Description
Result	O	See sport specific definition	Result of the competitor
Rank	O	See sport specific definition	Rank of the competitor
StartOrder	O	Positive Integer	Start or lane position
SortOrder	M	Positive Integer	This attribute is a sequential number with the order of the competitors in the image.
ResultType	O	SC@ResultType Code	Result Type as appropriate
IRM	O	SC@IRM Code	IRM in case @ResultType is IRM

Element: Competition /Image /Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Competitor's Id (Team or Individual)
Type	O	A, T	A for athlete or T for team.
Organisation	O	CC@ORGANISATION Id	Competitor's organisation

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

Element: Competition /Image /Result /Competitor /Composition /Athlete (1,N)			
Only sent in the case of individual events. Team members are not sent in team events.			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Athlete's ID.
Order	M	Positive Integer	Order attribute used to sort team members in a team. 1 for individuals.
Bib	O	S(5)	Bib number

Element: Competition /Image /Result /Competitor /Composition /Athlete /Description (1,1)			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name
FamilyName	M	S(25)	Family name

Element: Competition /Image /ImageTitle (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Image title if applicable.

Element: Competition /Image /ImageDescription (0,1)			
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Attribute	M/O	Value	Description
-	O	Free Text	Image description if applicable.

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 (Photofinish - Individual)

```
<Competition Gen="WOG-2022-GEN-2.6" Sport="WOG-2022-CCS-1.6" Codes="WOG-2022-3.50">
  <Image Pos="1" Version="1" Revision="0" ImageType="jpg">
    <Result SortOrder="1" Rank="1" Result="1:24:54.0" StartOrder="2">
      <Competitor Code="11111111" Type="A" Organisation="NOR">
        <Composition>
          <Athlete Code="11111111" Order="1" Bib="2">
            <Description GivenName="GivenName" FamilyName="FamilyName"/>
          </Athlete>
        </Composition>
      </Competitor>
    </Result>
    <ImageData>9j/4AAQSkZJRgABAQAAQABAAD/7...Q==</ImageData>
  </Image>
</Competition>
```

Sample (Photofinish - Team)

```
<Competition>
  <Image Pos="1" Version="1" Revision="0" ImageType="jpg">
    <Result SortOrder="1" Rank="1" Result="11:11.0" StartOrder="2">
      <Competitor Code="DDDGEEEEEEEEENOR01" Type="T" Bib="2" Organisation="NOR">
        <Description TeamName="Norway"/>
      </Competitor>
    </Result>
    <Result SortOrder="2" Rank="2" Result="11:12.0" StartOrder="3">
      <Competitor Code="DDDGEEEEEEEEGER01" Type="T" Bib="3" Organisation="GER">
        <Description TeamName="Germany"/>
      </Competitor>
    </Result>
  ...
  <ImageData>9j/4AAQSk...2Q==</ImageData>
</Image>
</Competition>
```

Sample (Stroke Trail)



```
<OdfBody    CompetitionCode="OG2012"    DocumentType="DT_IMAGE"    DocumentSubtype="STROKETRAIL"  
Date="2016-08-08"    Time="120830417"    LogicalDate="2016-08-08"    Source="GOSTA1"    FeedFlag="P"  
DocumentCode="GLFWSTROKE-----FNL-000101--" DocumentSubcode="4352682" Version="1">  
  <Competition>  
    <Image Pos="1" Version="1" Revision="0" ImageType="png" >  
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
    </Image>  
    <Image Pos="2" Version="1" Revision="0" ImageType="png" >  
      <ImageData>/9j/4AAQSkZJRgABAQEAAAAAAAA ETC ETC Lj5OXm5+jp6vHy8/T+uit//2Q==</ImageData>  
    </Image>  
  </Competition>  
</OdfBody>
```

2.1.12.6 Message Sort

Sort by Competition /Image @Pos and within the image by Competition /Image /Result @SortOrder.

2.1.13 Press Photofinish

2.1.13.1 Description

The Press Photofinish message contains a link to a PDF containing the photo finish picture (uncompressed) which includes judgment markers as well as all necessary additional information.

2.1.13.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	Positive Integer	Picture number
DocumentType	DT_PRESSPHOTOFINISH_LK	Press Photofinish message
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected status is: 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.

2.1.13.3 Trigger and Frequency

Trigger when available and after any major change.

2.1.13.4 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			
	PhotoFinish (1,1)			
		Version		
		Revision		
		Link		

2.1.13.5 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	O	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 /PhotoFinish (1,1)			
Attribute	M/O	Value	Description
Version	M	Positive Integer	Document version
Revision	M	#0	Document version
Link	M	S(255)	URL of the link to the document

2.1.13.6 Message Sort

There is no message sorting requirement for this message.

2.1.14 Pool Standings

2.1.14.1 Description

The Pool Standings message contains the standings of a group in a competition. It is similar to the Phase Results message, except in the frequency and trigger. Here the message is triggered at the start of OVR operations and then after each event unit (game, match, etc.).

This message is sent independently for each of the groups/pools of the competition in a particular phase, and the group / pool can be determined from the message headers (DocumentCode and DocumentSubtype).

The mandatory attributes and mandatory elements defined in this message will have to be used by all the sports, although each ODF Sport Data Dictionary give the details of the optional attributes or optional elements of the message.

2.1.14.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@PHASE Code	Phase RSC
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_POOL_STANDING	Pool Standings message
DocumentSubtype	See sport specific definition	Attribute used to extend DocumentType.
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE UNCONFIRMED UNOFFICIAL 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.



2.1.14.3 Trigger and Frequency

The general rule is that this message is sent:

- Before the start of the competition to build in the initial tables. ResultStatus is START_LIST
- When an event unit of the corresponding phase finishes. ResultStatus is INTERMEDIATE.
- When the phase finishes (there are no more event units/games to compete). ResultStatus is OFFICIAL.

2.1.14.4 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	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		ExtendedInfo (0,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
		Progress (0,1)							
			LastUnit						
			UnitsTotal						
			UnitsComplete						
			Extension (0,N)						
				Code					
				Pos					
				Value					
		SportDescription (0,1)							
			DisciplineName						
			EventName						
			SubEventName						
			Gender						
		VenueDescription (0,1)							
			Venue						
			VenueName						
			Location						



		LocationName
	Result (1,N)	
	Rank	
	RankEqual	
	ResultType	
	Result	
	IRM	
	QualificationMark	
	SortOrder	
	Won	
	Lost	
	Tied	
	Played	
	For	
	Against	
	Diff	
	Ratio	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	
	ValueType	
	IRM	
	Rank	
	RankEqual	
	SortOrder	
	Diff	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	RecordIndicators (0,1)	
	RecordIndicator (1,1)	
	Order	
	Code	
	RecordType	
	Equalled	
	Competitor (1,1)	
	Code	



	Type
	Organisation
	Description (0,1)
	TeamName
	IFld
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Composition (0,1)
	Athlete (1,N)
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFld
	Class
	Horse
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value
	ValueType
	IRM



			Rank
			RankEqual
			SortOrder
			Diff
			Extension (0,N)
			Code
			Pos
			Value
	Opponent (0,N)		
		Code	
		Type	
		Pos	
		Organisation	
		Date	
		Time	
		Unit	
		HomeAway	
		Result	
		ExtendedResults (0,1)	
		ExtendedResult (1,N)	
		Type	
		Code	
		Pos	
		Value	
		ValueType	
		IRM	
		Rank	
		RankEqual	
		SortOrder	
		Diff	
		Extension (0,N)	
			Code
			Pos
			Value
	Description (0,1)		
		TeamName	
		IFld	
		ExtendedDescription (0,N)	
		Type	
		Code	
		Pos	



		Value
Composition (0,1)		
Athlete (1,N)		
Code		
Order		
Description (1,1)		
GivenName		
FamilyName		
Gender		
Organisation		
BirthDate		
IFld		
Class		
Horse		
ExtendedDescription (0,N)		
Type		
Code		
Pos		
Value		
Guide(0,N)		
GuideID		
Order		
GuideFamilyName		
GuideGivenName		
ExtendedResults (0,1)		
ExtendedResult (1,N)		
Type		
Code		
Pos		
Value		
ValueType		
IRM		
Rank		
RankEqual		
SortOrder		
Diff		
Extension (0,N)		
Code		
Pos		
Value		



2.1.14.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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



SubEventName	O	CC@PHASE ENG ShortDescription	Phase ENG ShortDescription (not code) from Common Codes. Only include if in single phase.
Gender	M	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

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

Venue Names in Text. Only included where the phase is contested at a single venue

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	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	See sport specific definition	Rank of the competitor in the pool.
RankEqual	O	Y	Y only in case of the Rank has been equalled.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	See sport specific definition	The result of the competitor in the pool, usually the points scored
IRM	O	SC@IRM Code	The invalid result mark, in case it is assigned
QualificationMark	O	SC@QualificationMark Code	The code which gives an indication on the qualification of the competitor for the next round of the competition
SortOrder	M	Positive Integer	Unique sort order for result in the pool, based on rank to break rank ties.
Won	O	Positive Integer	Number of matches or games won
Lost	O	Positive Integer	Number of matches or games lost
Tied	O	Positive Integer	Number of matches or games tied
Played	O	Positive Integer	Number of matches or games played by the competitor
For	O	Positive Integer	Points/Goals achieved by the competitor
Against	O	See sport specific definition	Points/Goals against the competitor
Diff	O	See sport specific definition	Difference between For and Against
Ratio	O	See sport specific definition	Ratio value

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	



Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	Positive Integer	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /RecordIndicators /RecordIndicator (1,1)

Attribute	M/O	Value	Description
Order	M	Positive Integer	Hierarchy of the types of record. (use CC@RECORD_TYPE.Order as reference).
Code	M	CC@RECORD Id	Code which identifies the record broken by the result value.
RecordType	M	CC@RECORD_TYPE RecordType	Code which specifies the level at which the record is broken.
Equalled	O	Y	Y in the case that the record has been equalled

Element: Competition /Result /Competitor (1,1)

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

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
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Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or "A".



Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of team member's or individual athlete's extended results.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Opponent (0,N)

Details of the opposing competitor in competitions within the pool. (The Opponent of the competitor in the Opponent @Pos column of the Pool)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor ID
Type	M	A, T	A for athlete, T for team
Pos	M	Positive Integer	1 to n. Normally expected to be the same as Result/SortOrder for the same competitor.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation (code). Must include if the data is available
Date	O	YYYY-MM-DD	Date of match between the competitor and opponent (example: YYYY-MM-DD). Must include if the data is available, send even after the match is complete.
Time	O	HH:MM	Time of match (example HH:MM) Must include if the data is available, send even after the match is complete.
TimeStamp	O	DateTime	Scheduled date and time of the match including the timezone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the Unit for the Pool Item
HomeAway	O	A, H	Home / Away indicator. Send H if the opponent is the home team, send A if the opponent is the away team.
Result	O	S(50)	Result of the match if match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete. The order of the result data



			is relative to the competitor and may be reversed for other competitor or depending on home/away display rules.
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Element: Competition /Result /Competitor /Opponent /ExtendedResults /ExtendedResult (1,N)

Extensions of oppositions extended results.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Competition /Result /Competitor /Opponent /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the opposition team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Result /Competitor /Opponent /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athletes ID, corresponding to either a team member or an individual athlete



Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
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Element: Competition /Result /Competitor /Opponent /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or "A".

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
ValueType	O	See sport specific definition	ValueType should be used to describe the type of data @Value
IRM	O	SC@IRM Code	Send appropriate IRM code if IRM at this ExtendedResult
Rank	O	See sport specific definition	Rank of the competitor for this specific ExtendedResult.



RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult
Diff	O	See sport specific definition	Time/Points etc behind leader at this ExtendedResult

Element: Competition /Result /Competitor /Opponent /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)

Extensions of team member's or individual athlete's extended results.

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.14.6 Message Sort

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

2.1.15 Brackets

2.1.15.1 Description

The Brackets message contains the brackets information for an event or component of an event (phase or unit). It is used where there is a necessity to know the progress of a competition. In the early stages of the competition, it indicates how the competition progress will proceed from the winners/losers.

2.1.15.2 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
DocumentType	DT_BRACKETS	Brackets message
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: START_LIST INTERMEDIATE UNCONFIRMED UNOFFICIAL OFFICIAL PROTESTED PROVISIONAL Note: the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL can be different for each sport and some status may not apply.
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.



2.1.15.3 Trigger and Frequency

This message should be sent as soon as brackets are available.

Send when a match/event unit is completed, including Unconfirmed, Unofficial and Official status. Therefore it is triggered up to three times (with both status) for each event unit (if unofficial is used). The message should be updated including information on each competitor in the different bracket items.

The @ResultStatus attribute will vary depending on the competition status.

- ResultStatus = "START_LIST" if no units are complete
- ResultStatus = "INTERMEDIATE" until the last event unit (Gold Medal Match) is Unofficial (i.e. for all event units up until the Gold Medal match is completed for an event)
- ResultStatus = "UNCONFIRMED" when the last event unit for an event (Gold Medal match) has Unconfirmed status.
- ResultStatus = "UNOFFICIAL" when the last event unit for an event (Gold Medal match) has Unofficial status.
- ResultStatus = "OFFICIAL" when the last event unit for an event (Gold Medal match) has Official status.
- ResultStatus = "PROVISIONAL" if applicable (IOC/CAS or IF decision pending)

2.1.15.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
	ExtendedInfo (0,N)									
	Type									
	Code									
	Pos									
	Value									
	Extension (0,N)									
	Code									
	Pos									
	Value									
	Progress (0,1)									
	LastUnit									
	UnitsTotal									
	UnitsComplete									
	Extension (0,N)									
	Code									
	Pos									



		Value
SportDescription (0,1)		
		DisciplineName
		EventName
		Gender
VenueDescription (0,1)		
		Venue
		VenueName
		Location
		LocationName
Bracket (1,N)		
		Code
BracketItems (1,N)		
		Code
		BracketItem (1,N)
		Code
		Order
		Position
		Date
		Time
		TimeStamp
		Unit
		Result
		ExtBracketItems (0,1)
		ExtBracketItem (1,N)
		Type
		Code
		Pos
		Value
CompetitorPlace (1,N)		
		Pos
		Code
		WLT
		Rank
		Result
		ResultType
		Diff
		IRM
		QualificationMark
		StrikeOut
		StartOrder



	PhotoFinish	
	ExtCompPlaces (0,1)	
	ExtCompPlace (1,N)	
	Type	
	Code	
	Pos	
	Value	
	PreviousUnit (0,1)	
	Unit	
	Value	
	WLT	
	Competitor (0,1)	
	Code	
	Type	
	Seed	
	Organisation	
	Bib	
	Description (0,1)	
	TeamName	
	IFId	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtBracketComps (0,1)	
	ExtBracketComp (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Composition (0,1)	
	Athlete (1,N)	
	Code	
	Order	
	Bib	
	Description (1,1)	
	GivenName	
	FamilyName	
	Gender	
	Organisation	



	BirthDate
	IFld
	Class
	Horse
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Guide (0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtBracketAths (0,1)
	ExtBracketAth (1,N)
	Type
	Code
	Pos
	Value

2.1.15.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
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Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)

Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

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_GENDER Gender	Gender code for the event unit

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

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	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	Location ENG Description (not code) from Common Codes

Element: Competition /Bracket (1,N)

Attribute	M/O	Value	Description
Code	M	See sport specific definition	Bracket code to identify a bracket item (finals, classification games...). There should be a different code for each bracket based on sport/ORIS presentation of the bracket. For example



			bronze bracket is a different code from that leading to gold (assuming there are matches played)
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Element: Competition /Bracket /BracketItems (1,N)

Attribute	M/O	Value	Description
Code	M	See sport specific definition	Bracket code to identify a set of bracket items. It usually refers to the round in the brackets, for example quarterfinal or semifinal etc.

Element: Competition /Bracket /BracketItems /BracketItem (1,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	unique identifier for the BracketItem.
Order	M	Positive Integer	Sequential number inside of BracketItems to indicate the order, always start at 1
Position	M	Positive Integer	Bracket position when drawing the bracket. For example, a quarter final has 4 items, with positions 1, 2, 3 and 4 from the top. Use the appropriate number to draw the position. If there are only 3 items in a quarterfinal and the fourth is not displayed and would logically be the first then the positions are 2, 3, 4.
Date	O	YYYY-MM-DD	Date of match (example: YYYY-MM-DD). Must include if the data is available
Time	O	HH:MM	Time of match (example HH:MM). Include if the data is available, however in disciplines where match times are determined depending on the participating competitors then the time is withheld until after competitors are known and the times are approved.
TimeStamp	O	DateTime	Scheduled date and time of the match including the time zone offset. Send for future and completed matches.
Unit	O	CC@EVENT_UNIT Code	Full RSC of the unit for the BracketItem
Result	O	See sport specific definition	Result of the match if the match is complete and formatted as in ORIS (separator & order, example 5-2). Must include if the data is available and the match is complete

Element: Competition /Bracket /BracketItems /BracketItem /ExtBracketItems /ExtBracketItem (1,N)

ExtBracketItems /ExtBracketItem are optional elements according to competitors' rules.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace (1,N)

- If the competitors are known, this element is used to place the competitors in the bracket.
- If they are not yet known, it contains some information (on the rule to access to this bracket...)

Attribute	M/O	Value	Description
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Pos	M	Positive Integer	This attribute is a sequential number to place the different competitors in the bracket (1, 2 ...).
Code	O	See sport specific definition	Code for the first competitor of the BracketItem, usually to indicate the rule to access to the bracket item and appearing as first competitor.
WLT	O	See sport specific definition	W or L, indicates the winner or loser of the bracket item. Always send when known
Rank	O	See sport specific definition	Rank in the bracket item, usually only applicable if more than 2 competitors in the bracket
Result	O	See sport specific definition	The result of the competitor in the event unit
ResultType	O	SC@ResultType Code	Type of the @Result attribute.
Diff	O	See sport specific definition	Difference from the leader if applicable
IRM	O	SC@IRM Code	The invalid result mark, if applicable
QualificationMark	O	SC@QualificationMark Code	Indicates the qualification of the competitor for the next round of the competition
StrikeOut	O	Y	The competitor should be struck out in the bracket item, usually only used for DQB but may have others uses by sport
StartOrder	O	Positive Integer	If there is a designator of the starting position, for example colour.
PhotoFinish	O	E, P	In case the competitor result is decided by photo finish: E: Photofinish evaluated. P: Photofinish evaluation pending While pending, the competitors involved will be sorted according to the theoretical rank before the evaluation. Attributes related to the not confirmed result are not expected

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /ExtCompPlaces /ExtCompPlace (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Previous event unit related to the CompetitorPlace@Pos competitor of the current bracket item. It is always informed except for the bracket items whose CompetitorPlace@Pos competitor do not have preceding event units in the bracket graph unless coming from a pool.

Attribute	M/O	Value	Description
Unit	O	CC@EVENT_UNIT Code	Full RSC code of the previous event unit for the CompetitorPlace@Pos competitor of the bracket item. Must send if a winner/loser from a single unit. If from a pool then this is the RSC of the pool.
Value	O	SC@Pool Code	If the competitor in the current unit is unknown due to coming from a pool or previous matches then fill this field with the pool code or the match number as appropriate. (may be redefined by sport)
WLT	O	SC@WLT Code	If the competitor in the current unit is unknown and coming from an earlier bracketitem then fill this field with the W or L indication



			winner or loser of the previous unit if the information is known. Do not send if competitor comes from a pool.
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Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor (0,1)

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Seed	O	S(10)	The seed of the competitor or equivalent information
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known.
Bib	O	S(5)	Competitor Bib

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /ExtBracketComps /ExtBracketComp (1,N)

CompetitorPlace @Pos team competitor's extended bracket information, according to competitors' rules.

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete Bib



Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideId	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Bracket /BracketItems /BracketItem /CompetitorPlace /Competitor /Composition /Athlete /ExtBracketAths /ExtBracketAth (1,N)			
CompetitorPlace @Pos team member's or individual athlete's extended bracket information, depending on whether Competitor @Type="T" or Competitor @Type="A" according to competitors' rules.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.15.6 Message Sort

Bracket @Code (using order in sport codes) then Bracket/BracketItems @Code (using order in sport codes) then Bracket/BracketItems/BracketItem @Position.

2.1.16 Statistics

2.1.16.1 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.

2.1.16.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	Full RSC	Depending on the statistics it could be at any level
DocumentSubcode	See sport specific definition	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_STATS	Statistics message
DocumentSubtype	See sport specific definition	<p>Main DocumentSubtype:</p> <ul style="list-style-type: none"> CUM: For cumulative data of individual player statistics and team statistics. There will be one single message for each team. TOU: For Tournament statistics (like Tournaments Total statistics) IND_RANKING: Ranking of individual tournament statistics, for the best athletes. TEAM_RANKING: Ranking of team tournament statistics. <p>Additional types may be applicable based on the sport rules and will be described in the Sport Data Dictionary.</p>
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates the status of the results: START_LIST LIVE INTERMEDIATE 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.



2.1.16.3 Trigger and Frequency

Depending on the DocumentSubtype, the statistics messages will be triggered with different ResultStatus, refer to ODF Sport Data Dictionary for detailed information.

2.1.16.4 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							
	ExtendedInfos (0,1)							
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		Progress (0,1)						
			LastUnit					
			UnitsTotal					
			UnitsComplete					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					
		VenueDescription (0,1)						
			Venue					
			VenueName					
			Location					
			LocationName					
	Officials (0,1)							
		Official (1,N)						



		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		ExtOfficial (0,N)
		Type
		Code
		Pos
		Value
Stats (1,1)		
	Code	
	StatsItems (0,1)	
	StatsItem (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Attempt	
	Avg	
	Percent	
	Rank	
	RankEqual	
	SortOrder	
	ExtendedStat (0,N)	
		Code
		Pos
		Value
	Competitor (0,N)	
	Code	
	Type	
	Order	
	Organisation	
	Description (0,1)	



		TeamName
		IFId
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
	Coaches (0,1)	
	Coach (1,N)	
		Code
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		ExtCoach (0,N)
		Type
		Code
		Pos
		Value
	StatsItems (0,1)	
	StatsItem (1,N)	
		Type
		Code
		Pos
		Value
		Attempt
		Avg
		Percent
		Rank
		RankEqual
		SortOrder
		ExtendedStat (0,N)
		Code
		Pos
		Value



Composition (0,1)	
Athlete (1,N)	
	Code
	Order
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Horse
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	StatsItems (0,1)
	StatsItem (1,N)
	Type
	Code
	Pos
	Value
	Attempt
	Avg
	Percent
	Rank
	RankEqual
	SortOrder
	ExtendedStat (0,N)
	Code
	Pos
	Value



2.1.16.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Gender	O	CC@DISCIPLINE_GENDER	Gender code for the event unit



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

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	O	CC@LOCATION Id	Location Code
LocationName	O	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 zeros	Official's code
Order	M	Positive Integer	Official's order. 1 if only one official.

Element: Competition /Officials /Official /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
Organisation	M	CC@ORGANISATION Id	Organisation Id

Element: Competition /Officials /Official /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Officials /Official /ExtOfficial (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Stats (1,1)			
Attribute	M/O	Value	Description
Code	M	See sport specific definition	A code to identify the statistics being listed. It must be the same as the DocumentSubtype attribute in the header.

Element: Competition /Stats /StatsItems /StatsItem (1,N)			
Statistics for the event unit / phase or event - depending on the headers' DocumentCode.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percentage
Rank	O	See sport specific definition	Rank for this specific Item.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all data including those without rank.

Element: Competition /Stats /StatsItems /StatsItem /ExtendedStat (0,N)			
Extended information for the statistics for the event unit / phase or event – depending on the headers' DocumentCode.			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Stats /Competitor (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID to be assigned a specific type of statistic. The competitor should be participating in the event / phase / event unit depending on the DocumentCode in the message's header.
Type	M	A, T	A for athlete, T for team
Order	M	Positive Integer	Order of the competitor in the statistics
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known

Element: Competition /Stats /Competitor /Description (0,1)			
Attribute	M/O	Value	Description



TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFld	O	S(16)	Team IF number, send if available

Element: Competition /Stats /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Stats /Competitor /Coaches /Coach (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Coach's ID
Order	M	Positive Integer	Order attribute used to sort coaches.

Element: Competition /Stats /Competitor /Coaches /Coach /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

Element: Competition /Stats /Competitor /Coaches /Coach /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Stats /Competitor /Coaches /Coach /ExtCoach (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Stats /Competitor /StatsItems /StatsItem (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percentage
Rank	O	See sport specific definition	Rank of the competitor for this specific Item.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Element: Competition /Stats /Competitor /StatsItems /StatsItem /ExtendedStat (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Competition /Stats /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Stats /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	



Value	O	See sport specific definition	
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Element: Competition /Stats /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem (1,N)			
Team member's or individual athlete's stats item, depending on whether Competitor @Type="T" or "A"			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	
Attempt	O	See sport specific definition	
Avg	O	See sport specific definition	Related to average
Percent	O	See sport specific definition	Related to percentage
Rank	O	See sport specific definition	Rank of the competitor for this specific Item.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
SortOrder	O	Positive Integer	Similar to rank but considering all competitors (those with IRM or no rank at this Item)

Element: Competition /Stats /Competitor /Composition /Athlete /StatsItems /StatsItem /ExtendedStat (0,N)			
Team member's or individual athlete's extended stat, depending on whether Competitor @Type="T" or "A"			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.16.6 Message Sort

Sort according to the @Order attributes.

2.1.17 Records

2.1.17.1 Description

This message applies for all records depending on the sport from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some cases where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced.

If this happens, then the NotEstablished flag is used. Once the record is established the NotEstablished flag and description will not be removed in any case.

2.1.17.2 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	CC@RECORD Id	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL PARTIAL	FULL if all records included. PARTIAL if only one record code is included.
Version	1..V	Version number (ascending) associated to the message content.
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

2.1.17.3 Trigger and Frequency

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

The message is sent by central systems before the competition with the historical records and by OVR after competition starts with each new record set or equalled.

2.1.17.4 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	Level 10
Competition (0,1)									
	Gen								



	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	SportDescription (0,1)	
	DisciplineName	
	Record (1,N)	
	Code	
	Description (1,1)	
	Name	
	RecordType (1,N)	
	Order	
	RecordType	
	Subcode	
	Shared	
	NotEstablished	
	NotEstablishedLabel	
	RecordData (0,N)	
	Order	
	ResultType	
	Result	
	Unit	
	Country	
	Place	
	Date	
	Time	
	Equalled	
	Unconfirmed	
	Competition	
	Historical	
	Current	
	Reinstated	
	Extension (0,N)	



		Type
		Code
		Pos
		Value
Competitor (0,1)		
		Code
		Type
		Organisation
		Description (0,1)
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
Composition (0,1)		
Athlete (1,N)		
		Code
		Order
		Description (0,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		Class
		Horse
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
Guide(0,N)		
		GuideID
		Order
		GuideFamilyName
		GuideGivenName
ExtRecords (0,1)		
		ExtRecord (1,N)



	Type
	Code
	Pos
	Value

2.1.17.5 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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

Element: Competition /Record (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@RECORD Id	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Sample (Individual Event)



```
<Record Code="ARCM70M72-----">
  <Description Name="Men 72 Arrows Ranking Round" />
  <RecordType RecordType="WR" Order="1" Shared="N">
    <RecordData Order="1" ResultType="POINTS" Result="699" Unit="ARCM70M-----QUAL0001-----"
Country="GBR" Place="London" Date="2012-07-27" Time="105830427" Competition="The XXX Olympic Summer Games
in 2012" Historical="N" Current="Y" >
      <Extension Code="XS_NUM" Value="22" />
      <Competitor Code="1098720" Type="A" Organisation="NZL" >
        <Composition>
          <Athlete Code="1098720" Order="1">
            <Description FamilyName="Smith" GivenName="John" Gender="M" Organisation="NZL" IFId="12920"
BirthDate="1989-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </RecordData>
  </RecordType>
</Record>
```

Sample (Not Established Record)

```
<Record Code="ATHM10000M-----">
  <Description Name="10,000metres Men" />
  <RecordType RecordType="FOR" Order="2" NotEstablished="Y" NotEstablishedLabel ="Not Established" Shared="N" >
    </RecordType>
  </Record>
```

Sample (Teams)



```
<Record Code="ATHW4X100M-----">
  <Description Name="Women's 4 x 100 metres Relay" />
  <RecordType RecordType="WR" Order="1" Shared="N" >
    <RecordData Order="1" ResultType="TIME" Result="36.84" Unit="ATHW4X100M-----FNL-0001----"
Country="GBR" Place="London" Date="2012-08-11" Time="210600000" Competition="Olympic Games" Historical="N"
Current="Y">
      <Competitor Code="ATHW4X100M--JAM01" Type="T" Organisation="JAM" >
        <Description TeamName="Jamaica" />
        <Composition>
          <Athlete Code="1020436" Order="1" >
            <Description FamilyName="Smith" GivenName="Joan" Gender="W" Organisation="JAM" BirthDate="1990-12-
15" />
            </Athlete>
          <Athlete Code="1020467" Order="2" >
            <Description FamilyName="Brown" GivenName="Mary" Gender="W" Organisation="JAM" BirthDate="1992-12-
11" />
            </Athlete>
          <Athlete Code="1020433" Order="3" >
            <Description FamilyName="White" GivenName="Jane" Gender="W" Organisation="JAM" BirthDate="1987-12-
13" />
            </Athlete>
          <Athlete Code="1020434" Order="4" >
            <Description FamilyName="Busby" GivenName="Barb" Gender="W" Organisation="JAM" BirthDate="1994-12-
17" />
            </Athlete>
          </Composition>
        </Competitor>
      </RecordData>
    </RecordType>
  </Record>
```

Element: Competition /Record /Description (1,1)

Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Competition /Record /RecordType (1,N)

It is possible to have more than one element with the same type (as in the case of National Records).

Attribute	M/O	Value	Description
Order	M	Positive Integer	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC@RECORD_TYPE Recordtype	Record type.
Subcode	O	NOC Rank WRC	It will be mandatory in case of RecordType = "NR", "NB", "BOP", "WRC", "ALL" and "SBP". NOC if RecordType = "NR" or "NB" Rank if RecordType = "BOP", "ALL" or "SBP" WRC order if RecordType = "WRC"
Shared	M	Y, N	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	Y	Send "Y" in the case there is no record in this category.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".



Element: Competition /Record /RecordType /RecordData (0,N)			
RecordData is not sent for NotEstablished Records unless a "standard" applies			
Attribute	M/O	Value	Description
Order	M	Positive Integer	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	See sport specific definition	Indicates whether the record result is a distance, a time, etc.
Result	O	See sport specific definition	Send always unless the record is not established (can be sent for not established if there is a standard). The performance of the competitor for the record.
Unit	O	CC@EVENT_UNIT Code	The full RSC of the unit in the current competition where the record was broken. Send always (Mandatory) in the case Historical="N".
Country	O	CC@COUNTRY Id	Always send for new records and where known for historical records. Not applicable for not established records
Place	O	S(40)	Always send for new records and where known for historical records. Not applicable for not established records. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Always send for new records and where known for historical records. Not applicable for not established records. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	HH:MM	Time the record was set. Send always (Mandatory) in the case of Historical="N".
TimeStamp	O	DateTime	Date and Time the record was set including timezone. Send always (Mandatory) in the case of Historical="N".
Equalled	O	Y	"Y" if the existing record is equalled.
Unconfirmed	O	Y	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Y if the record is Unconfirmed
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2013 World Championships", "2012 Olympic Games", etc.).
Historical	M	Y, N	Send "Y" if the record for competitor was not achieved during the current competition. Send "N" if the record for the competitor was achieved during the current competition.
Current	O	Y	"Y" in the case that this is the current record.
Reinstated	O	Y	"Y" if this record is re-instated/re-established as the current record in this message (following an invalidation or similar).

Element: Competition /Record /RecordType /RecordData /Extension (0,N)			
Attribute	M/O	Value	Description



Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Record /RecordType /RecordData /Competitor (0,1)

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitors' organisation if known

Element: Competition /Record /RecordType /RecordData /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available.

Element: Competition /Record /RecordType /RecordData /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Positive Integer	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)

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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /Guide (0,N)

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Record /RecordType /RecordData /Competitor /Composition /Athlete /ExtRecords /ExtRecord (1,N)

Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.17.6 Message Sort

The following order applies:

1. Record @Code
2. RecordType @Order
3. RecordData @Order

2.1.18 Event Final Ranking

2.1.18.1 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 groups/teams.

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.1.18.2 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
DocumentType	DT_RANKING	Event Final ranking message
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	Expected statuses are: 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.

2.1.18.3 Trigger and Frequency

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

2.1.18.4 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	Level 10	Level 11
Competition (0,1)										
	Gen									
	Sport									
	Codes									
	ExtendedInfos (0,1)									
		ExtendedInfo (0,N)								



	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
Progress (0,1)		
	LastUnit	
	UnitsTotal	
	UnitsComplete	
	Extension (0,N)	
	Code	
	Pos	
	Value	
SportDescription (0,1)		
	DisciplineName	
	EventName	
	Gender	
VenueDescription (0,1)		
	Venue	
	VenueName	
Result (1,N)		
	Rank	
	RankEqual	
	ResultType	
	Result	
	Diff	
	Played	
	Won	
	Lost	
	Tied	
	IRM	
	SortOrder	
	ExtendedResults (0,1)	
	ExtendedResult (1,N)	
	Type	
	Code	
	Pos	
	Value	



		Extension (0,N)
		Code
		Pos
		Value
	Competitor (1,1)	
	Code	
	Type	
	Organisation	
	Bib	
	Description (0,1)	
		TeamName
		IFld
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
	Composition (1,1)	
		Athlete (0,N)
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		Class
		Horse
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		Guide(0,N)
		GuideID
		Order
		GuideFamilyName
		GuideGivenName



ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Code	
Pos	
Value	
Team (0,N)	
Code	
Order	
Bib	
Description (0,1)	
TeamName	
IFId	
ExtendedDescription (0,N)	
Type	
Code	
Pos	
Value	
ExtendedResults (0,1)	
ExtendedResult (1,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Code	
Pos	
Value	
Composition (0,1)	
Athlete (1,N)	
Code	
Order	
Bib	
Description (1,1)	
GivenName	
FamilyName	
Gender	



		Organisation
		BirthDate
		IFId
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
		ExtendedResults (0,1)
		ExtendedResult (1,N)
		Type
		Code
		Pos
		Value
		Extension (0,N)
		Code
		Pos
		Value

2.1.18.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /Progress (0,1)			
---	--	--	--



Attribute	M/O	Value	Description
LastUnit	O	CC@EVENT_UNIT Code	Full RSC of the last unit completed (or in progress if applicable) related to the message's content
UnitsTotal	O	Positive Integer	Total units expected related data impacting this message.
UnitsComplete	O	#0	Total units completed which have related data impacting this message.

Element: Competition /ExtendedInfos /Progress /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes. Must be included if it is a single event
Gender	O	CC@DISCIPLINE_GENDER Gender	Gender code for the event. Must be included if it is a single gender

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

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	See sport specific definition	Rank of the competitor in the result.
RankEqual	O	Y	Y in case of the Rank has been equalled else do not send.
ResultType	O	SC@ResultType Code	Type of the @Result attribute
Result	O	See sport specific definition	The result of the competitor in the event
Diff	O	See sport specific definition	Display the time / value behind the leader.
Played	O	Positive Integer	Number of matches played by the competitor in the event
Won	O	Positive Integer	Number of matches won by the competitor in the event
Lost	O	Positive Integer	Number of matches lost by the competitor in the event
Tied	O	Positive Integer	Number of matches tied by the competitor in the event
IRM	O	SC@IRM	The invalid result mark, send if applicable.



		Code	
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)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /ExtendedResults /ExtendedResult /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros SC@CompetitorPlace	Competitor's ID or another indicator (SC@CompetitorPlace) in the case where there is no competitor in the rank due to IRM.
Type	M	A, T	A for athlete, T for team
Organisation	O	CC@ORGANISATION Id	Competitor's organisation if known
Bib	O	S(5)	Competitor Bib

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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



Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding to an individual athlete or a team member. Team members should be participating in the event.
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(5)	Athlete Bib

Element: Competition /Result /Competitor /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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" and "A"

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order of the teams if multiple teams else 1
Bib	O	S(5)	Bib number, send if available (team bib)

Element: Competition /Result /Competitor /Composition /Team /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team.
IFId	O	S(16)	International Federation ID

Element: Competition /Result /Competitor /Composition /Team /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the listed team's member. Therefore, he/she is a member of the team.
Order	O	Positive Integer	Team member order
Bib	O	S(5)	Bib number, send if available

Element: Competition /Result /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Result /Competitor /Composition /Team /Composition /Athlete /ExtendedResults /ExtendedResult /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.18.6 Message Sort

Sort by Result @SortOrder

2.1.19 Event's Medallists

2.1.19.1 Description

The Event's Medallists is a message containing the list of medallists awarded in one particular event.

2.1.19.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Full RSC at event level
DocumentType	DT_MEDALLISTS	Event's Medallists message
Version	Positive Integer	Version number (ascending) associated to the message content.
ResultStatus	CC@RESULTSTATUS Code	It indicates whether the results are: UNOFFICIAL 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.

2.1.19.3 Trigger and Frequency

ResultStatus = UNOFFICIAL

after the final unit has finished but the results have not been distributed as OFFICIAL and a ceremony for this event is taking place in the next 5 minutes.

ResultStatus = PARTIAL

after a unit awarding a medal (for example Bronze medal unit) has finished and the results are OFFICIAL (for that medal unit) but all the medal units are not finished yet. The message only includes information for the awarded medal(s) of the finished unit.

ResultStatus = OFFICIAL

after all medal units are finished and the results are OFFICIAL or while the final unit is still in progress (example Mass start events) but the medallists have been confirmed by the Technical Delegate.

ResultStatus = PROVISIONAL

In the case of a pending IOC, CAS or IF decision.

2.1.19.4 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	Level 10
---------	---------	---------	---------	---------	---------	---------	---------	---------	----------



Competition (0,1)		
	Gen	
	Sport	
	Codes	
	ExtendedInfos (0,1)	
	ExtendedInfo (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	SportDescription (0,1)	
	DisciplineName	
	EventName	
	Gender	
	VenueDescription (0,1)	
	Venue	
	VenueName	
	Medal (1,N)	
	Code	
	Unit	
	Date	
	Competitor (1,1)	
	Code	
	Type	
	Order	
	Bib	
	Organisation	
	Description (0,1)	
	TeamName	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	Officials (0,1)	
	Official (1,N)	



		Code
		Function
		Order
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Nationality
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
ExtCompMedals (0,1)		
ExtCompMedal (1,N)		
		Type
		Code
		Pos
		Value
Composition (1,1)		
Athlete (0,N)		
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		Class
		Horse
		ExtendedDescription (0,N)
		Type
		Code
		Pos
		Value
Guide(0,N)		
		GuideID
		Order



		GuideFamilyName
		GuideGivenName
ExtAthMedals (0,1)		
ExtAthMedal (1,N)		
		Type
		Code
		Pos
		Value
Team (0,N)		
	Code	
	Order	
	Bib	
	Description (0,1)	
	TeamName	
	IFld	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
ExtCompMedals (0,1)		
ExtCompMedal (1,N)		
		Type
		Code
		Pos
		Value
Composition (0,1)		
Athlete (1,N)		
		Code
		Order
		Bib
		Description (1,1)
		GivenName
		FamilyName
		Gender
		Organisation
		BirthDate
		IFld
		ExtendedDescription (0,N)
		Type
		Code



			Pos
			Value
		ExtAthMedals (0,1)	
		ExtAthMedal (1,N)	
			Type
			Code
			Pos
			Value

2.1.19.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
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_GENDER Gender	Gender code for the event unit.

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE	Venue Code



		Id	
VenueName	M	CC@VENUE ENG Description	Venue ENG Description (not code) from Common Codes

Element: Competition /Medal (1,N)

Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType	Medal type. All the Competitors with the same CC@MedalType are not grouped in the same element.
Unit	M	CC@EVENT_UNIT Code	Full RSC Unit code in which a medal was awarded. It is used in case of disciplines like Ice Hockey or Basketball, with the bronze medal and the gold medal awarded in different event units.
Date	M	YYYY-MM-DD	The date of the most recent unit in which a medal was determined for this event. That is, if only the bronze medal competitor has been determined then this is the date of the bronze medal unit. If all medals are determined then this is the date of the gold medal unit. It is the date of the unit, not the date of the awarding of the medal or the date of a later change in the medallists (that is it will not change [except in the case of a re-run], even if the medallists do)

Element: Competition /Medal /Competitor (1,1)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete, T for team
Order	M	Positive Integer	Competitor order (Send 1 by default). In the case of tie the order is defined for the sport rules.
Bib	O	S(5)	Bib number, send if available (team bib)
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Medal /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	International Federation Id

Element: Competition /Medal /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Officials /Official (1,N)



Officials in the case there are officials receiving event's medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official ID for the official code
Function	O	CC@DISCIPLINE_FUNCTION Id	Send official function
Order	O	Positive Integer	Send official order (if more than one official is needed). Send 1 if only one.

Element: Competition /Medal /Competitor /Officials /Official /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
Nationality	M	CC@COUNTRY Id	Nationality

Element: Competition /Medal /Competitor /Officials /Official /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /ExtCompMedals /ExtCompMedal (1,N)			
Team competitor's extended medals information, according to competitors' rules.			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition /Athlete (0,N)			
(Include all members that won the medal according to sport rules if Competitor @Type="T")			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Positive Integer	Order of the team members in a team if Competitor @Type="T". 1 if Competitor @Type="A".
Bib	O	S(5)	Bib number, send if available (shirt number in a team)

Element: Competition /Medal /Competitor /Composition /Athlete /Description (1,1)			
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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
IFId	O	S(16)	International Federation Id
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition //Athlete /Guide (0,N)

Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)

Team members or individual athlete's extended result, depending on whether Competitor @Type="T" or "A"

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition /Team (0,N)

Only applicable in the case of team of teams.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order of the teams if multiple teams else 1



Bib	O	S(5)	Bib number, send if available (team bib)
-----	---	------	--

Element: Competition /Medal /Competitor /Composition /Team /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Medal /Competitor /Composition /Team /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition /Team /Composition /Athlete (1,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID of the listed team's member. Therefore, he/she is a member of the team.
Order	O	Positive Integer	Team member order
Bib	O	S(5)	Bib number, send if available

Element: Competition /Medal /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Element: Competition /Medal /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
-----------	-----	-------	-------------



Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Medal /Competitor /Composition /Team /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.19.6 Message Sort

The message is sorted according to the medal type. Moreover, in case of tie the order is according to the Competitor@Order (given by the sport rule). Team members are sorted according to the Athlete@Order.

2.1.20 Medallists by discipline

2.1.20.1 Description

The Medallists by discipline is a message containing the list of medallists for one discipline, up to the moment the message is generated.

The Medallists by discipline message is a complete message that increments its content as more medals are being awarded during the competition. The arrival of this message resets the entire previous Medallists by discipline information.

2.1.20.2 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
DocumentType	DT_MEDALLISTS_DISCIPLINE	Medallists by discipline
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.20.3 Trigger and Frequency

Medallists by Discipline message is sent as soon as any new medal(s) is notified with release of DT_MEDALLISTS message. The data in this message should be aligned with all medals distributed in DT_MEDALLISTS. As the competition progresses, successive changes in the medallists by discipline information are made.

2.1.20.4 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	Level 10	Level 11	Level 12
Competition (0,1)											
	Gen										
	Sport										
	Codes										
	ExtendedInfos (0,1)										
	ExtendedInfo (0,N)										
		Type									
		Code									
		Pos									



	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	
	SportDescription (0,1)	
	DisciplineName	
	Discipline (1,1)	
	Code	
	TotalEvents	
	FinishedEvents	
	Event (1,N)	
	Code	
	EventName	
	Date	
	Medal (1,N)	
	Code	
	Competitor (1,1)	
	Code	
	Type	
	Bib	
	Order	
	Organisation	
	Description (0,1)	
	TeamName	
	IFId	
	ExtendedDescription (0,N)	
	Type	
	Code	
	Pos	
	Value	
	ExtCompMedals (0,1)	
	ExtCompMedal (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Composition (1,1)	
	Athlete (0,N)	
	Code	
	Order	



	Bib
	Description (1,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	Class
	Horse
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	Guide(0,N)
	GuideID
	Order
	GuideFamilyName
	GuideGivenName
	ExtAthMedals (0,1)
	ExtAthMedal (1,N)
	Type
	Code
	Pos
	Value
	Team (0,N)
	Code
	Order
	Bib
	Description (0,1)
	TeamName
	IFId
	ExtendedDescription (0,N)
	Type
	Code
	Pos
	Value
	ExtCompMedals (0,1)
	ExtCompMedal (1,N)
	Type



			Code
			Pos
			Value
		Composition (0,1)	
		Athlete (1,N)	
			Code
			Order
			Bib
			Description (1,1)
			GivenName
			FamilyName
			Gender
			Organisation
			BirthDate
			IFld
			ExtendedDescription (0,N)
			Type
			Code
			Pos
			Value
		ExtAthMedals (0,1)	
		ExtAthMedal (1,N)	
			Type
			Code
			Pos
			Value

2.1.20.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	



Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes

Element: Competition /Discipline (1,1)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC Discipline Code
TotalEvents	M	Positive Integer	Total number of competition events (events that award medals)
FinishedEvents	M	##0	Number of competition events that have awarded any type of medal, out of the total. In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: Competition /Discipline /Event (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@EVENT Code	Full RSC of the Event
EventName	M	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
Date	M	YYYY-MM-DD	Date of the Gold medal match.

Element: Competition /Discipline /Event /Medal (1,N)			
Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType	Medal type gold, silver or bronze. All the Competitors with the same CCGEN@MedalType must not be grouped in the same element (it applies in the equalled medals)

Element: Competition /Discipline /Event /Medal /Competitor (1,1)			
Competitor related to the medals.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for Athlete, T for Team
Bib	O	S(5)	Bib number, send if available (team bib)



Order	M	Positive Integer	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC@ORGANISATION Id	Competitors' organisation

Element: Competition /Discipline /Event /Medal /Competitor /Description (0,1)

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Discipline /Event /Medal /Competitor /Description /ExtendedDescription (0,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /ExtCompMedals /ExtCompMedal (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
Order	M	Positive Integer	Team member order for medal (according to each different sport rule). Send 1 if individual medal
Bib	O	S(5)	Bib number, send if available (shirt number in a team)

Element: Competition /Discipline /Event /Medal /Competitor /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
IFId	O	S(16)	International Federation Id



Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games).
Horse	O	S(25)	Name of the athlete's horse

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team (0,N)			
Only applicable in the case of team of teams			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Order	M	Positive Integer	Order of the teams if multiple teams else 1
Bib	O	S(5)	Bib number, send if available (team bib).

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	Team IF number, send if available

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Description /ExtendedDescription (0,N)			
---	--	--	--



Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /ExtCompMedals /ExtCompMedal (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID of the listed team's member. Therefore, he/she is part of the team.
Order	O	Positive Integer	Team member order
Bib	O	S(5)	Bib number, send if available

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /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
IFId	O	S(16)	International Federation Id

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Team /Composition /Athlete /ExtAthMedals /ExtAthMedal (1,N)			
Attribute	M/O	Value	Description



Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.20.6 Message Sort

Events in the message will be sorted by the chronological order in which the events took place, (the time is considered to be the finish time of the gold medal unit) followed by medal order (gold, silver, bronze) and then by the official result order. Where the message is sent after the bronze unit and before the gold unit then use the finish time of the bronze unit until the gold unit finish time is known.

2.1.21 Configuration

2.1.21.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However, it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.1.21.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	Event, Phase or Event Unit RSC
DocumentType	DT_CONFIG	Configuration message
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.21.3 Trigger and Frequency

The message is sent prior to any ODF Sports message, if requested by one discipline (ODF Sport Data Dictionary).

Depending on the data required in this message (sport by sport) the sport data dictionary may add or modify the triggering requirements.

Trigger also after any major change, but considering that, if possible, the configuration for one event, phase or event unit must be provided before the start list. If a DT_CONFIG message is sent after a DT_RESULT in a related unit then the next version of DT_RESULT must be sent immediately.

2.1.21.4 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				



ExtendedInfos (0,1)			
		ExtendedInfo (1,N)	
		Type	
		Code	
		Pos	
		Value	
		Extension (0,N)	
		Code	
		Pos	
		Value	
Configs (1,1)			
		Config (1,N)	
		Unit	
		ExtendedConfig (1,N)	
		Type	
		Code	
		Pos	
		Value	
		ExtendedConfigItem (0,N)	
		Code	
		Pos	
		Value	

2.1.21.5 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	O	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 /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	



Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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

Attribute	M/O	Value	Description
Unit	M	See sport specific definition	Full RSC of the Unit. Can be at event, gender, phase or unit level (do not send if at discipline level).

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

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Configs /Config /ExtendedConfig /ExtendedConfigItem (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.21.6 Message Sort

There is no general message sorting rule.



2.1.22 Communication

2.1.22.1 Description

The Communication message contains a release of a Communication, which may be an Official Communication, Sport Communication or similar, which contains jury decisions, competition management decisions, etc.

Communications are numbered by sport separately, not globally.

2.1.22.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code CC@DISCIPLINE_GENDER Code CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	RSC to which the Communication is relevant/related.
DocumentSubcode	Positive Integer	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). For PROTEST this is the case number and is provided by sport.
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE PROTEST ON_WATER LIMIT	<ul style="list-style-type: none">NOTICE: used for Official Communications (all sports)SPORT_NOTICE: used for Sport Communications (all sports)COMPETITOR_NOTICE: for notifications to competitors, (only golf)PROTEST: protest type (Except protest by Rule 42) (only sailing)ON_WATER: on the water Penalties (only sailing)LIMIT: protest Time Limit (only sailing)
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.22.3 Trigger and Frequency

The message should be generated as soon as the information is available.

Trigger also after any change.

2.1.22.4 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)					
		ExtendedInfo (0,N)				
			Type			
			Code			
			Pos			
			Value			
			Extension (0,N)			
				Code		
				Pos		
				Value		
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			SubEventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
			Location			
			LocationName			
	Communication (1,1)					
		PublishTime				
		Decision (0,1)				
			ItemNum			
			IssuedTime			
			AffectsRES			
			AffectsSCH			
			AffectsOTH			
			Unit			



Subtitle (0,1)	
-	
Summary (0,1)	
-	
Details (0,1)	
-	
IssuedBy (0,1)	
-	
SignedBy (0,2)	
Code	
FamilyName	
GivenName	
Function	
Order	
ExtendedComms (0,1)	
ExtendedComm (1,N)	
Type	
Code	
Pos	
Value	
Extension (0,N)	
Code	
Pos	
Value	
Protest (0,1)	
Status	
Procedure	
HearingTime	
DecisionTime	
Informed	
Initiator	
Respondent	
Witness	
Interpreter	
Rule	
Unit	
Type (0,1)	
-	
Details (0,1)	
-	
DecisionShort (0,1)	



	-
DecisionLong (0,1)	
	-
Description (0,1)	
	-
FactsFound (0,1)	
	-
Conclusion (0,1)	
	-
Jury (1,N)	
	Code
	FamilyName
	GivenName
	Order
SignedBy (0,1)	
	Code
	FamilyName
	GivenName
	Function
ImageData (0,1)	
	-

2.1.22.5 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	O	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 /ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	



Value	O	See sport specific definition
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Element: Competition /ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline ENG Description (not code) from Common Codes
EventName	O	CC@EVENT ENG Description	Event ENG Description (not code) from Common Codes.
SubEventName	O	CC@EVENT_UNIT ENG ShortDescription	EventUnit ENG ShortDescription (not code) from Common Codes. Only include if single unit affected
Gender	O	CC@DISCIPLINE_GENDER Gender	Gender code for the event unit

Element: Competition /ExtendedInfos /VenueDescription (0,1)			
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	O	CC@LOCATION Id	Location Code
LocationName	O	CC@LOCATION ENG Description	Location 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.			
The DocumentSubtype is always NOTICE, COMPETITOR_NOTICE or SPORT_NOTICE, except for Sailing where it is redefined in the ODF Sport Data Dictionary document.			
Attribute	M/O	Value	Description
ItemNum	O	Positive Integer	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	Y, N	'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	Y, N	'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	Y, N	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE
Unit	O	CC@DISCIPLINE Code CC@DISCIPLINE_GENDER Code CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	Full Unit RSC Sent if the official communication applies to the gender, event, phase, or unit level. (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 zeros	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	CC@DISCIPLINE_FUNCTION Id	Decision of the Function of the Signed person
Order	M	Positive Integer	Send official order

Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm (1,N)

Attribute	M/O	Value	Description
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Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Communication /Decision /ExtendedComms /ExtendedComm /Extension (0,N)

Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Communication /Protest (0,1)

Attribute	M/O	Value	Description
Status	M	SCGEN@ProtestStatus	Status of protest
Procedure	O	Free Text	Procedural matters related to the protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
DecisionTime	O	DateTime	Protest Decision Time Example: 2012-07-26T10:00:00+01:00
Informed	O	DateTime	Time parties informed Example: 2012-07-26T10:00:00+01:00
Initiator	O	Free text	
Respondent	O	Free text	
Witness	O	Free text	
Interpreter	M	Y, N	Interpreter required (Y or N)
Rule	M	S(25)	Rule applicable
Unit	O	CC@DISCIPLINE Code CC@DISCIPLINE_GENDER Code CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

Element: Competition /Communication /Protest /Type (0,1)

Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

Element: Competition /Communication /Protest /Details (0,1)



Attribute	M/O	Value	Description
-	M	Free text	Protest details

Element: Competition /Communication /Protest /DecisionShort (0,1)

Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: Competition /Communication /Protest /DecisionLong (0,1)

Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: Competition /Communication /Protest /Description (0,1)

Attribute	M/O	Value	Description
-	O	Free text	Description of the incident

Element: Competition /Communication /Protest /FactsFound (0,1)

Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: Competition /Communication /Protest /Conclusion (0,1)

Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: Competition /Communication /Protest /Jury (1,N)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Official ID
FamilyName	O	S(25)	Family name of the Jury
GivenName	O	S(25)	Given name of the Jury
Order	O	Positive Integer	Order of the official, if more than one official. Send 1 if only one.

Element: Competition /Communication /Protest /SignedBy (0,1)

Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Key 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	CC@DISCIPLINE_FUNCTION Id	Function of the Signed person

Element: Competition /Communication /ImageData (0,1)

Attribute	M/O	Value	Description
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-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG or JPG file.
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2.1.22.6 Message Sort

There are no specific sorting requirements

2.1.23 Federation Ranking

2.1.23.1 Description

The Federation Ranking is a message containing the rankings in a discipline. The rankings may be over the whole discipline or divided by event as appropriate for the discipline. One message may contain a single event or multiple events.

Rankings may be based on some points system and updated at fixed points or based on single performances and updated with each new performance.

Rankings may be for a fixed period, for example a calendar year or be taken over a rolling period.

2.1.23.2 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 code.
DocumentSubcode	N/A	Extension for the DocumentCode, this is an optional attribute.
DocumentType	DT_FED_RANKING	Federation ranking message
DocumentSubtype	See sport specific definition	Federation Ranking type.
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.23.3 Trigger and Frequency

Triggers in rankings are usually manual as the ranking may be distributed when updates are complete from multiple competitions or at fixed points in time. As a result each discipline defines its own triggers.

2.1.23.4 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							
	ExtendedInfos (0,1)							
	DateTime (1,1)							
	Update							



ListComp (0,1)	
Date	
Place	
Country	
Pos	
Addinfo	
ScheduleStatus	
Result (1,N)	
Rank	
RankEqual	
Result	
SortOrder	
ResultItems (0,1)	
ResultItem (1,N)	
Unit	
Order	
Result (1,1)	
Rank	
Result	
SortOrder	
Competitor (1,1)	
Code	
Type	
Current	
Organisation	
Composition (1,1)	
Athlete (0,N)	
Code	
Order	
Description (1,1)	
GivenName	
FamilyName	
Gender	
Organisation	
BirthDate	
IFId	

2.1.23.5 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	O	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 /ExtendedInfos /DateTime (1,1)

Attribute	M/O	Value	Description
Update	M	Date	Applicable date for this version of the ranking.

Element: Competition / ExtendedInfos /ListComp (0,N)

Attribute	M/O	Value	Description
Date	M	YYYY-MM-DD	Date when the related competition took place (starting date).
Place	O	S(40)	Place when the related competition took place.
Country	O	CC@COUNTRY Id	Country when the related competition took place.
Pos	M	Positive Integer	Order for the related competitions
AddInfo	O	S(40)	Additional related information
ScheduleStatus	O	CC@SCHEDULESTATUS Id	Status of related competition (could be cancelled for example)

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	POINTS	Send POINTS to indicate that the result is a point value
Result	O	Positive Integer	The result (score) of the competitor in the event (highest phase reached).
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 /ResultItems /ResultItem (1,N)

Attribute	M/O	Value	Description
Unit	O	CC@EVENT Code	Event code for that competition
Order	M	Positive Integer	Logical Order must correspond to the Pos of Listcomp to indicate, in which competition the result was achieved.

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

Attribute	M/O	Value	Description
Rank	O	Positive Integer	Rank in the competition
Result	O	Positive Integer	Point value according to the achieved rank



SortOrder	M	Positive Integer	Sort order of that rank in the competition
ResultType	M	SC@ResultType Code	ResultType. Example: send POINTS to indicate that the result is a point value

Element: Competition / Result /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Competitor's ID Mandatory for Type= "A" or "T"
Type	M	A, T	A for athlete, T for team
Current	M	Y, N	Can be redefined by discipline. Usually send 'Y' if the competitor is taking part in the current competition or 'N' if not participating.
Organisation	O	CC@ORGANISATION Id	Organisation ID

Element: Competition /Result /Competitor /Composition /Athlete (01,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID, corresponding either to a team member or an individual athlete
Order	M	Positive Integer	Send 1 for individual athlete; otherwise send the order of the team members within the team.

Element: Competition /Result /Competitor /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	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

2.1.23.6 Message Sort

@Order attribute sorts each node whenever the attribute is informed.

2.1.24 Weather conditions

2.1.24.1 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.

2.1.24.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at discipline level
DocumentSubcode	CC@LOCATION Id	Location Code (which could be at venue level)
DocumentType	DT_WEATHER	Weather conditions in the venue or location as referred to in DocumentSubcode.
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.24.3 Trigger and Frequency

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

2.1.24.4 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)					
		ExtendedInfo (1,N)				
			Type			
			Code			
			Pos			



		Value
		Extension (0,N)
		Code
		Pos
		Value
Weather (1,1)		
	Date	
	Conditions (1,N)	
	Code	
	Humidity	
	Wind_Direction	
	Prec_Type	
	Condition (0,3)	
	Code	
	Value	
	Precipitation (0,N)	
	Unit	
	Value	
	Pressure (0,N)	
	Unit	
	Value	
	Temperature (0,N)	
	Code	
	Unit	
	Value	
	Type	
	Wind (0,N)	
	Code	
	Unit	
	Value	
	Type	
	ExtendedConditions (0,1)	
	ExtendedCondition (1,N)	
	Type	
	Code	
	Pos	
	Value	
	Extension (0,N)	
	Code	
	Pos	
	Value	



2.1.24.5 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	O	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 /ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

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
Prec_Type	O	SCGEN@PrecType Code	Precipitation type

Element: Competition /Weather /Conditions /Condition (0,3)			
Attribute	M/O	Value	Description
Code	M	SKY, SNOW, ICE, WATER	Weather conditions type
Value	M	CC@WEATHER_COND_SNOW Id CC@WEATHER_COND Id SC@SeaState	Codes that describe the Weather Condition.



		Code	
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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	SCGEN@PressureUnit Code	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, SNOW, ICE, WATER, WBG, SAND	Temperature type Snow and Ice temperature are only applicable in winter when requested Water and Sand temperature are optional depending on the Discipline.
Unit	M	SCGEN@TemperatureUnit Code	Temperature unit
Value	M	[-]##0.0	Temperature of the @Code. Negative if applicable
Type	O	See sport specific definition	Type of Temperature (like Maximum, Minimum, Normal, etc.)

Element: Competition /Weather /Conditions /Wind (0,N)

Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	SCGEN@WindUnit Code	Wind unit
Value	M	##0	Wind speed in @Unit
Type	O	See sport specific definition	

Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition (1,N)

Attribute	M/O	Value	Description
Type	O	See sport specific definition	
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Weather /Conditions /ExtendedConditions /ExtendedCondition /Extension (0,N)



Attribute	M/O	Value	Description
Code	O	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

2.1.24.6 Message Sort

There is no special sort order requirement for this message.

2.1.25 Medal Presenters

2.1.25.1 Description

This is always a full message, and all applicable elements and attributes are always sent, and it contains the information on who will present the medals for the events.

Before Games using DocumentCode GEN----- the content of the message is the complete list of medal and gift/flower/mascot/other article presenters.

During Games, before each award ceremony, the content of the message includes only the presenters involved in the ceremony. DocumentCode is the full RSC of ceremony EVENT_UNIT.

There is one message per event per venue containing all the information related to the presentation in the venue for that event. Updated as appropriate.

When both medals and flowers or mascot or other gifts are presented in the same ceremony:

DocumentSubType is VICTORY

- For the presenter(s) of medals then Function@Presenter is MEDAL_PRESENTER
- For the presenter(s) of the supplementary awarded article:
- If the supplementary awarded article is flower then Function@Presenter is FLOWER_PRESENTER
- If the supplementary awarded article is mascot or other gift then Function@Presenter is MASCOT_PRESENTER
- If there is a person standing in the ceremony but not presenting anything then Function@Presenter is ACCOMPANY_PRESENTER

When only flowers or mascot or other gifts are presented in the venue and the medals elsewhere:

If the awarded article is Flower, then DocumentSubType is FLOWER

- For the presenter(s) of flowers then Function@Presenter is FLOWER_PRESENTER
- If there is a person standing in the ceremony but not presenting anything then Function@Presenter is ACCOMPANY_PRESENTER

If the awarded article is mascot or another gift then DocumentSubType is MASCOT

- For the presenter(s) of mascot or another gift then Function@Presenter is MASCOT_PRESENTER
- If there is a person standing in the ceremony but not presenting anything then Function@Presenter is ACCOMPANY_PRESENTER

When only medals are presented in the ceremony (Medals Plaza case or no other items):

DocumentSubType is MEDAL

- For the presenter(s) of medals then Function@Presenter is MEDAL_PRESENTER
- If there is a person standing in the ceremony but not presenting anything then Function@Presenter is ACCOMPANY_PRESENTER

When the message is sent only to provide the list of names:

DocumentSubType is PRESENTERS



- For the presenter(s) of medals then Function @Presenter is MEDAL_PRESENTER
- For others who will be involved in the ceremony but not presenting medals then Function @Presenter is ACCOMPANY_PRESENTER

2.1.25.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC
DocumentSubcode	CC@VENUE Code	Venue Code or the venue where the presentation will take place.
DocumentType	DT_PRESENTER	Presenters Message
DocumentSubtype	SCGEN@PresenterType	Presenter Type
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.25.3 Trigger and Frequency

Trigger when the information is available about the presenters and for any changes.

2.1.25.4 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 ExtendedInfos (0,1)	SportDescription (0,1)	DisciplineName		
		VenueDescription (0,1)	Venue VenueName		
	Presentation (1,N)	Event EventName Presenter (1,N)			



	Code MedalRank Function Order Description (1,1)	
	GivenName FamilyName Gender Nationality	
	Detail (1,N)	
	Language PresenterName LongPresenterName Role LongRole Highlight	

2.1.25.5 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	O	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: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	CC@DISCIPLINE ENG Description	Discipline name (not code) from Common Codes

Element: ExtendedInfos /VenueDescription (0,1)			
Attribute	M/O	Value	Description
Venue	M	CC@VENUE Id	Venue Code
VenueName	M	CC@VENUE ENG Description	Venue short name (not code) from Common Codes

Element: Presentation (1,N)			
Attribute	M/O	Value	Description
Event	M	CC@EVENT Code	Full RSC of the event for the medal
EventName	O	CC@EVENT ENG Description	ENG Description of the event

Element: Presentation /Presenter (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Presenter ID, unique ID assigned by the medal presenter application or the Accreditation ID if available



MedalRank	O	Positive Integer	The rank of the medal 1, 2, 3 etc. or 0 of the same person presenting all. Must be sent for a presenter. Do not send attribute for an accompanying person who is not making any presentation.
Function	O	SCGEN@Presenter	Function code of the Presenter's role in the Medal Presentation For example: MEDAL_PRESENTER Required in the ceremony specific presenter messages, not expected in the GEN----- message.
Order	M	Positive Integer	Order of the presenters. For full message the order should be by function, family name then given name.

Element: Presentation /Presenter /Description (1,1)

Attribute	M/O	Value	Description
GivenName	O	S(25)	Preferred Given Name
FamilyName	M	S(25)	Preferred Family Name
Gender	O	CC@PERSON_GENDER Id	Gender of the person
Nationality	O	CC@COUNTRY Id	Nationality of the Presenter

Element: Presentation /Presenter /Detail (1,N)

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language code of the data
PresenterName	M	S(45)	Name of the presenter for display, may include things like Mr, HRM, Sir etc.
LongPresenterName	M	S(80)	Long name of the presenter for display, may include things like Mr, HRM, Sir etc.
Role	O	S(45)	Presenter's function within the organisation they represent, for example: Member of the International Olympic Committee FIS Secretary General FIBA Council Member
LongRole	O	S(100)	Long form of the role of the presenter within the organisation they represent.
Highlight	O	S(200)	Any additional highlight information about the person

Sample (one presenter for each medals and flowers)

```
<ExtendedInfos>
  <SportDescription DisciplineName="Alpine Skiing" />
  <VenueDescription Venue="ABC" VenueName="Skiing Venue" />
</ExtendedInfos>
<Presentation Event="ALSMDH-----" EventName="Men's Downhill" >
  <Presenter Code="9995001" MedalRank="0" Function="MEDAL_PRESENTER" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Nationality="SWE" />
    <Detail Language="ENG" PresenterName="Sir John Smith" LongPresenterName="Sir John Smith" Role="Executive Board Member of the IOC" LongRole="Executive Board Member of the International Olympic Committee" Highlight="John is a former World Champion in this event" />
  </Presenter>
  <Presenter Code="9995002" MedalRank="0" Function="FLOWER_PRESENTER" Order="2" >
    <Description GivenName="Gian Franco" FamilyName="Kasper" Gender="M" Nationality="SUI" />
```



```
<Detail Language="ENG" PresenterName="Gian Franco Kasper" LongPresenterName="Gian Franco Kasper" Role="FIS President"
LongRole="FIS President"/>
</Presenter>
</Presentation>
```

Sample (one presenter per medal)

```
<Presentation Event="ALSMDH-----" EventName="Men's Downhill" >
  <Presenter Code="9995003" MedalRank="1" Function="MEDAL_PRESENTER" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Nationality="SWE" />
    <Detail Language="ENG" PresenterName="HRH John Smith" LongPresenterName="HRH John Smith" Role="Executive Board
Member of the IOC" LongRole="Executive Board Member of the International Olympic Committee" Highlight="John is a former World
Champion in this event" />
  </Presenter>
  <Presenter Code="9995004" MedalRank="2" Function="MEDAL_PRESENTER" Order="2" >
    <Description GivenName="Gian Franco" FamilyName="Kasper" Gender="M" Nationality="SUI" />
    <Detail Language="ENG" PresenterName="Gian Franco Kasper" LongPresenterName="Gian Franco Kasper" Role="FIS President"
LongRole="FIS President" />
  </Presenter>
  <Presenter Code="9995005" MedalRank="3" Function="MEDAL_PRESENTER" Order="3" >
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Nationality="GER" />
    <Detail Language="ENG" PresenterName="Ms Mary Smith" LongPresenterName="Ms Mary Smith" Role="Executive Board
Member of the IOC" LongRole="Executive Board Member of the International Olympic Committee" />
  </Presenter>
</Presentation>
```

Sample (Presenter list)

```
<Presentation Event="GEN-----" >
  <Presenter Code="9995001" Order="1" >
    <Description GivenName="John" FamilyName="Smith" Gender="M" Nationality="SWE" />
    <Detail Language="ENG" PresenterName="HRH John Smith" LongPresenterName="HRH John Smith" Role="Executive Board
Member of the IOC" LongRole="Executive Board Member of the International Olympic Committee" Highlight="John is a former World
Champion in this event" />
  </Presenter>
  <Presenter Code="9995352" Order="2" >
    <Description GivenName="Gian Franco" FamilyName="Kasper" Gender="M" Nationality="SUI" />
    <Detail Language="ENG" PresenterName="Gian Franco Kasper" LongPresenterName="Gian Franco Kasper" Role="FIS President"
LongRole="FIS President" />
  </Presenter>
  <Presenter Code="9995937" Order="3" >
    <Description GivenName="Mary" FamilyName="Smith" Gender="W" Nationality="GER" />
    <Detail Language="ENG" PresenterName="Ms Mary Smith" LongPresenterName="Ms Mary Smith" Role="Executive Board Member
of the IOC" LongRole="Executive Board Member of the International Olympic Committee" />
  </Presenter>
</Presentation>
```

2.1.25.6 Message Sort

Sort by Presentation /Presenter @Order



2.1.26 Discipline/Venue Start Transmission

2.1.26.1 Description

The “discipline/venue start transmission” is a message to indicate the start of operations for one specific discipline in one specific venue within a logical day. Operations may start and stop multiple times within a logical day. This message indicates the start of DT_KA messages for a Source.

2.1.26.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC in the format: DDDGGEN-----OTHRVEN----- DDD=Discipline, VEN=Venue
DocumentType	DT_LOCAL_ON	Discipline/Venue Start Transmission
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.26.3 Trigger and Frequency

The message is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day. Send again after DT_LOCAL_OFF if operations recommence.

2.1.26.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
Competition (0,1)						
	Config (1,1)					
		KADelay				
		DelayOffSet				
		CompetitionDay				

2.1.26.5 Message Values

Element Config (1,1)			
Attribute	M/O	Value	Description
KADelay	M	Positive Integer	Delay in seconds for which a keep-alive message will be generated if there is no other real time activity. By default, this value is set to 60 seconds.
DelayOffSet	M	Positive Integer	Delay offset in seconds to be added to the KADelay parameter, for a final customer to assume the connection is broken. By default, this value is set to 60 seconds.



Element Config (1,1)			
Attribute	M/O	Value	Description
CompetitionDay	O	YYYY-MM-DD	Competition date for that transmission, valid until the next DT_LOCAL_OFF. This attribute is only used during testing activities.

Sample

```
<OdfBody CompetitionCode="OWG2026" ..... >
  <Competition>
    <Config KADelay="60" DelayOffSet="180" />
  </Competition>
</OdfBody>
```

2.1.26.6 Message sort

There is no sort order for this message.



2.1.27 Discipline/Venue Stop Transmission

2.1.27.1 Description

The “discipline/venue stop transmission” is a message to indicate the end of operations for the venue/discipline with messages (until the restart of operations or the next day). This message indicates the end of DT_KA messages for a Source (until the next DT_LOCAL_ON which may be the same day).

2.1.27.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC In the format: DDDGGEN-----OTHRVEN----- DDD=Discipline, VEN=Venue
DocumentType	DT_LOCAL_OFF	Discipline/Venue Stop Transmission
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.27.3 Trigger and Frequency

The message is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day though it may restart with a new DT_LOCAL_ON.

2.1.27.4 Message Structure

The message structure only includes the OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

2.1.27.5 Message Values

There are no attributes to be defined in this message.

Sample

```
<OdfBody CompetitionCode="OWG2026" DocumentType="DT_LOCAL_OFF" ..... />
```

2.1.27.6 Message sort

There is no sort order for this message.



2.1.28 Discipline/Venue Keep Alive

2.1.28.1 Description

The Discipline/Venue Keep Alive message tells the user that the transmission or session taking place in one venue is still alive, in case there is no other message activity.

2.1.28.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code	Event Unit RSC in the format: DDDGGEN-----OTHRVEN----- DDD=Discipline, VEN=Venue
DocumentType	DT_KA	Discipline/Venue Keep Alive
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.28.3 Trigger and Frequency

Message producer will send this message when no other messages are sent (control or content messages) and the delay defined in the KADelay parameter of the DT_LOCAL_ON expires.

2.1.28.4 Message Structure

The message structure only includes the OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

2.1.28.5 Message Values

There are no attributes to be defined in this message.

Sample

```
<OdfBody CompetitionCode="OWG2026" DocumentType="DT_KA" ..... />
```

2.1.28.6 Message sort

There is no sort order for this message.

2.1.29 Participant Names

2.1.29.1 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).

Depending on the needs and location of a competition the participants may need their name displayed in a language other than the default, usually in Latin or ASCII characters (sometimes referred to as English).

This message is always a full message including the names of all participants delivered in DT_PARTIC in the specified language (in header). If any of the names do not have a translation then the attribute is not sent.

2.1.29.2 Header Values

The following table describes the message header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at discipline level
DocumentType	DT_PARTIC_NAME	List of participants by language
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@Language	Language code. This is the language of the names in the message.
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.



2.1.29.3 Trigger and Frequency

The message is sent before the Games including all participants and is manually triggered as needed. Usually outside of competition hours.

2.1.29.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3
Competition (0,1)	Gen Sport Codes Participant (1,N)	Code GivenName FamilyName PrintName PrintInitialName TVName TVInitialName TVFamilyName SCBLName SCBMName SCBSName

2.1.29.5 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	O	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: Participant (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participant's ID.
GivenName	O	S(25)	Given name (mixed case if applicable for the language)
FamilyName	M	S(25)	Family name (mixed case if applicable for the language)
PrintName	M	S(35)	Print name
PrintInitialName	M	S(18)	Print Initial name
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
TVFamilyName	M	S(18)	TV family name



SCBLName	M	S(40)	Scoreboard Long Name
SCBMName	M	S(30)	Scoreboard Medium Name
SCBSName	M	S(20)	Scoreboard Short Name

Sample

```
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2024" DocumentCode="ATH-----" DocumentType="DT_PARTIC_NAME"
Version="1" Language="GRE" FeedFlag="P" Date="2020-07-19" Time="162653467" LogicalDate="2020-07-19" Source="OMS" >
  <Competition>
    <Participant Code="1007339" GivenName="Κατερίνα" FamilyName="Τσιρώνη" PrintName="ΤΣΙΡΩΝΗ Κατερίνα"
PrintInitialName="ΤΣΙΡΩΝΗ Κ" TVName="Κατερίνα ΤΣΙΡΩΝΗ" TVInitialName="Κ. ΤΣΙΡΩΝΗ TVFamilyName="ΤΣΙΡΩΝΗ"
SCBLName="ΤΣΙΡΩΝΗ Κατερίνα" SCBMName="ΤΣΙΡΩΝΗ Κ" SCBSName="ΤΣΙΡΩΝΗ"/>
  .....
```

2.1.29.6 Message Sort

The message is sorted by Participant @Code



2.1.30 Medal Standings

2.1.30.1 Description

The medal standings table contains the official medal standings up to the moment of the message generation for all the organisations that have been awarded a medal.

Medal standings is a bulk message. It is provided either

- for all disciplines when discipline in DocumentCode is "GEN-----" or
- for a single discipline when discipline in DocumentCode is DisciplineCode from Common Codes.
- for a sport or group of disciplines according to IF needs and aligned to ORIS C97 output requirements. For example a sport is CYC----- for Cycling, a group of disciplines NEV----- for Nordic Events

It is the complete medal standings message overall, for a sport or a group of disciplines or for one discipline.

The arrival of this message resets the entire previous medals table information.

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

2.1.30.2 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 Send as overall, for a sport, a group of disciplines or for one discipline.
DocumentType	DT_MEDALS	Global message for all disciplines
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

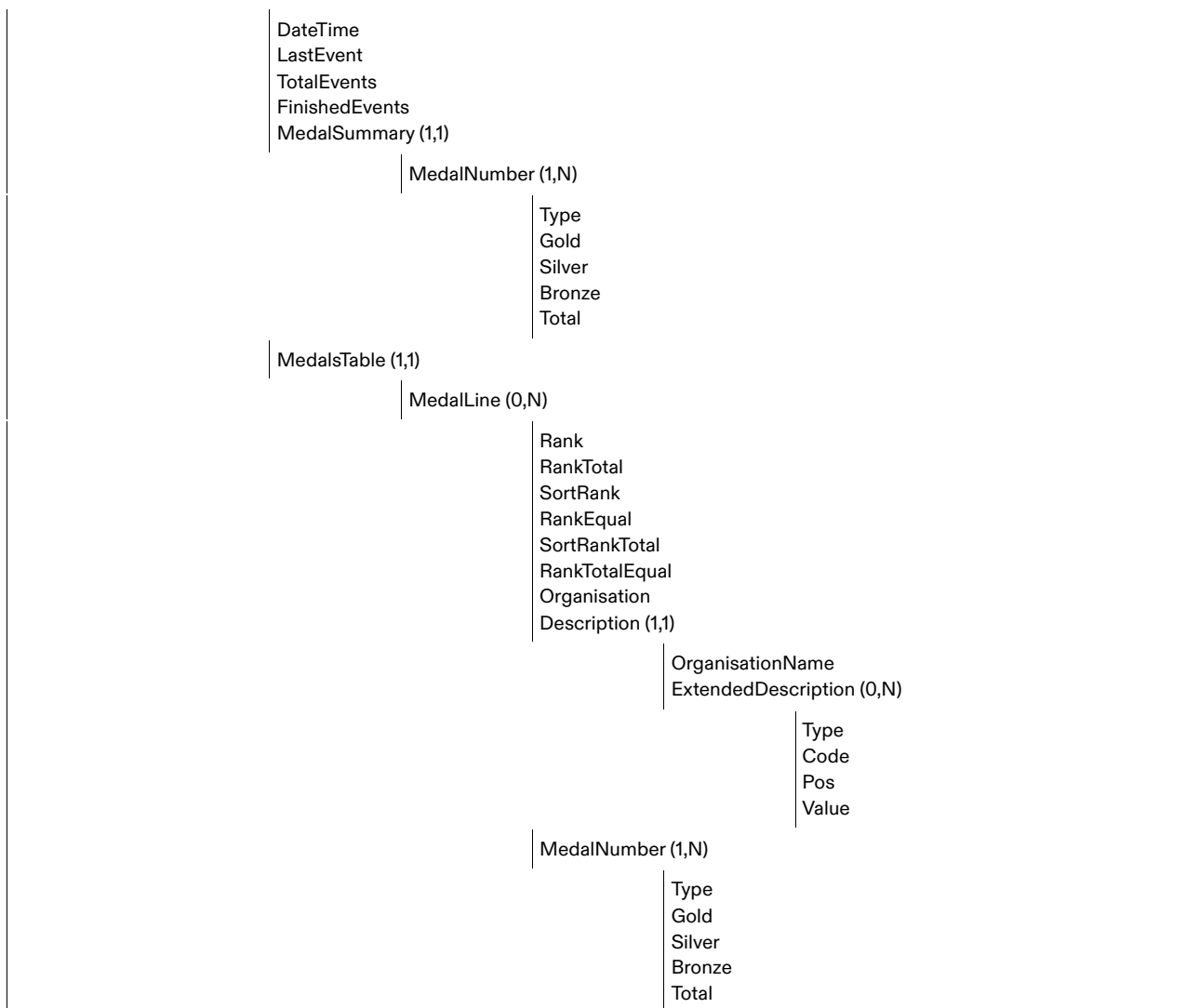
2.1.30.3 Trigger and Frequency

"Medal standings" is sent as soon as any new medal(s) is notified with release of DT_MEDALLISTS message. The data in this message should be aligned with the sum of all medals distributed in DT_MEDALLISTS.

2.1.30.4 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					
	MedalStandings (1,1)					



2.1.30.5 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	O	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: MedalStandings (1,1)			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and Time when the content has been updated Example: 2006-02-26T10:00:00+01:00
LastEvent	M	CC@EVENT Code	Event RSC Last event updating the medal standings message
TotalEvents	M	Positive Integer	Total number of competition events (events that award medals)



Element: MedalStandings (1,1)			
Attribute	M/O	Value	Description
FinishedEvents	M	##0	Number of competition events that have awarded a type of medal, out of the total In case of sports with 2 matches have medals (Bronze and Gold), this attribute only counts when the Gold medal has been awarded (not counted for Bronze because the event has not finished yet).

Element: MedalStandings /MedalSummary /MedalNumber (1,N) Send for each applicable Type related to the DocumentCode (all or a single discipline).			
Attribute	M/O	Value	Description
Type	M	SCGEN@MedalSummaryType	Type of medal summarization (categorize by event gender and all events). Must always be sent for all MedalSummaryTypes applicable in the discipline, even if no medals have been awarded yet. For global medal standing always send all.
Gold	O	Positive Integer	Number of gold medals for MedalSummary /MedalNumber @Type event categorization.
Silver	O	Positive Integer	Number of silver medals for MedalSummary /MedalNumber @Type event categorization.
Bronze	O	Positive Integer	Number of bronze medals for MedalSummary /MedalNumber @Type event categorization.
Total	O	Positive Integer	Total number of medals for MedalSummary /MedalNumber @Type event categorization.

Element: MedalStandings /MedalsTable /MedalLine (0,N) Only send organisations with medals			
Attribute	M/O	Value	Description
Rank	M	Positive Integer	Organisation's medal rank according to the medal's colour (gold, silver, bronze)
RankTotal	M	Positive Integer	Organisation's rank according to the total number of medals
SortRank	M	Positive Integer	Organisation's sort based on MedalLine @Rank. If there are rank ties, the order will be defined by the IOC rules.
RankEqual	O	Y	Y: If there are more organisations with the same @Rank
SortRankTotal	M	Positive Integer	Organisation's sort based on MedalLine @RankTotal. If there are rank ties, the order will be determined by the attribute @SortRank
RankTotalEqual	O	Y	Y: If there are more organisations with the same @RankTotal
Organisation	M	CC@ORGANISATION Id	Organisation's code.

Element: MedalStandings /MedalsTable /MedalLine /Description (1,1)			
Attribute	M/O	Value	Description
OrganisationName	M	CC@ORGANISATION ENG Description	Name of the Organisation



Element: MedalStandings /MedalsTable /MedalLine /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: MedalStandings /MedalsTable /MedalLine /MedalNumber (1,N) Only send, if the total number of medals for the MedalSummaryType is greater than zero.			
Attribute	M/O	Value	Description
Type	M	SCGEN@MedalSummaryType Code	Type of medal summarization (categorize by event gender and all events).
Gold	O	Positive Integer	For the MedalLine @Organisation: Number of gold medals for MedalSummary /MedalNumber @Type event categorization.
Silver	O	Positive Integer	For the MedalLine @Organisation: Number of silver medals for MedalSummary /MedalNumber @Type event categorization.
Bronze	O	Positive Integer	For the MedalLine @Organisation: Number of bronze medals for MedalSummary /MedalNumber @Type event categorization.
Total	M	Positive Integer	For the MedalLine @Organisation: Total number of medals for MedalSummary /MedalNumber @Type event categorization

Sample

<Competition>

<MedalStandings DateTime="2012-08-11T23:52:28+01:00" LastEvent="BK3WTEAM3-----" TotalEvents="302"
FinishedEvents="287">

<MedalSummary>

<MedalNumber Type="M" Gold="149" Silver="151" Bronze="188" Total="488" />
<MedalNumber Type="W" Gold="130" Silver="130" Bronze="148" Total="408" />
<MedalNumber Type="X" Gold="8" Silver="8" Bronze="8" Total="24" />
<MedalNumber Type="O" Gold="2" Silver="2" Bronze="2" Total="6" />
<MedalNumber Type="TOT" Gold="287" Silver="289" Bronze="344" Total="920" />

</MedalSummary>

<MedalsTable>

<MedalLine Rank="1" SortRank="1" RankEqual="N" RankTotal="1" SortRankTotal="1" RankTotalEqual="N" Organisation="USA">
<Description OrganisationName="UnitedStates" />
<MedalNumber Type="M" Gold="15" Silver="15" Bronze="13" Total="43" />
<MedalNumber Type="W" Gold="29" Silver="14" Bronze="15" Total="58" />
<MedalNumber Type="X" Bronze="1" Total="1" />
<MedalNumber Type="TOT" Gold="44" Silver="29" Bronze="29" Total="102" />

</MedalLine>

<MedalLine Rank="2" SortRank="2" RankEqual="N" RankTotal="2" SortRankTotal="2" RankTotalEqual="N" Organisation="CHN">
<Description OrganisationName="China" />
<MedalNumber Type="M" Gold="17" Silver="8" Bronze="11" Total="36" />
<MedalNumber Type="W" Gold="20" Silver="18" Bronze="11" Total="49" />
<MedalNumber Type="X" Gold="1" Silver="1" Total="2" />
<MedalNumber Type="TOT" Gold="38" Silver="27" Bronze="22" Total="87" />

</MedalLine>

.....

2.1.30.6 Message Sort

Message should be sorted by the SortRank @Value attribute. There is no defined sort for MedalSummary.

2.1.31 Medallists of the Day

2.1.31.1 Description

The “medallists of the day” contains the list of medallists who achieved a medal (not necessarily awarded) during the current logical day.

The “medallists of the day” message is a complete message.

The arrival of this message resets the entire previous “medallists of the day” information.

The message is not by discipline, it could contain several disciplines.

2.1.31.2 Header Values

The following table describes the ODF header attributes (the DocumentSubtype attribute is used to identify the message along with the DocumentCode and DocumentType attributes).

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN----- ---	It is a global message for all the disciplines
DocumentType	DT_MEDALLISTS_DAY	Medallists of the day
DocumentSubtype	YYYY-MM-DD	Refer to the ODF header definition
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

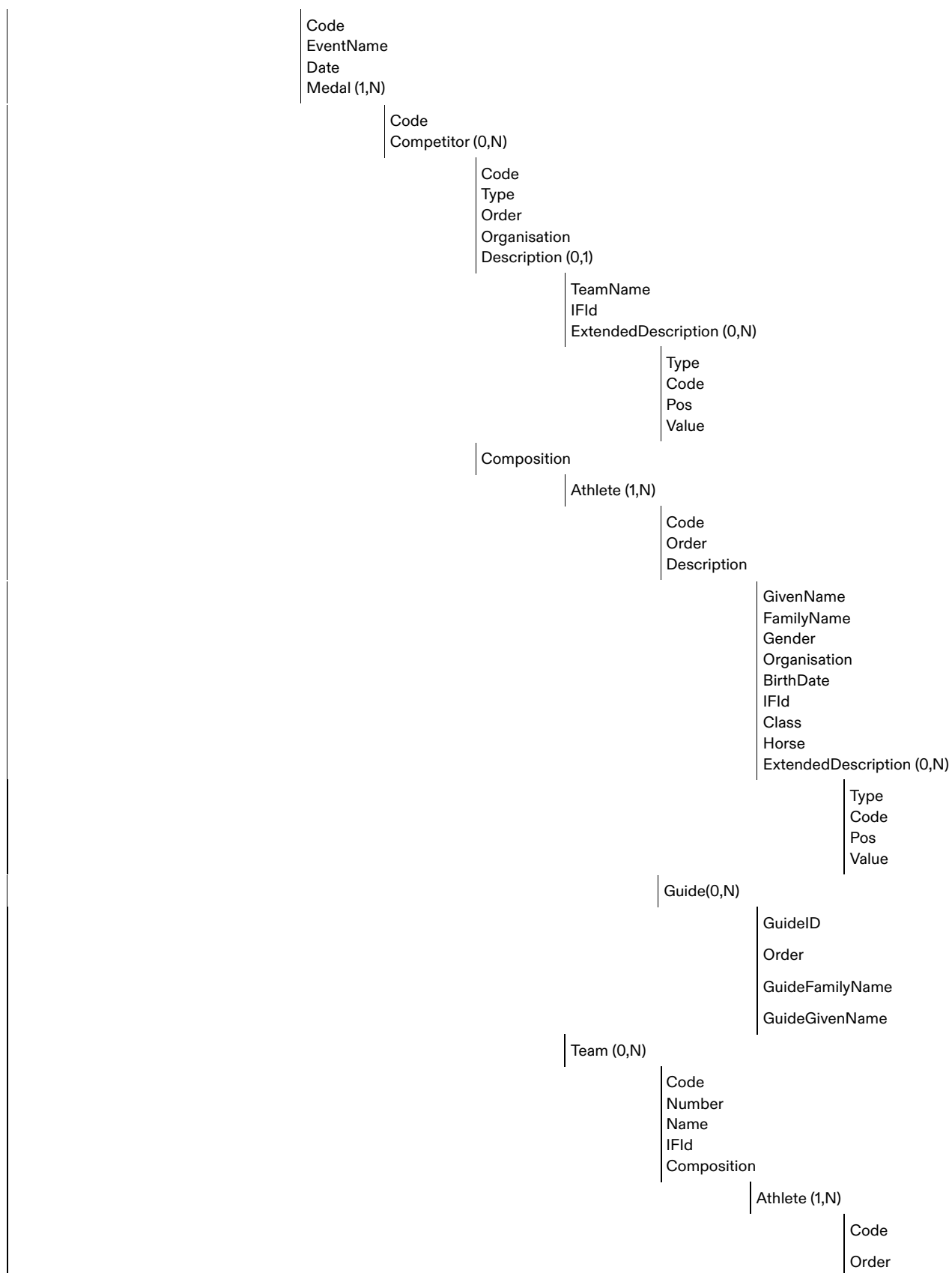
2.1.31.3 Trigger and Frequency

“Medallists of the day” is sent at the end of the current day (Logical Date) with the official medals known for today. In case that some medal(s) of previous days were changed then a new version of this (for the DocumentSubtype corresponding) will be sent as soon as possible.

2.1.31.4 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	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	Discipline (1,N)								
		Code							
		TotalEvents							
		FinishedEvents							
		Event (1,N)							





2.1.31.5 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	O	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: Discipline (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC of the Discipline
TotalEvents	O	Positive Integer	Total number of competition events (events that award medals)
FinishedEvents	O	Positive Integer	Number of competition events that have awarded all medals, out of the total medal awarding events.

Element: Discipline /Event (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@Event Code	Full RSC of the Event
EventName	M	CC@EVENT ENG Description	Event name (not code) from Common Codes
Date	O	YYYY-MM-DD	Date of the Gold medal match.

Element: Discipline /Event /Medal (1,N)			
Where more than one medal of the same type is awarded for an event (for example two bronze medals) there must be a separate Medal element for each medal awarded (i.e. one for each competitor).			
Attribute	M/O	Value	Description
Code	M	SCGEN@MedalType Code	Medal type gold, silver or bronze

Element: Discipline /Event /Medal /Competitor (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	A, T	A for athlete. T for team
Order	M	Positive Integer	Competitor order (Send 1 by default) and in the case of tie the order will be defined by the IOC rules.
Organisation	M	CC@ORGANISATION Id	Competitor's organisation's

Element: Discipline /Event /Medal /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	Team IF number, send if available



Element: Discipline /Event /Medal /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Discipline /Event /Medal /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Individual athlete's ID (if Competitor @Type="A" or team member's ID (if Competitor @Type="T").
Order	M	Positive Integer	Team member order for medal (according to each different sport rule) Send 1 if individual medal

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	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID
Class	O	CC@DISCIPLINE_CLASS Class	Code to identify the sport class in the case of events with athletes with a disability (e.g: Paralympic Games). This attribute is optional because it is not used in events without such athletes.
Horse	O	S(25)	Name of the athlete's horse

Element: Discipline /Event /Medal /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	
Code	M	See sport specific definition	
Pos	O	See sport specific definition	
Value	O	See sport specific definition	

Element: Competition /Discipline /Event /Medal /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

Element: Team /Composition /Team (0,N) (0,N)			
--	--	--	--



Only applicable in the case of team of teams.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Name	O	S(73)	Team's name. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@ORGANISATION.
IFld	O	S(16)	Federation number for the corresponding discipline (include if the discipline assigns international federation codes to teams)

Element: Team /Composition /Team /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID of the listed team's member. Therefore, he/she is part of the team's composition.
Order	O	Positive Integer	Team member order.

Sample



```
<Competition>
<Discipline Code="CSL-----">
  <Event Code="CSLMK1-----" EventName="Men's K1">
    <Medal Code="ME_GOLD">
      <Competitor Code="1101716" Type="A" Order="1" Organisation="ESP">
        <Composition>
          <Athlete Code="1101716" Order="1">
            <Description GivenName="John" FamilyName="Smith" Gender="M" Organisation="ESP" BirthDate="1992-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </Medal>
    <Medal Code="ME_GOLD">
      <Competitor Code="1101556" Type="A" Order="1" Organisation="SUI">
        <Composition>
          <Athlete Code="1101556" Order="1">
            <Description GivenName="John" FamilyName="Brown" Gender="M" Organisation="SUI" BirthDate="1994-12-15" />
          </Athlete>
        </Composition>
      </Competitor>
    </Medal>
    .....
  </Event>
</Discipline>
<Discipline Code="DIV-----">
  <Event Code="DIVW3mSync-----" EventName="Women's 3m Synchronized Diving">
    <Medal Code="ME_GOLD">
      <Competitor Code="DIVW3MSYNC--CHN01" Type="T" Order="1" Organisation="CHN">
        <Description TeamName="China" />
        <Composition>
          <Athlete Code="1072148" Order="1">
            <Description GivenName="Joan" FamilyName="Smith" Gender="W" Organisation="CHN" BirthDate="1992-12-15" />
          </Athlete>
          <Athlete Code="1072150" Order="2">
            <Description GivenName="Emily" FamilyName="Brown" Gender="W" Organisation="CHN" BirthDate="1992-12-13" />
          </Athlete>
        </Composition>
      </Competitor>
    </Medal>
    .....
  </Event>
</Discipline>
.....
```

2.1.31.6 Message Sort

Events in the message will be sorted by discipline code and event code.

Within an event, medals will be sorted by medal type (gold, silver, bronze). In case of tie or for the team's athletes, the order will be according to a medal order (given by each sport rule).



2.1.32 Global Good Morning

2.1.32.1 Description

The “global good morning” is a message to indicate the start of day of the operations for all the disciplines with some messages to be sent within a logical day.

All the messages defined in this document should send between DT_GLOBAL_GM/ DT_GLOBAL_GN messages.

2.1.32.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN-----	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GM	Global good morning
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.32.3 Trigger and Frequency

“Global good morning” is sent as soon as the operations for one particular logical day are about to begin, and always before any other message for that logical day.

2.1.32.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

2.1.32.5 Message Values

There are no attributes defined in this message.

Sample

```
<OdfBody CompetitionCode="OG2024" DocumentCode="GEN-----" Time="054040632" Date="2024-07-27"
FeedFlag="P" LogicalDate="2024-07-27" DocumentType="DT_GLOBAL_GM" Source="OMB" Version="1" />
```

2.1.32.6 Message sort

There is no sort order for this message.



2.1.33 Global Good Night

2.1.33.1 Description

The “global good night” is a message to indicate the end of day of the operations for all the disciplines within a logical day.

2.1.33.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN-----	It is a global message for all the disciplines
DocumentType	DT_GLOBAL_GN	Global good night
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.33.3 Trigger and Frequency

“Global good night” is sent as soon as the operations for one particular logical day are finished, to formally indicate the end of that logical day.

2.1.33.4 Message Structure

The message structure just includes an OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

2.1.33.5 Message Values

There are no attributes defined in this message.

Sample

```
<OdfBody CompetitionCode="OG2024" DocumentCode="GEN-----" Time="234040632" Date="2024-07-27"  
FeedFlag="P" LogicalDate="2024-07-27" DocumentType="DT_GLOBAL_GN" Source="OMB" Version="1" />
```

2.1.33.6 Message sort

There is no sort order for this message.

2.1.34 Transmission Test

2.1.34.1 Description

The message is designed to test transmission only and can be sent at any time including outside of normal transmission period. It is only to be used if transmission / connectivity needs to be tested and should not be sent during operations when systems are behaving normally.

2.1.34.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code Or CC@DISCIPLINE Code	Event Unit RSC in the format: DDDGGGEN-----OTHRVEN-- --- DDD=Discipline, VEN=Venue – when triggered by the Venue Or GEN----- when triggered by the Central Results Systems.
DocumentType	DT_PING	Transmission test
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.34.3 Trigger and Frequency

Message producer will send this message to test transmission as needed.

The message is not required to be sent between DT_LOCAL_ON/DT_LOCAL_OFF or between DT_GLOBAL_GM/DT_GLOBAL_GN sessions.

2.1.34.4 Message Structure

The message structure only includes the OdfBody element (with their ODF header attributes, but no other hierarchical element below OdfBody).

2.1.34.5 Message Values

There are no attributes to be defined in this message.

Sample

```
<?xml version="1.0" encoding="utf-8"?>
```



<OdfBody DocumentType="DT_PING" Date="2026-02-09" Time="125314469" LogicalDate="2026-02-09" Source="XYZALP1"
CompetitionCode="OWG2026" FeedFlag="P" DocumentCode="ALPGGEN-----OTHRXYZ-----" Version="1" />

2.1.34.6 Message sort

There is no sort order for this message.

2.1.35 Background Document

2.1.35.1 Description

A Background document message is considered as a unique document of background information.

The arrival of this message replaces the previous Background document with the same DocumentSubcode for the language.

2.1.35.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	S(34)	Background ID
DocumentType	DT_BCK	Type of BCK documents
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@Language Id	Language code
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.

2.1.35.3 Trigger and Frequency

Background document will be sent every time that the document is published.

To delete a previously triggered BCK message, a new background message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, Language but with the <Competition> element empty this time, increasing the version.

2.1.35.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)			



Gen Sport Codes Categories (0,1)	Category (1,N)	Code CategoryName Main	Document (0,1)	Parent ReportType ReportTypeName SortOrder FileName ReportFormat Title (1,1)	-
Body (1,1)					-

2.1.35.5 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	O	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/ Categories/ Category (1,N)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Id	Code of application Criteria level 1 (usually sport but may be other categories)
CategoryName	M	CC@DISCIPLINE ENG Description	Category Name
Main	O	Y	"Y" if this category is the main category else do not send. Must be one main category for each valid document.

Element: Competition/ Document (0,1)			
Attribute	M/O	Value	Description



Parent	M	S(34)	Identifier of parent document. If the report has no parent ID then it takes value 0. Parent: background documents are originally created in English. If the Press Operations staff consider it appropriate to translate any report, the translations can be created from the English one. For translated items Parent element is the DocumentSubcode of the English version. Example: English version -> DocumentSubcode = "1230" French translation -> Parent="1230"
ReportType	M	CC@BACKGROUND_TYPE Id	Report Type code of application (for example MDL – Past Medallists, PRE –Past Results, FCT - Facts, CER – Ceremonies Facts, etc.)
ReportTypeName	M	CC@BACKGROUND_TYPE ENG Description	Report Type Name
SortOrder	O	Positive Integer	This field identifies the Sort order associated to the report. Value to be defined by the Committee.
FileName	M/O	S(20)	This field identifies the filename of the report. This is only Mandatory for DT_BCK_IMP
ReportFormat	M	H, P	This field identifies the format of the report. The possible values are: “H” for HTML Reports and “P” for PDF Reports.

Element: Competition/ Document /Title (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Text describing Document Title. The information provided should be codified in UTF-8.

Element: Document /Body (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Accordingly to the ReportFormat field the body element will contain: In the case of “H” (HTML Report) the value will be the Free Text containing the Body of the HTML report. In the case of “P” (PDF Report) the value will be the PDF report encoded in Base64. The information provided should be codified in UTF-8

Sample



```
OdfBody CompetitionCode="OG2024" DocumentType="DT_BCK" DocumentCode="GYM-----"
DocumentSubcode="8" Time="160052578" Source="OMB" Date="2024-07-28" LogicalDate="2024-07-28" FeedFlag="P"
Language="ENG" Version="17" >
<Competition>
  <Categories>
    <Category Code="GAR" CategoryName="Artistic Gymnastics" Main="Y" />
    <Category Code="GTR" CategoryName="Trampoline" />
  </Categories>
  <Document Parent="8" ReportType="FCT" ReportTypeName="Facts" SortOrder="N86D" ReportFormat="H">
    <Title>
      <![CDATA[Facility Description]]>
    </Title>
    <Body>
      <![CDATA[<p>As of 22 July 2024</p>
<p>&nbsp;</p>
<p><strong>The Powerhouse</strong></p>
<p>Text Here ...</p>]]>
    </Body>
  </Document >
</Competition>
</OdfBody>
```

2.1.35.6 Message sort

The message is not sorted.

2.1.36 Background Import Document

2.1.36.1 Description

Background import document message is considered as a unique document of background in the language.

The arrival of this message resets the previous Background document.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.36.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	S(34)	Background iID
DocumentType	DT_BCK_IMP	Type of BCK documents
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC @Language	Language code
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

2.1.36.3 Trigger and Frequency

Background import document will be received by the OCOG in the months before games.

2.1.36.4 Message Structure

The message structure of the Background import document message is the same as the Background document message.

2.1.36.5 Message Values

All message attributes are the same as the background document message.

2.1.36.6 Message sort

The message is not sorted.

2.1.37 Participant Biography

2.1.37.1 Description

The Participant Biography is a message containing the biography of one individual participant. The participant could be an athlete, an official, coach or a team member. The participant will have always assigned at least one discipline, although it could be more than one.

The message resets the previous Participant Biography information. There is only one participant per message.

2.1.37.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE_GENDER Code	Discipline Gender RSC
DocumentSubcode	S(20) with no leading zeros	Participant's ID
DocumentType	DT_BIO_PAR	Participant's Biography
DocumentSubtype	ATH, COA, OFF, BIO	Participant Type (ATH, COA, OFF, BIO) BIO is usually used outside of the Olympic Games
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC @LANGUAGE Code	Language code
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.



2.1.37.3 Trigger and Frequency

Participant's Biography messages will usually be available the first day of the press operations. These messages are sent the first time including the complete bulk information known up to that moment.

To delete a previously triggered biography message, a new biography message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, DocumentType, DocumentSubtype, Language but with the <Competition> element empty this time, increasing the version.

2.1.37.4 Message Structure

The following optional elements must be included, if the message is for an ATH, a COA or an OFF:

- For OFF: OfficialFunction

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
Competition (0,1)	Gen Sport Codes ParticipantBiography (0,1)	Code Gender Organisation Current ExternalCode (*) ParticipantID(*) GivenName(*) FamilyName(*) BirthDate(*) Height(*) Weight(*) PlaceofBirth CountryofBirth PlaceofResidence CountryofResidence Nationality(*) OlympicSolidarity(*) Language (0,1)	Language CHighlights (0,1)	Highlights (1,3)	Type -		
		Ginterest (0,1)		Nickname (0,1)	-		
				PrevNames (0,1)	-		
				Hobbies (0,1)	-		
				Occupation (0,1)			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					-		
				Education (0,1)	-		
					-		
				MarStatus (0,1)	-		
					-		
				Family (0,1)	-		
					-		
				LangSpoken (0,1)	-		
					-		
				Club_Name (0,1)	-		
					-		
				Coach (0,1)	-		
					-		
				Position_Style (0,1)	-		
					-		
				Hand (0,1)	-		
					-		
				Sporting_Relatives (0,1)	-		
					-		
				OtherSports (0,1)	-		
					-		
				Debut (0,1)	-		
					-		
				Injuries (0,1)	-		
					-		
				Music (0,1)	-		
					-		
				Choreographer (0,1)	-		
					-		
				Nat_Team (0,1)	-		
					-		
				Nat_League (0,1)	-		
					-		
				Start (0,1)	-		
					-		
				Reason (0,1)	-		
					-		
				Ambition (0,1)	-		
					-		
				Milestones (0,1)	-		



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Training (0,1)	-		
				Memorable (0,1)	-		
				Hero (0,1)	-		
				Influence (0,1)	-		
				Ritual (0,1)	-		
				Philosophy (0,1)	-		
				Award (0,1)	-		
				Appointment (0,1)	-		
				Int_Appointment (0,1)	-		
				WinLoss (0,1)	-		
				Other_Role (0,1)	-		
				Prev_Role (0,1)	-		
				AddInformation (0,1)	-		
				ExtendedBios (0,1)	-		
					ExtendedBio (1,N)		
						Type	
						Code	
						Pos	
						Value	
						ContentType	
						-	
						Extension (0,N)	
							Code
							Pos
							Value
		Discipline (*)					
			Code (*)				
			OfficialFunction (0,N)				



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			FunctionId Main_Function_Flag				

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System – Participant's Biography Import message-

2.1.37.5 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	O	S(35)	Version of the Sport Data Dictionary applicable to the message
Codes	M	S(20)	Version of the Codes applicable to the message

Fields are mandatory or optional depending on the biography type.

Element: Competition /ParticipantBiography (0,,1)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Code	M	M	M	M	S(20) with no leading zeros	Participant's ID
Gender	M	M	M	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	M	M	O	O	CC@ORGANISATION Id	Organisation's ID Mandatory for ATH or COA
Current	M	M	M	O	Y, N	Y – For participants in the current event N – For historical participants
PlaceofBirth	O	O		O	S(75)	Place of Birth. This information is not needed in the case of officials/referees.
CountryofBirth	O	O		O	CC@COUNTRY Id	Country of Birth. This information is not needed in the case of officials/referees.
PlaceofResidence	O	O		O	S(75)	Place of Residence. This information is not needed in the case of officials/referees.
CountryofResidence	O	O		O	CC@COUNTRY Id	Country of Residence. This information is not needed in the case of officials/referees.

Element: Competition/ ParticipantBiography /Language (0,1)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Language	M	M	M	M	CC @Language	Language code

Element: Competition/ ParticipantBiography /Language /CHighlights (0,1) /Highlights (1,3)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M	S(3)	ATH – Highlights are for an athlete COA – Highlights are for a coach OFF – Highlights are for an official



-	O	O	O	O	Free Text with a maximum length of 20000 characters.	Free Text describing the most important results the ATH or COA or OFF achieved during his career
---	---	---	---	---	--	--

Element: Competition/ ParticipantBiography /Language/GlInterest /Nickname						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Nickname

Element: Competition/ ParticipantBiography /Language/GlInterest /PrevNames						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Other/ previous names

Element: Competition/ ParticipantBiography /Language/GlInterest /Hobbies						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Hobbies

Element: Competition/ ParticipantBiography /Language/GlInterest /Occupation						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Occupation

Element: Competition/ ParticipantBiography /Language/GlInterest /Education						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Education

Element: Competition/ ParticipantBiography /Language/GlInterest /MarStatus						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	CC@MaritalStatus	Marital status

Element: Competition/ ParticipantBiography /Language/GlInterest /Family						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Information about the family of the athlete



Element: Competition/ ParticipantBiography /Language/GlInterest /LangSpoken						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O		O	O	Free Text with a maximum length of 400 characters.	Languages spoken

Element: Competiiton/ ParticipantBiography /Language/GlInterest /Club_Name						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Club the athlete belongs to

Element: Competition/ ParticipantBiography /Language/GlInterest /Coach						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Coach name

Element: Competition/ ParticipantBiography /Language/GlInterest /Position_Style						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Position or style

Element: Competition/ ParticipantBiography /Language/GlInterest /Hand						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Hand

Element: Competition/ ParticipantBiography /Language/GlInterest /Sporting_Relatives						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Sporting or famous relatives

Element: Competition/ ParticipantBiography /Language/GlInterest /OtherSports						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Other sports

Element: Competition/ ParticipantBiography /Language/GlInterest /Debut						
Attribute	M/O				Value	Description



ATH COA OFF BIO						
-	O			O	Free Text with a maximum length of 400 characters.	Debut

Element: Competition/ ParticipantBiography /Language/GlInterest /Injuries

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 4000 characters.	Injuries

Element: Competition/ ParticipantBiography /Language/GlInterest /Music

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Music for performance

Element: Competition/ ParticipantBiography /Language/GlInterest /Choreographer

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Choreographer of Performance

Element: Competition/ ParticipantBiography /Language/GlInterest /Nat_Team

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	When started in national team

Element: Competition/ ParticipantBiography /Language/GlInterest /Nat_League

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	National League information

Element: Competition/ ParticipantBiography /Language/GlInterest /Start

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 2000 characters.	When started sporting career

Element: Competition/ ParticipantBiography /Language/GlInterest /Reason

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Reasons for taking up this sport



Element: Competition/ ParticipantBiography /Language/GInterest /Ambition						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Ambitions

Element: Competition/ ParticipantBiography /Language/GInterest /Milestones						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 4000 characters.	Milestones

Element: Competition/ ParticipantBiography /Language/GInterest /Training						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Training

Element: Competition/ ParticipantBiography /Language/GInterest /Memorable						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Most memorable sporting achievements

Element: Competition/ ParticipantBiography /Language/GInterest /Hero						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Hero

Element: Competition/ ParticipantBiography /Language/GInterest /Influence						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Most influential person in sporting career

Element: Competition/ ParticipantBiography /Language/GInterest /Ritual						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Superstitions and rituals

Element: Competition/ ParticipantBiography /Language/GInterest /Philosophy						
Attribute	M/O				Value	Description



ATH COA OFF BIO						
-	O			O	Free Text with a maximum length of 1000 characters.	Sporting philosophy / motto

Element: Competition/ ParticipantBiography /Language/GInterest /Award

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O	O	O	O	Free Text with a maximum length of 2000 characters.	Awards won

Element: Competition/ ParticipantBiography /Language/GInterest /Appointment

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 400 characters.	Year of coaching appointment

Element: Competition/ ParticipantBiography /Language/GInterest /Int_Appointment

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-			O	O	Free Text with a maximum length of 400 characters.	Year of first international appointment as an official

Element: Competition/ ParticipantBiography /Language/GInterest /WinLoss

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 400 characters.	Win / Loss record with current team

Element: Competition/ ParticipantBiography /Language/GInterest /Other_Role

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Other current roles

Element: Competition/ ParticipantBiography /Language/GInterest /Prev_Role

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Previous Roles

Element: Competition/ ParticipantBiography /Language/GInterest /AddInformation

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O	O	O	O	Free Text with a maximum length of 10000 characters.	Additional information



Element: Competition/ ParticipantBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio (1,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M		See sport descriptions
Code	M	M	M	M		
Pos	O	O	O	O		
Value	O	O	O	O		
ContentType	O	O	O	O		Only filled if the data in the free text below is used. Options include: text/html image/jpeg image/png
-	O	O	O	O		Additional information. This field is not used in the Olympic Games and must not be filled.

Element: Competition/ ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio /Extension (0,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Code	M	M	M	M		See sport descriptions
Pos	O	O	O	O		
Value	O	O	O	O		

Element: Competition/ ParticipantBiography /OfficialFunction						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
FunctionId			M	O	CC@DISCIPLINE_FUN CTION Id	Optional officials' function code
Main_Function_Flag			O	O	S(1)	Y - @FunctionId is main function N - @FunctionId is not main function

The following table describes extension for social media and Youth Olympic Games to be applied Competition /ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio

Type	Code	Pos	Value	Description	Expected
EB_SOCIALMEDIA	SCGEN@SocialMe dia Code		String	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value Send the user name for the applicable social media site.	
EB_COMPETITION	YOUTH		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos: Do not send anything	



			For @Value: Send Y if the athlete has participated in the Youth Olympic Games else do not send]	
--	--	--	---	--

Sample

```
<ParticipantBiography Code="1090269" Gender="M" Organisation="AUS" Current="true" >
  <Language Language="ENG">
    <CHighlights>
      <Highlights>
        .....
      </Highlights>
    </CHighlights>
    <GInterest>
      <Nickname>
        <![CDATA[Steve, Hobbsy, Hooksy. (vis.org.au, 16 Jul 2007)]]>
      </Nickname>
      <Hobbies>
        <![CDATA[He enjoys managing property, playing golf, reading, listening to music and skydiving. (vis.org.au, 16 Jul 2007;
athletics.com.au, 13 Aug 2011)]]>
      </Hobbies>
      <Occupation>
        <![CDATA[Athlete]]>
      </Occupation>
      <Education>
        <![CDATA[Business - Royal Melbourne Institute of Technology, Melbourne, VIC, AUS]]>
      </Education>
      <LangSpoken>
        <![CDATA[English]]>
      </LangSpoken>
      <Club_Name>
        <![CDATA[Box Hill Athletics Club and WAIS, Melbourne, VIC, AUS]]>
      </Club_Name>
      <Coach>
        <![CDATA[Alex Parnov (RUS) (sbs.com.au, 12 May 2012)]]>
      </Coach>
      <Sporting_Relatives>
        <![CDATA[He is an amateur sprinter and he competed in the 2010 Stawell Gift race. The event is held every Easter weekend at
Central Park in Western Victoria. The race is run on grass over 120m up a slight gradient. (iaaf.org, 03 Aug 2010; stawellgift.com, 03 Aug
2010) He played Australian Rules football before concentrating on pole vault. (Athletics Australia, 05 Apr 2004)]]>
      </Sporting_Relatives>
      <OtherSports>
        <![CDATA[His mother Erica Hooker [nee Nixon] was a 1972 Olympian and a Commonwealth Games long jump silver medallist. His
father, Bill, was a four-time national title holder and represented Australia in the 400m, 400m hurdles, 800m and 4x400m. (Athletics
Australia, 05 Apr 2004)]]>
      </OtherSports>
      <ExtendedBios>
        <ExtendedBio Type="EB_SOCIALMEDIA" Code="TWITTER" Value="@IamtheBest" />
      </ExtendedBios>
    </GInterest>
  </Language>
</Participant>
```




2.1.37.6 Message sort

There is no specific sorting for this message.

2.1.38 Participant Biography Import

2.1.38.1 Description

The Participant Biography Import is a message containing the biography of one individual participant. The participant could be an athlete, an official, coach or a team member. The participant will always have assigned at least one discipline, although it could be more than one.

The message resets the previous Participant Biography Import information. There is only one participant per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.38.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	S(20) with no leading zeros	Participant's external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials.
DocumentSubcode	ATH, COA, OFF	ATH – Athlete COA – Coach OFF – Official
DocumentType	DT_BIO_PAR_IMP	Participant's Biography Import
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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

2.1.38.3 Trigger and Frequency

Participant's Biography Import will be received by the OCOG some months before the games.

2.1.38.4 Message Structure

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
	Gen Sport Codes ParticipantBiography (0,1)						
		Gender Organisation Current ExternalCode ParticipantID GivenName FamilyName BirthDate Height Weight PlaceofBirth CountryofBirth PlaceofResidence CountryofResidence Nationality OlympicSolidarity Language (0,1)					
			Language CHighlights (0,1)				
				Highlights (1,3)			
					Type		
					-		
		Ginterest (0,1)					
			Nickname (0,1)				
				-			
			PrevNames (0,1)				
				-			
			Hobbies (0,1)				
				-			
			Occupation (0,1)				
				-			
			Education (0,1)				
				-			
			MarStatus (0,1)				
				-			
			Family (0,1)				
				-			
			LangSpoken (0,1)				
				-			
			Club_Name (0,1)				
				-			
			Coach (0,1)				
				-			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Position_Style (0,1)			
					-		
				Hand (0,1)			
					-		
				Sporting_Relatives (0,1)			
					-		
				OtherSports (0,1)			
					-		
				Debut (0,1)			
					-		
				Injuries (0,1)			
					-		
				Music (0,1)			
					-		
				Choreographer (0,1)			
					-		
				Nat_Team (0,1)			
					-		
				Nat_League (0,1)			
					-		
				Start (0,1)			
					-		
				Reason (0,1)			
					-		
				Ambition (0,1)			
					-		
				Milestones (0,1)			
					-		
				Training (0,1)			
					-		
				Memorable (0,1)			
					-		
				Hero (0,1)			
					-		
				Influence (0,1)			
					-		
				Ritual (0,1)			
					-		
				Philosophy (0,1)			
					-		



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
				Award (0,1)			
					-		
				Appointment (0,1)			
					-		
				Int_Appointment (0,1)			
					-		
				WinLoss (0,1)			
					-		
				Other_Role (0,1)			
					-		
				Prev_Role (0,1)			
					-		
				AddInformation (0,1)			
					-		
				ExtendedBios (0,1)			
					ExtendedBio (1,N)		
						Type	
						Code	
						Pos	
						Value	
						ContentType	
						-	
						Extension (0,N)	
							Code
							Pos
							Value
			Discipline (0,N)				
				Code			
			OfficialFunction (0,N)				
				FunctionId			
				Main_Function_Flag			

The elements that are optional in this message depend on the DocumentSubcode attribute.

2.1.38.5 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	O	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 / ParticipantBiography			
Attribute	M/O	Value	Description



Gender	M	CC@PERSON_GENDER Id	Participant's gender
Organisation	O	CC@ORGANISATION Id	Organisation Id Mandatory for ATH and COA
Current	M	Y,N	Y – For participants in the current event N – For historical participants
ExternalCode	M	S(20) with no leading zeros	Participant's Biography Import external ID. This ID will start with "A" for Athletes, "C" for Coaches and "O" for Officials. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider and must also match the external ID for the same athlete if supplied with records.
ParticipantId	O	S(20) with no leading zeros	Participant's ID (in Central Results Systems). This ID is a pre-matched value with the Accreditation ID (ie is the accreditation ID of the person for the current Games).
GivenName	O	S(25)	Given name in mixed case
FamilyName	M	S(25)	Family name mixed case
BirthDate	M	YYYY-MM-DD	Date of birth. This information may not known at the very beginning, but it will be completed for all participants after successive updates
Height	O	##0	Height in centimetres. It will be included when this information is available. This information is not needed in the case of officials/referees.
Weight	O	##0	Weight in kilograms. It will be included when this information is available. This information is not needed in the case of officials/referees.
PlaceofBirth	O	S(75)	Place of Birth. This information is not needed in the case of officials/referees.
CountryofBirth	O	CC@COUNTRY Id	Country of Birth. This information is not needed in the case of officials/referees.
PlaceofResidence	O	S(75)	Place of Residence. This information is not needed in the case of officials/referees.
CountryofResidence	O	CC@COUNTRY Id	Country of Residence. This information is not needed in the case of officials/referees.
Nationality	O	CC@COUNTRY Id	Participant's nationality. For some participants not to be sent in exceptional circumstances when it is not known.
OlympicSolidarity	O	Y	Send Y if the participant is a member of the Solidarity / Scholarship Program else not sent.

Element: Competition/ ParticipantBiography /Language (0,1)

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Language	M	M	M	M	CC @Language	Language code

Element: Competition/ ParticipantBiography /Language /CHighlights (0,1) /Highlights (1,3)

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M	S(3)	ATH – Highlights are for an athlete COA – Highlights are for a coach OFF – Highlights are for an official



-	O	O	O	O	Free Text with a maximum length of 20000 characters.	Free Text describing the most important results the ATH or COA or OFF achieved during his career
---	---	---	---	---	--	--

Element: Competition/ ParticipantBiography /Language/GlInterest /Nickname

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Nickname

Element: Competition/ ParticipantBiography /Language/GlInterest /PrevNames

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Other/ previous names

Element: Competition/ ParticipantBiography /Language/GlInterest /Hobbies

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Hobbies

Element: Competition/ ParticipantBiography /Language/GlInterest /Occupation

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Occupation

Element: Competition/ ParticipantBiography /Language/GlInterest /Education

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Education

Element: Competition/ ParticipantBiography /Language/GlInterest /MarStatus

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	CC@MaritalStatus	Marital status

Element: Competition/ ParticipantBiography /Language/GlInterest /Family

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Information about the family of the athlete



Element: Competition/ ParticipantBiography /Language/GlInterest /LangSpoken						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O		O	O	Free Text with a maximum length of 400 characters.	Languages spoken

Element: Competiiton/ ParticipantBiography /Language/GlInterest /Club_Name						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Club the athlete belongs to

Element: Competition/ ParticipantBiography /Language/GlInterest /Coach						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Coach name

Element: Competition/ ParticipantBiography /Language/GlInterest /Position_Style						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Position or style

Element: Competition/ ParticipantBiography /Language/GlInterest /Hand						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Hand

Element: Competition/ ParticipantBiography /Language/GlInterest /Sporting_Relatives						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Sporting or famous relatives

Element: Competition/ ParticipantBiography /Language/GlInterest /OtherSports						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Other sports

Element: Competition/ ParticipantBiography /Language/GlInterest /Debut						
Attribute	M/O				Value	Description



ATH COA OFF BIO						
-	O			O	Free Text with a maximum length of 400 characters.	Debut

Element: Competition/ ParticipantBiography /Language/GlInterest /Injuries

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 4000 characters.	Injuries

Element: Competition/ ParticipantBiography /Language/GlInterest /Music

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Music for performance

Element: Competition/ ParticipantBiography /Language/GlInterest /Choreographer

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	Choreographer of Performance

Element: Competition/ ParticipantBiography /Language/GlInterest /Nat_Team

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	When started in national team

Element: Competition/ ParticipantBiography /Language/GlInterest /Nat_League

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 400 characters.	National League information

Element: Competition/ ParticipantBiography /Language/GlInterest /Start

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 2000 characters.	When started sporting career

Element: Competition/ ParticipantBiography /Language/GlInterest /Reason

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Reasons for taking up this sport



Element: Competition/ ParticipantBiography /Language/GInterest /Ambition						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Ambitions

Element: Competition/ ParticipantBiography /Language/GInterest /Milestones						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 4000 characters.	Milestones

Element: Competition/ ParticipantBiography /Language/GInterest /Training						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Training

Element: Competition/ ParticipantBiography /Language/GInterest /Memorable						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Most memorable sporting achievements

Element: Competition/ ParticipantBiography /Language/GInterest /Hero						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Hero

Element: Competition/ ParticipantBiography /Language/GInterest /Influence						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Most influential person in sporting career

Element: Competition/ ParticipantBiography /Language/GInterest /Ritual						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Superstitions and rituals

Element: Competition/ ParticipantBiography /Language/GInterest /Philosophy						
Attribute	M/O				Value	Description



	ATH	COA	OFF	BIO		
-	O			O	Free Text with a maximum length of 1000 characters.	Sporting philosophy / motto

Element: Competition/ ParticipantBiography /Language/GInterest /Award

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O	O	O	O	Free Text with a maximum length of 2000 characters.	Awards won

Element: Competition/ ParticipantBiography /Language/GInterest /Appointment

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 400 characters.	Year of coaching appointment

Element: Competition/ ParticipantBiography /Language/GInterest /Int_Appointment

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-			O	O	Free Text with a maximum length of 400 characters.	Year of first international appointment as an official

Element: Competition/ ParticipantBiography /Language/GInterest /WinLoss

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O		O	Free Text with a maximum length of 400 characters.	Win / Loss record with current team

Element: Competition/ ParticipantBiography /Language/GInterest /Other_Role

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Other current roles

Element: Competition/ ParticipantBiography /Language/GInterest /Prev_Role

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-		O	O	O	Free Text with a maximum length of 2000 characters.	Previous Roles

Element: Competition/ ParticipantBiography /Language/GInterest /AddInformation

Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
-	O	O	O	O	Free Text with a maximum length of 10000 characters.	Additional information



Element: Competition/ ParticipantBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio (1,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Type	M	M	M	M		See sport descriptions
Code	M	M	M	M		
Pos	O	O	O	O		
Value	O	O	O	O		
ContentType	O	O	O	O		Only filled if the data in the free text below is used. Options include: text/html image/jpeg image/png
-	O	O	O	O		Additional information. This field is not used in the Olympic Games and must not be filled.

Element: Competition/ ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio /Extension (0,N)						
Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
Code	M	M	M	M		See sport descriptions
Pos	O	O	O	O		
Value	O	O	O	O		

The following table describes extension for social media and Youth Olympic Games to be applied Competition /ParticipantBiography /Language /GInterest /ExtendedBios /ExtendedBio

Type	Code	Pos	Value	Description	Expected
EB_SOCIALMEDIA	SCGEN@SocialMedia Code		String	For @Type: Send proposed type	When available
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send the user name for the applicable social media site.	
EB_COMPETITION	YOUTH		S(1)	For @Type: Send proposed type	If applicable
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Send Y if the athlete has participated in the Youth Olympic Games else do not send]	

Element: Competition / ParticipantBiography /Discipline			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC Discipline's code

Element: Competition/ ParticipantBiography /OfficialFunction			
--	--	--	--



Attribute	M/O				Value	Description
	ATH	COA	OFF	BIO		
FunctionId			M	O	CC@DISCIPLINE_FUNCTION Id	Optional officials' function code
Main_Function_Flag			O	O	S(1)	Y - @FunctionId is main function N - @FunctionId is not main function

2.1.38.6 Message sort

There is no specific sorting for this message.

2.1.39 Team Biography

2.1.39.1 Description

The Team Biography message contains a team participating in the event (competitor of type team).

The message resets the previous Team Biography information. This message includes only one team.

2.1.39.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	CC@DISCIPLINE_GENDER Code	Full RSC at Discipline Gender level For example BKBM-----
DocumentSubcode	S(20) with no leading zeros	Team's ID
DocumentType	DT_BIO_TEA	Team's Biography
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC @Language	Language code
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.

2.1.39.3 Trigger and Frequency

Team's Biography messages will be available the first day of the press operations. These messages are sent the first time including the complete bulk information known up to that moment.

To delete a previously triggered biography message, a new biography message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, Language but with the <Competition> element empty this time, increasing the version.

2.1.39.4 Message Structure

The elements that are optional in this message are:

- CHighlights
- Ginterest

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)	Gen Sport Codes TeamBiography (0,1)	Code Gender Organisation Name Current ExternalCode (*) Language(0,1)	Language CHighlights (0,1)	Highlights (1,1)	-		
		Ginterest (0,1)	Nickname (0,1)	-			
			Music (0,1)	-			
			Choreographer (0,1)	-			
			Training (0,1)	-			
			Award (0,1)	-			
			AddInformation (0,1)	-			
			ExtendedBios (0,1)	ExtendedBio (1,N)	Type Code Pos Value Extension (0,N)		
						Code Pos Value	
		Discipline (*)					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
			Code (*) RegisteredEvent				
				Event (*)			

Table Note: (*) Field needed when the message is used to import data into the Central Results Systems- Team Biography Import message.

2.1.39.5 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	O	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/ TeamBiography (0,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Team's ID (format: DDDGEEEEEEENOCnn, where nn is digits starting with 01 for the 1 st team of the specific NOC in the event and increases, example ATHM4X400m--ESP01)
Gender	M	CC@DISCIPLINE_GENDER Gender	Discipline Gender Code of the Team
Organisation	M	CC@ORGANISATION Id	Team's organisation ID
Name	M/O	S(73)	Team's name. It applies to some of the disciplines. It will be the same as @Organisation when there is no a specific rule for a discipline.
Current	M	Y, N	Y – For participants in the current event N – For historical participants

Element: Competition/ TeamBiography /Language (0,1)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Language code

Element: Competition/ TeamBiography /Language /CHighlights (0,1) /Highlights (1,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 20,000 characters.	Free Text describing the most important results the team achieved during his/her career

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Nickname (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Nickname

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Music (0,1)			
Attribute	M/O	Value	Description



-	O	Free Text with a maximum length of 1000 characters.	Music for performance
---	---	---	-----------------------

Element: Competition/ TeamBiography /Language /GInterest (0,1)/Choreographer (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Choreographer of Performance

Element: Competition/ TeamBiography /Language /GInterest (0,1)/Training (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Training

Element: Competition/ TeamBiography /Language /GInterest (0,1)/Award (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Awards

Element: Competition/ TeamBiography /Language /GInterest (0,1)/AddInformation (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 10000 characters.	Additional Information

Element: Competition/ TeamBiography /Language /GInterest /ExtendedBios (0,1)/ExtendedBio

Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition/ TeamBiography /Language /GInterest /ExtendedBios (0,1)/ExtendedBio /Extension (1,N)

Attribute	M/O	Value	Description
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions



2.1.39.6 Message sort

There is no specific sorting for this message.

2.1.40 Team Biography Import

2.1.40.1 Description

The Team Biography Import is a message containing the biography of one team.

The message resets the previous Team Biography Import information. There is only one team per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.40.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	S(20) with no leading zeros	Team's external ID. This ID will start with "T".
DocumentType	DT_BIO_TEA_IMP	Team's Biography Import
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC @Language	Language code
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

2.1.40.3 Trigger and Frequency

Team's Biography Import will be provided to the OCOG some months before games.

2.1.40.4 Message Structure

It has the same attributes and elements as in the Team's Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)	Gen Sport Codes TeamBiography (0,1)	Gender Organisation Name Current ExternalCode Language(0,1)	Language CHighlights (0,1)	Highlights (1,1)			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
					-		
			GInterest (0,1)				
				Nickname (0,1)			
					-		
				Music (0,1)			
					-		
				Choreographer (0,1)			
					-		
				Training (0,1)			
					-		
				Award (0,1)			
					-		
				AddInformation (0,1)			
					-		
				ExtendedBios (0,1)			
					ExtendedBio (1,N)		
						Type	
						Code	
						Pos	
						Value	
						Extension (0,N)	
							Code
							Pos
							Value
		Discipline (0,N)					
			Code				
			RegisteredEvent (0,N)				
				Event			

2.1.40.5 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	O	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/ TeamBiography (0,1)			
Attribute	M/O	Value	Description
Gender	M	CC@DISCIPLINE_GENDER Gender	Discipline Gender Code of the Team
Organisation	M	CC@ORGANISATION Id	Team's organisation ID



Name	M/O	S(73)	Team's name. It applies to some of the disciplines. It will be the same as @Organisation when there is no a specific rule for a discipline.
Current	M	true, false	true – The team is participating in the event false – The team is not participating (historical team)
ExternalCode	M	S(20) with no leading zeros	Team's external ID. It is the same as in the @DocumentCode header's attribute. The ID is assigned by the biography's provider.

Element: Competition/ TeamBiography /Language (0,1)

Attribute	M/O	Value	Description
Language	M	CC @Language	Language code

Element: Competition/ TeamBiography /Language /CHighlights (0,1) /Highlights (1,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 20,000 characters.	Free Text describing the most important results the team achieved during his/her career

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Nickname (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Nickname

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Music (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 1000 characters.	Music for performance

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Choreographer (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Choreographer of Performance

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Training (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 400 characters.	Training

Element: Competition/ TeamBiography /Language /GInterest (0,1) /Award (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 2000 characters.	Awards

Element: Competition/ TeamBiography /Language /GInterest (0,1) /AddInformation (0,1)

Attribute	M/O	Value	Description
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-	O	Free Text with a maximum length of 10000 characters.	Additional Information
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Element: Competition/ TeamBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition/ TeamBiography /Language /GInterest /ExtendedBios (0,1) /ExtendedBio /Extension (1,N)			
Attribute	M/O	Value	Description
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: TeamBiography /Discipline (0,N)			
Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Full RSC Discipline code

Element: TeamBiography /Discipline /RegisteredEvent (0,N)			
Attribute	M/O	Value	Description
Event	M	CC @Event Code	Full RSC of the Event

2.1.40.6 Message sort

There is not a special sorting for this message.

2.1.41NOC/NPC Biography

2.1.41.1 Description

The NOC/NPC Biography message contains the NOC/NPC information.

The message resets the previous NOC/NPC information. There is only one NOC/NPC per message.

2.1.41.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN-----	Global message for all Organisation biographies
DocumentSubcode	CC@ORGANISATION Id	Organisation Code



DocumentType	DT_BIO_NOC	NOC/NPC
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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.

2.1.41.3 Trigger and Frequency

These messages will be available the first day of the press operations, including the complete bulk information known up to that moment.

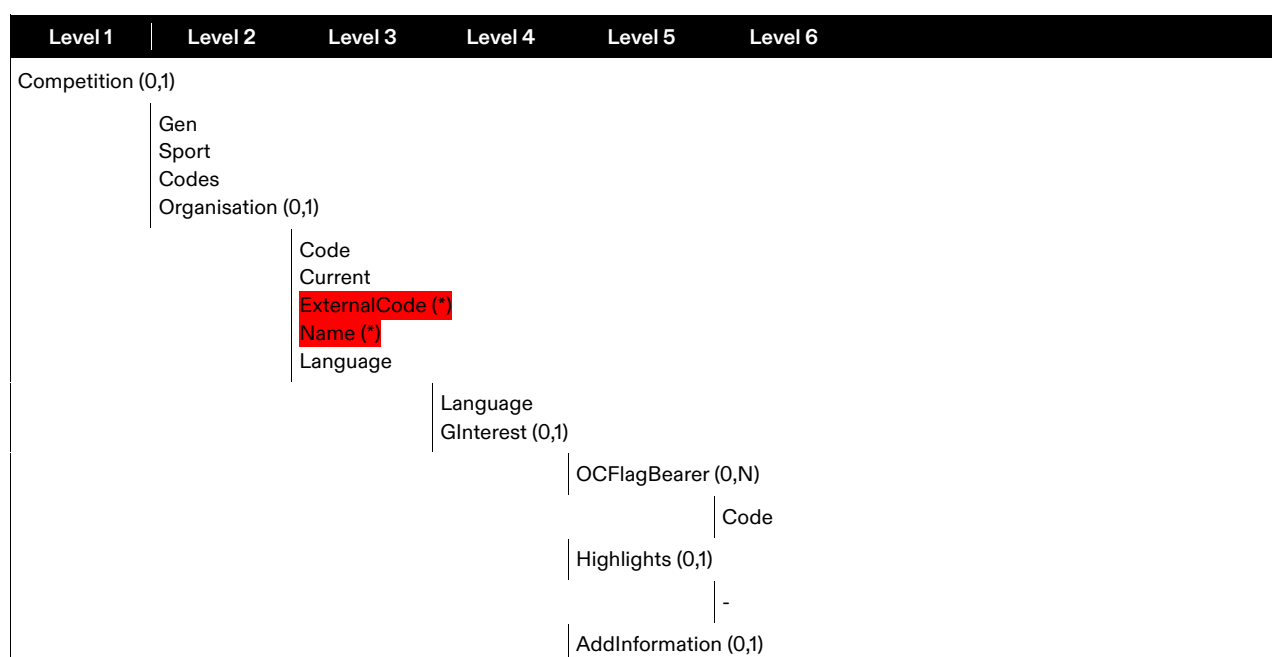
To delete a previously triggered biography message, a new biography message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, Language but with the <Competition> element empty this time, increasing the version.

2.1.41.4 Message Structure

The following elements describe the message structure from the OdfBody element.

The elements that are optional in this message are:

- GInterest
- Anthem and its child element
- Membership and its child element
- Officials and its child element
- Participation and its child element





Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			Anthem (0,1)		-
				Title (0,1)	-
				Composer (0,1)	-
				Inducted (0,1)	-
					-
			Membership (0,1)		
				OfficialNocName (0,1)	-
				CountriesIncluded (0,1)	-
				FoundingDate (0,1)	-
				DateIOCRognition (0,1)	-
					-
			Officials (0,1)		
				NOCPresident (0,1)	-
				NOCGenSecretary (0,1)	-
				IOCMembers (0,1)	-
				IOCExecBoard (0,1)	-
					-
			Participation (0,1)		
				FirstOGAppearance (0,1)	-
				NumOGAppearance (0,1)	-
				Summary (0,1)	-
					-

Table Note: (*) Field needed when the message is used to import data into the Central Results Systems- NOC/NPC Biography Import.

2.1.41.5 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	O	S(35)	Version of the Sport Data Dictionary applicable to the message



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

Element: Competition/ Organisation (0,1)			
Attribute	M/O	Value	Description
Code	M	CC@ORGANISATION Id	Organisation's ID
Current	M	Y, N	Y – For Organisations participating in the current event N – For historical organisations

Element: Competition/ Organisation /Language			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language code

Element: Competition/ Organisation /Language /GInterst (0,N) /OCFlagBearer			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Flag Bearer Id. This attribute is not expected in the _IMP message.

Element: Competition/ Organisation /Language /GInterst (0,1) /Highlights			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 4000 characters.	Free Text with highlights

Element: Organisation /Language /GInterst (0,1) /AddInformation (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 10000 characters.	Additional Information

Element: Organisation /Language /Anthem (0,1) /Title (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Anthem's title

Element: Competition/ Organisation /Language /Anthem (0,1) /Composer (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Anthem's composer name

Element: Competition/ Organisation /Language /Anthem (0,1) /Inducted (0,1)			
Attribute	M/O	Value	Description
-	O	YYYY	Anthem's inducted year

Element: Competition/ Organisation /Language /Membership (0,1) /OfficialNocName (0,1)			
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Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Official Organisation name

Element: Competition/ Organisation /Language /Membership (0,1) /CountriesIncluded (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 500 characters	Countries that composes this Organisation

Element: Competition/ Organisation /Language /Membership (0,1) /FoundingDate (0,1)

Attribute	M/O	Value	Description
-	O	YYYY	Founding date

Element: Competition/ Organisation /Language /Membership (0,1) /DateIOCRecognition (0,1)

Attribute	M/O	Value	Description
-	O	YYYY	IOC recognition date

Element: Competition/ Organisation /Language /Officials (0,1) /NOCPresident (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	NOC/NPC President's name

Element: Competition/ Organisation /Language /Officials (0,1) /NOCGenSecretary (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	NOC/NPC General Secretary's name

Element: Competition/ Organisation /Language /Officials (0,1) /IOCMembers (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 1000 characters	IOC member's name(s)

Element: Competition/ Organisation /Language /Officials (0,1) /IOCExecBoard (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 1000 characters	IOC Executive Board Member's name(s)

Element: Competition/ Organisation /Language /Participation (0,1) /FirstOGAppearance (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	Year of the first appearance in Olympic / Paralympic Games

Element: Competition/ Organisation /Language /Participation (0,1) /NumOGAppearance (0,1)

Attribute	M/O	Value	Description
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-	O	Free Text with a maximum length of 120 characters	Number of appearances in Olympic / Paralympic Games
---	---	---	---

Element: Competition/ Organisation /Language /Participation (0,1) /Summary (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 15000 characters.	Free Text with the summary of Olympic / Paralympic Games appearances

2.1.41.6 Message sort

There is no specific sorting for this message

2.1.42 NOC/NPC Biography Import

2.1.42.1 Description

The NOC/NPC Biography Import is a message containing the biography of one NOC/NPC.

The message resets the previous NOC/NPC Biography Import information. There is only one biography per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.42.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	S(20) with no leading zeros	Organisation's external ID Biography. This ID will start with "N".
DocumentType	DT_BIO_NOC_IMP	NOC/NPC Biography Import
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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

2.1.42.3 Trigger and Frequency

Message is provided to the OCOG some months before games.

2.1.42.4 Message Structure

It has the same attributes and elements as in the NOC/NPC Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
	Gen Sport Codes Organisation (0,1)	Code Current ExternalCode (*) Name (*) Language	Language GInterest (0,1)	OCFlagBearer (0,N)	Code
				Highlights (0,1)	-
				AddInformation (0,1)	-
		Anthem (0,1)	Title (0,1)	-	
			Composer (0,1)	-	
			Inducted (0,1)	-	
		Membership (0,1)	OfficialNocName (0,1)	-	
			CountriesIncluded (0,1)	-	
			FoundingDate (0,1)	-	
			DateIOCRognition (0,1)	-	
		Officials (0,1)	NOCPresident (0,1)	-	
			NOCGenSecretary (0,1)	-	
			IOCMembers (0,1)	-	
			IOCExecBoard (0,1)	-	
		Participation (0,1)			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				FirstOGAppearance (0,1)	
					-
				NumOGAppearance (0,1)	
					-
				Summary (0,1)	
					-

2.1.42.5 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	O	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 /Organisation			
Attribute	M/O	Value	Description
Current	M	Y, N	Y – For Organisations participating in the current event N – For historical organisations
ExternalCode	M	S(20) with no leading zeros	Organisation's Biography external ID. It is the same as in the @DocumentCode header's attribute. This ID starts with "N".
Name	M	CC@ORGANISATION Name	Organisation Name

Element: Competition/ Organisation /Language			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language code

Element: Competition/ Organisation /Language /GInterest (0,N) /OCFlagBearer			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Flag Bearer Id. This attribute is not expected in the _IMP message.

Element: Competition/ Organisation /Language /GInterest (0,1) /Highlights			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 4000 characters.	Free Text with highlights

Element: Organisation /Language /GInterest (0,1) /AddInformation (0,1)			
Attribute	M/O	Value	Description



-	O	Free Text with a maximum length of 10000 characters.	Additional Information
---	---	--	------------------------

Element: Organisation /Language /Anthem (0,1) /Title (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Anthem's title

Element: Competition/ Organisation /Language /Anthem (0,1) /Composer (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Anthem's composer name

Element: Competition/ Organisation /Language /Anthem (0,1) /Inducted (0,1)

Attribute	M/O	Value	Description
-	O	YYYY	Anthem's inducted year

Element: Competition/ Organisation /Language /Membership (0,1) /OfficialNocName (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 200 characters	Official Organisation name

Element: Competition/ Organisation /Language /Membership (0,1) /CountriesIncluded (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 500 characters	Countries that composes this Organisation

Element: Competition/ Organisation /Language /Membership (0,1) /FoundingDate (0,1)

Attribute	M/O	Value	Description
-	O	YYYY	Founding date

Element: Competition/ Organisation /Language /Membership (0,1) /DateIOCRecognition (0,1)

Attribute	M/O	Value	Description
-	O	YYYY	IOC recognition date

Element: Competition/ Organisation /Language /Officials (0,1) /NOCPresident (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	NOC/NPC President's name

Element: Competition/ Organisation /Language /Officials (0,1) /NOCGenSecretary (0,1)

Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	NOC/NPC General Secretary's name



Element: Competition/ Organisation /Language /Officials (0,1) /IOCMembers (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 1000 characters	IOC member's name(s)

Element: Competition/ Organisation /Language /Officials (0,1) /IOCExecBoard (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 1000 characters	IOC Executive Board Member's name(s)

Element: Competition/ Organisation /Language /Participation (0,1) /FirstOGAppearance (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	Year of the first appearance in Olympic / Paralympic Games

Element: Competition/ Organisation /Language /Participation (0,1) /NumOGAppearance (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 120 characters	Number of appearances in Olympic / Paralympic Games

Element: Competition/ Organisation /Language /Participation (0,1) /Summary (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text with a maximum length of 15000 characters.	Free Text with the summary of Olympic / Paralympic Games appearances

2.1.42.6 Message sort

There is not a special sorting for this message.

2.1.43 Horse Biography

2.1.43.1 Description

The Horse Biography message contains the Horse information.

The message resets the previous Horse's information. There is only one Horse per message.

2.1.43.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC of the Discipline
DocumentSubcode	S(20) with no leading zeros	Horse's ID
DocumentType	DT_BIO_HOR	Horse's Biography



Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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.

2.1.43.3 Trigger and Frequency

These messages will be available the first day of the press operations, including the complete bulk information known up to that moment

To delete a previously triggered biography message, a new biography message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, Language but with the <Competition> element empty this time, increasing the version.

2.1.43.4 Message Structure

The following elements describe the message structure from the OdfBody element.

The elements that are optional in this message are:

- GInterest

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (0,1)					
	Gen				
	Sport				
	Codes				
	HorseBiography (0,1)				
		Code			
		Organisation			
		Sex			
		Current			
		Height			
		CountryofBirth			
		Dam			
		SireDam			
		StudBook			
		Breeder			
		FormerName			
		FormerRider			
		ExternalCode (*)			
		Name (*)			
		YearBirth (*)			
		Passport (*)			
		ColourCode (*)			
		BreedCode (*)			
		Sire (*)			
		Owner (*)			
		SecondOwner (*)			
		Groom (*)			
		Language			



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	
			Language GInterest (0,1)		MajorAchievements (1,1)	
					-	
		Discipline (*)				
			Code (*)			

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System.

2.1.43.5 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(35)	Version of the Sport Data Dictionary applicable to the message
Codes	O	S(20)	Version of the Codes applicable to the message

Element: Competition/ HorseBiography (0,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Horse's ID
Organisation	M	CC@ORGANISATION Id	Horse's organisation
Sex	M	CC@HORSE_GENDER Id	Horse's sex.
Current	M	Y, N	Y – If the horse is participating in the event N – If the horse is not participating (historical)
Height	O	##0	Height in cms
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth
Dam	O	S(25)	Dam Name
SireDam	O	S(25)	Name of the sire of the dam
StudBook	O	S(120)	Stud book Name
Breeder	O	S(120)	Breeder Name
FormerName	O	S(120)	Former Name
FormerRider	O	S(120)	Former Rider Name

Element: Competition/ HorseBiography /Language			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language code

Element: Competition/ HorseBiography /Language /GInterest (0,1) /MajorAchievements			
Attribute	M/O	Value	Description
-	O	Free text	Free Text with Major Achievements

2.1.43.6 Message sort

There is no specific sorting for this message

2.1.44 Horse Biography Import

2.1.44.1 Description

The Horse Biography Import is a message containing the biography of one Horse.

The message resets the previous Horse Biography Import information. There is only one biography per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.44.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	S(20) with no leading zeros	Horse's external ID Biography. This ID will start with "H".
DocumentType	DT_BIO_HOR_IMP	Horse's Biography Import
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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

2.1.44.3 Trigger and Frequency

Message is provided to the OCOG some months before games.

2.1.44.4 Message Structure

It has the same attributes and elements as in the Horse Biography message (except for @Code), and adding the attributes/elements that are marked with an asterisk (*).

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		Code Organisation Sex Current Height CountryofBirth Dam SireDam StudBook Breeder FormerName FormerRider ExternalCode Name YearBirth Passport ColourCode BreedCode Sire Owner SecondOwner Groom Language			
			Language GInterest (0,1)		
				MajorAchievements (1,1)	
					-
		Discipline (0,N)			
			Code		

2.1.44.5 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	O	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/ HorseBiography			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Horse's ID
Organisation	M	CC@ORGANISATION Id	Horse's organisation
Sex	M	CC@HORSE_GENDER Id	Horse's sex.
Height	O	##0	Height in cms
CountryofBirth	O	CC@COUNTRY Id	Country ID of Birth



Dam	O	S(25)	Dam Name
SireDam	O	S(25)	Name of the sire of the dam
StudBook	O	S(120)	Stud book Name
Breeder	O	S(120)	Breeder Name
FormerName	O	S(120)	Former Name
FormerRider	O	S(120)	Former Rider Name
ExternalCode	M	S(20) with no leading zeros	Horse's external ID biography. It is the same as in the @DocumentCode header's attribute. This ID will start with "H".
Name	M	S(25)	Horse's name in upper case.
YearBirth	M	YYYY	Horse's year of birth.
Passport	O	S(12)	Horse's passport if available
ColourCode	O	CC@HORSE_COLOUR Id	Horse's colour code if available
BreedCode	O	CC@HORSE_BREED Id	Horse's breed code if available
Sire	O	S(25)	Horse's sire if available, in upper case.
Owner	O	S(35)	Horse's first owner if available, in upper case.
SecondOwner	O	S(35)	Horse's second owner if available, in upper case.
Groom	O	S(35)	Horse's groom, if available, in upper case.

Element: Competition/ HorseBiography /Language

Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language code

Element: Competition/ HorseBiography /Language /GInterest (0,1) /MajorAchievements

Attribute	M/O	Value	Description
-	O	Free text	Free Text with Major Achievements

Element: Competition/ HorseBiography /Discipline (0,N)

Attribute	M/O	Value	Description
Code	M	CC@DISCIPLINE Code	Discipline RSC

2.1.44.6 Message sort

There is not a special sorting for this message.

2.1.45 Achievements

2.1.45.1 Description

The Achievement message is a small biographical message intended for use in display environments with limited space, particularly scoreboards. Message contents are the most significant performances in the competitors' career. The achievements information may be updated during the Games.

A competitor can be an individual athlete or a team (including pair/couple).

The message resets the previous Achievement information. There is only one participant and discipline per message although competitor achievements are not restricted to a single discipline.

2.1.45.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC
DocumentSubcode	S(20) with no leading zeros	Competitor's ID
DocumentType	DT_ACHIEVEMENT	Competitors achievements
DocumentSubtype	A, T	A for athlete, T for team
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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.

2.1.45.3 Trigger and Frequency

Achievement messages will usually be distributed at or soon after the close of sports entries.

The message is updated when there are changes or additions to the available data and are dependent to the operational plan of the provider.

Update may include:

- after start list production
- before the final
- when the competitor achieves a new performance of significance during the Games which warrants inclusion



Sending a high volume of messages during busy day time periods should be avoided.

2.1.45.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Competitor (1,1)						
		Code					
		Organisation					
		IFld					
		Name					
		Achievement (1,N)					
			Order				
			Highlight				

2.1.45.5 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	O	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 /Competitor (1,1)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Participants ID, athlete or team
Organisation	M	CC@ORGANISATION Id	Organisation ID
IFld	O	S(16)	IF ID (competitor's federation number for the discipline if it is assigned).
Name	O	S(35)	Name of the competitor, Print Name for athletes or Team name for teams This value is not intended for display but only to increase readability

Element: Competition /Competitor /Achievement (1,N)			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Unique counter within the message starting at 1. The number indicates the priority of the achievement (1 being the highest)
Highlight	M	S(40)	Text of the achievement

Sample

Sample1: Weightlifting

```
<Participant Code="1090269" Organisation="USA" IFld="abcdef" Name="SMITH John">  
  <Achievement Order="1" Highlight="First Olympic Games participation">  
  <Achievement Order="2" Highlight="Junior World Champion">  
  <Achievement Order="3" Highlight="Junior WR Snatch">  
  <Achievement Order="4" Highlight="American Record">
```



Sample2: Luge

```
<Participant Code="1090269" Organisation="USA" IFId="abcdef" Name="SMITH John" >  
<Achievement Order="1" Highlight="OWG, 2014, SINGLES-SOCHI, RUS, 5">  
<Achievement Order="2" Highlight="WC, 2017, SINGLES-INNSBRUCK, AUT, 5">  
<Achievement Order="3" Highlight="WC, 2018, SINGLES-INNSBRUCK, AUT, 4">
```

Sample3: Alpine Skiing

```
<Participant Code="1090269" Organisation="USA" IFId="abcdef" Name="SMITH John" >  
<Achievement Order="1" Highlight="Olympic Winter Games starts: 15">  
<Achievement Order="2" Highlight="Olympic Winter Games victories:1">  
<Achievement Order="3" Highlight="Olympic Winter Games medals:5">  
<Achievement Order="4" Highlight="Olympic Winter Games top 10s:7">
```

2.1.45.6 Message sort

There is no specific sorting for this message.

2.1.46 Flagbearers

2.1.46.1 Description

The flagbearers message contains the list of flagbearers for either the opening or closing ceremony of a competition.

The flagbearers message is always a complete message that increments its content as more information is available. The arrival of this message resets the entire previous flagbearers information.

2.1.46.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT Code	Event RSC of the ceremony
DocumentType	DT_FLAGBEARERS	Flagbearers
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.46.3 Trigger and Frequency

Flagbearers message is only sent manually and is triggered by the content owner.



2.1.46.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10
Competition (0,1)									
	Gen								
	Sport								
	Codes								
	ExtendedInfos (0,1)								
		ExtendedInfo (1,N)							
			Type						
			Code						
			Pos						
			Value						
			Extension (0,N)						
				Code					
				Pos					
				Value					
	Ceremony (1,N)								
		Order							
		Organisation							
		Volunteer							
		Embargo							
		Comment							
		Flagbearer (0,N)							
			Code						
			Discipline						
			Description (0,1)						
				GivenName					
				FamilyName					
				Gender					

2.1.46.5 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	O	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: ExtendedInfos /ExtendedInfo (1,N)			
Attribute	M/O	Value	Description
Type	O	Possible extensions	
Code	O	Possible extensions	
Pos	O	Possible extensions	
Value	O	Possible extensions	

Element: ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code	O	Possible extensions	
Pos	O	Possible extensions	
Value	O	Possible extensions	



Element: Ceremony (1,N)			
Discipline information			
Attribute	M/O	Value	Description
Order	M	Positive Integer	Order of the organisation in the ceremony
Organisation	M	CC@ORGANISATION Id	Competitors' organisation
Volunteer	O	Y	Send "Y" if a Volunteer is to be used
Embargo	O	DateTime	The time when the information can be released, no longer under embargo. NOTE: this is only included in the message if the embargo time is after the message time, do not include if the embargo time has passed.
Comment	O	S(100)	Free text for comments if applicable. Used for exceptional circumstances. Not expected if athlete ID(s) exist(s).

Element: Ceremony /Flagbearer (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete ID
Discipline	O	CC@DISCIPLINE Code	Full RSC of the discipline of the athlete, S(34)

Element: Ceremony /Flagbearer /Description (0,1)			
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

Sample

```
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2020" DocumentType="DT_FLAGBEARERS" DocumentCode="CER-OPENING-----"
Time="094703387" Source="OMS" Date="2020-09-22" LogicalDate="2020-09-22" FeedFlag="P" Version="2" >
<Competition>
  <Ceremony Order="1" Organisation="GRE" >
    <Flagbearer Code="123456" Discipline="TKW-----"/>
    <Description GivenName="Alexandros" FamilyName="Nikolaidis" Gender="M" />
  </Flagbearer>
</Ceremony>
<Ceremony Order="2" Organisation="ARG" Embargo="2020-09-22T15:00:00+08:00">
  <Flagbearer Code="123466" Discipline="ATH-----"/>
  <Description GivenName="John" FamilyName="Smith" Gender="M" />
</Flagbearer>
<Flagbearer Code="123400" Discipline="SAL-----"/>
  <Description GivenName="Jane" FamilyName="Brown" Gender="F" />
</Flagbearer>
</Ceremony>
<Ceremony Order="3" Organisation="AUT" Volunteer="Y"/>
...
<Ceremony Order="55" Organisation="COR" Comment="SMITH Jane and WHITE John"/>
...
</Competition>
</OdfBody>
```

2.1.46.6 Message sort

Order by Ceremony/Order

2.1.47 Alert

2.1.47.1 Description

The Alert message contains one individual alert and notifies users of important information.

Notes regarding the display use for RESULTS alerts.

The long description of DocumentCode is always added to the front of the text to be displayed in the format <RSC longdescription> - <alert text> for example “Archery - Competition interrupted - Weather conditions”.

The Alert will be visible in all RESULTS pages for the discipline of the DocumentCode of the page.

2.1.47.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code CC@EVENT Code CC@PHASE Code CC@EVENT_UNIT Code	Full RSC at any level for RESULTS else at discipline level Use GEN----- if the notification is not applicable to a single discipline.
DocumentSubcode	S(34)	ID of the information (unique within sport and DocumentSubtype)
DocumentType	DT_ALERT	Alert
DocumentSubtype	TICKER NEWS RESULTS	TICKER for the information by CIS service NEWS is for alerts generated by OIS including News alerts, Records, Official Communications, Press Conference changes etc. RESULTS for results-based alerts by OVR (for publication)
Version	Positive Integer	Version number (ascending) associated to the message content.
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.
FeedFlag	P, T	P – Production / T - Test

2.1.47.3 Trigger and Frequency

For TICKER, triggered by CIS operator when appropriate information is entered in the CIS Ticker.

For NEWS, triggered by OIS operator when appropriate information is entered.

For RESULTS, triggered manually when an update about an unexpected situation related to competition progression or results related information needs to be distributed to ODF clients quickly.



To delete a previously triggered alert, a new alert shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, DocumentSubtype but with the <Competition> element empty this time, increasing the version.

2.1.47.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4
Competition (0,1)	Gen Sport Codes Document (0,1)	Code ParentMessage	-

Table Note: (*) Field needed when the message is used to import data into the Info Diffusion System.

2.1.47.5 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	O	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/ Document (0,1)			
Attribute	M/O	Value	Description
Code	O	SC@Alert Code	Included only for DocumentSubtype = RESULTS. This is used to translate the alert unless the code is OTHR when the message value is required.
Parent	M	S(34)	Parent's ID. If the report has no parent ID then it takes value 0. (Always 0 for TICKER) Only applicable if language <> ENG then the Parent ID = ID of ENG document. Clarification: Breaking News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubcode of the English version for translated messages. Example: English version. DocumentSubcode = "1230", then French translation -> @Parent="1230"

Element: Competition/ Document /Message			
Attribute	M/O	Value	Description
-	O	Free Text	Text of the Alert (in English only) If DocumentSubtype = RESULTS this is the Description in ENG related to the code for the rest this is the free text.

Sample (Ticker)



```
<OdfBody CompetitionCode="OG2012" DocumentCode="SYN-----" DocumentSubcode="1"
DocumentType="DT_ALERT" DocumentSubtype="TICKER" Version="2" Language="ENG" FeedFlag="P" Date="2012-08-06"
Time="174130012" LogicalDate="2012-08-06" Source="PDC">
  <Competition>
    <Document Parent="0" >
      <Message>
        <![CDATA[New Notificacion]]>
      </Message>
    </Document>
  </Competition>
</OdfBody>
```

Sample (Results)

```
<OdfBody CompetitionCode="OG2020" DocumentCode="ARCMTEAM3-----FNL-000100--" DocumentSubcode="5"
DocumentType="DT_ALERT" DocumentSubtype="RESULTS" Version="2" Language="ENG" FeedFlag="P" Date="2020-08-06"
Time="174130012" LogicalDate="2020-08-06" Source="ABCARC1">
  <Competition>
    <Document Code="CIWC" Parent="0" >
      <Message>
        <![CDATA[Competition interrupted - Weather conditions]]>
      </Message>
    </Document>
  </Competition>
</OdfBody>
```

Sample (Results-OTHR)

```
<OdfBody CompetitionCode="OG2020" DocumentCode="ARCMTEAM3-----FNL-000100--" DocumentSubcode="5"
DocumentType="DT_ALERT" DocumentSubtype="RESULTS" Version="2" Language="ENG" FeedFlag="P" Date="2020-08-06"
Time="174130012" LogicalDate="2020-08-06" Source="ABCARC1">
  <Competition>
    <Document Code="OTHR" Parent="0" >
      <Message>
        <![CDATA[Competitor 123 has been disqualified for behaviour]]>
      </Message>
    </Document>
  </Competition>
</OdfBody>
```

2.1.47.6 Message sort

There is no specific sorting for this message

2.1.48 TV Tracking

2.1.48.1 Description

The TV Tracking message alerts users as to which event unit or activity is currently the focus of the integrated TV production. This message applies in ceremonies (opening/closing) and sports as defined in the applicable sport specific data dictionary.

2.1.48.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID



DocumentCode	CC@EVENT Code CC@EVENT_UNIT Code	Event or Event Unit RSC
DocumentType	DT_TV_TRACKING	TV Tracking Message
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC @Language	Language code
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.

2.1.48.3 Trigger and Frequency

The message triggered with each change to a new activity or unit in the current discipline.

2.1.48.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)	Gen Sport Codes ExtendedInfos (0,1)	ExtendedInfo (0,N)	Type Code Pos Value Extension (0,N)	Code Pos Value

2.1.48.5 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	O	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: ExtendedInfos /ExtendedInfo (0,N)			
Attribute	M/O	Value	Description
Type			See extended definition if applicable
Code			
Pos			
Value			

Element: ExtendedInfos /ExtendedInfo /Extension (0,N)			
Attribute	M/O	Value	Description
Code			See extended definition if applicable
Pos			
Value			

The following table describes in more detail the ExtendedInfo.

Type	Code	Pos	Value	Description	Expected
EI	UNIT		S(34)	For @Type: Send proposed type	In athletics when changing to a new unit. In gymnastics when changing to a new apparatus.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: The RSC of the current unit in CIS TV Tracking. In athletics it is the unit, in gymnastics it will be the apparatus (phase and unit 000)	
	ACTIVITY		S(100)	For @Type: Send proposed type	In Ceremonies when changing to a new activity.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: Title of the current CIS TV Tracking activity in ceremonies.	
	NOC		CC @NOC Id	For @Type: Send proposed type	In Ceremonies when changing to a single selected NOC.
				For @Code: Send proposed code	
				For @Pos: Do not send anything	
				For @Value: The NOC code of the current NOC in CIS TV Tracking if a single NOC is selected in ceremonies.	

Sample



Athletics

```
<OdfBody CompetitionCode="OG2016" DocumentCode="ATH-----" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25">
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="UNIT" Value="ATHM100M-----FNL-0001----"/>
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Artistic Gymnastics

```
<OdfBody CompetitionCode="OG2016" DocumentCode="GAR-----" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25">
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="UNIT" Value="GARMVAULT-----"/>
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Ceremonies (Activities)

```
<OdfBody CompetitionCode="OG2016" DocumentCode="CER-OPENING-----" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25">
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="ACTIVITY" Value="Bach Speech" />
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

Ceremonies (March)

```
<OdfBody CompetitionCode="OG2016" DocumentCode="CER-OPENING-----" DocumentType="DT_TV_TRACKING"
FeedFlag="P" Date="2016-07-31" LogicalDate="2016-07-31" Time="101314696" Source="PDC" Version="25">
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="NOC" Value="ESP" />
    </ExtendedInfos>
  </Competition>
</OdfBody>
```

2.1.48.6 Message sort

There is no specific sorting for this message

2.1.49 News Document

2.1.49.1 Description

The News Document message contains individual news.

The message resets the previous news. Each message includes one news document.

2.1.49.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	CC@DISCIPLINE Code	Full RSC at the discipline level
DocumentSubcode	S(34)	News' ID
DocumentType	DT_NEWS	News Document
DocumentSubtype	CC@NEWS_TYPE Id	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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.

2.1.49.3 Trigger and Frequency

Trigger every time that a news document is published.

To delete a previously triggered news message, a new news message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, DocumentSubtype and Language but with the <Competition> element empty this time, increasing the version.

2.1.49.4 Message Structure

The following elements describe the message structure from the OdfBody element.

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		Parent ExternalCode Category CategoryName Item ItemName ItemDate ItemTime Unit Related (0,1)			
			Athlete (0,N)	Code Order Bib Description (0,1)	
					GivenName FamilyName Gender Organisation BirthDate IFId
			Coach (0,N)	Code Function Order Description (0,1)	
					GivenName FamilyName Gender Nationality
			Team (0,N)	Code Order Description (0,1)	
					TeamName IFId
	Title	-			
	Body	-			

2.1.49.5 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	O	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 /Document (0,1)			
Attribute	M/O	Value	Description
Parent	M	S(34)	Parent's ID. If the report has no parent ID then it takes value 0. Clarification: News Documents are originally created in English. If Press Operation staff considers interesting to translate any report, the translations are created from the English one. @Parent links to the DocumentSubcode of the English version for translated messages. Example: English version -> DocumentSubcode ="1230", then French translation -> @Parent="1230"
ExternalCode	O	S(10)	External Identifier for the News article. This is only Mandatory for DT_NEWS_IMP
Category	M	CC @NewsSport	Code of application Criteria level 1 (usually sport but may be other categories)
CategoryName	M	S(40)	Category Name
Item	M	CC @NewsReport	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
ItemName	M	S(40)	Item Name
ItemDate	O	Date	Date of publication or re-publication of the news item. Not required for import
ItemTime	O	Time	Time of publication or re-publication of the news item. Not required for import
Unit	O	CC @Unit	Full RSC of the Unit (can be Event, Phase or Unit level)

Element: Competition/ Document /Related (0,1) /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID.
Order	M	Positive Integer	Order attribute used to sort the athletes
Bib	O	String	Bib number

Element: Competition/ Document /Related /Athlete /Description (0,1) Athletes extended information			
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
IFId	O	S(16)	International Federation Id

Element: Competition/ Document /Related (0,1) /Coach (0,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Official code. This code is normally expected though there may be rare exceptions.



Element: Competition/ Document /Related (0,1) /Coach (0,N)			
Attribute	M/O	Value	Description
Function	O	CC@DISCIPLINE_FUNCTION Id	Official function
Order	M	Positive Integer	Coach order

Element: Competition/ Document /Related /Coach /Description (0,1) Coach extended information is required			
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 Code
Nationality	M	CC@COUNTRY Id	Coach's nationality

Element: Competition/ Document /Related (0,1) /Team (0,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeros	Competitor's ID
Order	M	Positive Integer	Team order

Element: Competition/ Document /Related /Team /Description (0,1) Team extended information is required			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	International Federation ID

Element: Competition/ Document /Title (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Text describing Document Title (Codified in UTF-8)

Element: Competition/ Document /Body (0,1)			
Attribute	M/O	Value	Description
-	M	Free text	Free Text containing the Body of the HTML article (Codified in UTF-8)

Sample



```
<OdfBody CompetitionCode="OG2012" DocumentCode="ATH-----" Time="231728981" Date="2012-08-04"
FeedFlag="P" LogicalDate="2012-08-04" DocumentSubcode="I55276" Language="ENG" DocumentType="DT_NEWS"
DocumentSubtype="FQ" Source="IDS" Version="1" >
<Competition>
<Document Parent="0" Category="AT" CategoryName="Athletics" Item="FQ" ItemName="Flash Quotes" ItemDate="2012-08-04"
ItemTime="211300000" Unit="ATHMLJ-----">
<Related>
<Athlete Code="1077408" Order="1" >
<Description GivenName="Mitchell" FamilyName="Watt" Gender="M" Organisation="AUS" BirthDate="1993-12-15" />
</Athlete>
<Athlete Code="1077444" Order="2" >
<Description GivenName="Will" FamilyName="Claye" Gender="M" Organisation="USA" BirthDate="1992-11-14" />
</Athlete>
</Related>
<Title>Men's Long Jump: WATT (AUS) - Silver, CLAYE (USA) - Bronze</Title>
<Body>
<![CDATA[<p>LONDON, 4 August - Comments from silver medallist Mitchell WATT (AUS) and bronze medallist Will CLAYE (USA)
at a media conference following the men's long jump final at the Olympic Stadium on Saturday.</p>
<p><strong>Mitchell WATT (AUS) - silver</strong></p>
<p><em>On taking silver:</em><br />"There is a reason why the Olympic Games is the pinnacle of our sport. This is so much sweeter than
the silver at the (2011) world championships."</p>
<p><em>On a slow start to the competition:</em><br />"A lot of us will not have got much sleep last night and the wind was tricky too. It
was a whole lot different from a Diamond League meeting. My run was pretty scrappy in the first three runs and then I was lucky to get one
out."</p>
<p><em>On the noise from the crowd:</em><br />"I think my best jump was when Jessica ENNIS (GBR) was going round doing the 800m
and so I thank her for that. I was British for a few moments."</p>
<p><em>On the  gold medallist, (Greg RUTHERFORD, GBR)</em><br />"He is my closest friend on the circuit. He had a tough time
when he tore his hammy (hamstring, in the qualifying round of the 2011 world championships). He deserved to win. He jumped 8.31 which
beats my season's best."</p>
<p><strong>Will CLAYE (USA) - bronze</strong></p>
<p><em>On taking the bronze:</em><br />"I am thankful. I wanted gold but now I will have to get the gold in the triple (jump)."</p>
<p>"This will help tremendously because I have been on the runway twice now and the triple jump is my event. I am just going to take these
next few days to get my mind and body right to come back on Tuesday."</p>
<p><em>On support from the crowd:</em><br />"They showed us much love. The crowd was going crazy with their clapping. They made
us feel at home and we are not even from here."</p>
<p>ONS cb/ts/jps/tc</p>]]></Body>
</Document>
</Competition>
</OdfBody>
```

2.1.49.6 Message sort

There is no specific sorting for this message

2.1.50 News Document Import

2.1.50.1 Description

The News Document Import is a message containing an individual News Document.

The message resets the previous News Document Import information. There is only one News Document per message.

Note that this message is not distributed and only used to initialise the central systems from the data provider.

2.1.50.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	S(34)	News' identifier
DocumentType	DT_NEWS_IMP	News Document Import
DocumentSubtype	CC@NEWS_TYPE Id	News Subtype (Code of application Criteria level 2), that is code of the item type like FQ for Flash Quotes.
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code
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

2.1.50.3 Trigger and Frequency

Trigger during operation period.

2.1.50.4 Message Structure

The structure of the News Document Import message is the same as the News Document message.

2.1.50.5 Message Values

All message attributes are the same as the news document message.

2.1.50.6 Message sort

There is no specific sorting for this message

2.1.51 Extended Start List

2.1.51.1 Description

The Extended Start List is a message containing the list of competitors for one particular event unit with additional information for each competitor. Competitors could be individual athletes, teams or team members.

It is a generic message for all sports, including as much generic information as possible, considering different types of disciplines and events can have substantial differences (e.g.: mass start lists, line-ups, etc.).

The mandatory attributes and elements defined in this message will have to be used by all the sports. Each ODF Sport Data Dictionary will refine the details of this message with the peculiarities of the discipline.

2.1.51.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@EVENT_UNIT Code CC@PHASE Code	Phase or Event Unit RSC
DocumentSubcode	N/A	Provides greater granularity for document if DocumentCode is not sufficient.
DocumentType	DT_ESL	Extended Start List
Version	Positive Integer	Version number (ascending) associated to the message content.
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.



2.1.51.3 Trigger and Frequency

Trigger when all the competitors for one particular event unit are known.

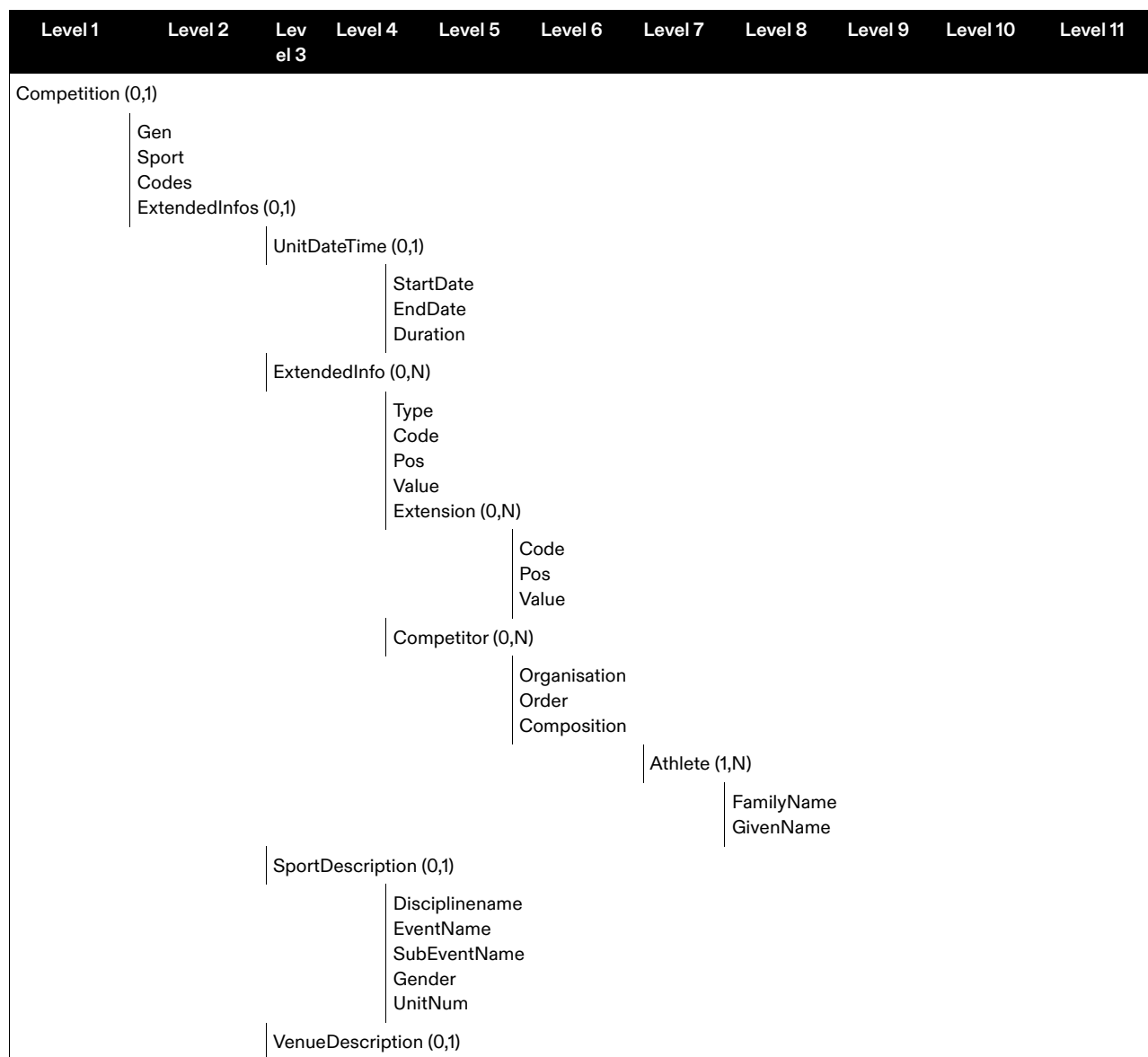
For team events, trigger this message when the teams are available for the event unit, and for some disciplines afterwards when team members are also known.

Trigger also after any major change.

If there is any sport-specific requirement, it is detailed in each of the ODF Sport Data Dictionaries.

2.1.51.4 Message Structure

The message structure of the Extended Start List is the same as the Start List message, but adding the element ExtCompetitor as optional in the elements Start/Competitor and Start/Competitor/Composition/Athlete (detailed in the next section).





Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
			Venue VenueName Location LocationName Attendance							
		PreviousResults (0,N)		Code Win Loss Tie						
			PreviousResult (0,N)		Unit Order Opponent WLT Result OppResult ResultType IRM					
					ExtendedResults (0,1)					
						ExtendedResult (1,N)				
							Type Code Pos Value			
							Extension (0,N)			
								Code Pos Value		
				Partial (0,N)						
					Code Score OppScore					
	StatsItems (0,1)									
		StatsItem (1,N)								
			Type Code Position Value Attempt Avg Percent Rank RankEqual SortOrder ExtendedStat (0,N)							
				Code Position Value						
	Officials (0,1)									
		Official (1,N)								



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
			Code Function Order Bib Description		GivenName FamilyName Gender Organisation IFId ExtendedDescription (1,N)		Type Code Pos Value			
				ExtOfficial (0,N)	Type Code Pos Value					
	Periods (0,1)									
		Period (1,N)								
			Code HomeScore AwayScore HomePeriodScore AwayPeriodScore Duration ExtendedPeriods (0,1)							
					ExtendedPeriod (1,N)					
						Code Type Pos Value				
	Result (1,N)									
		Rank RankEqual Result Unchecked IRM QualificationMark WLT SortOrder StartSortOrder ResultType Diff Pty ExtendedResults (0,1)								
				ExtendedResult (1,N)						



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
					Type Code Pos Value Value2 ValueType IRM Rank RankEqual SortOrder Diff Speed Move Pty Discard Arrive Unchecked Extension (0,N)					
										Code Pos Value
			RecordIndicators (0,1)							
				RecordIndicator (1,N)						
					Order Code RecordType Equalled					
			ResultItems (0,1)							
				ResultItem (1,N)						
					Unit Order Result (1,1)					
										Rank RankEqual ResultType Unchecked Result ResultPoints IRM QualificationMark Diff WLT SortOrder StartOrder StartSortOrder Pty ExtendeResults (0,1)
										ExtendedResult



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
								Type Code Pos Value Value2 ValueType IRM Rank RankEqual SortOrder Diff Speed Move Pty Discard Arrive Unchecked Extension		Code Pos Value
						RecordIndicators (0,1)			RecordIndicator (1,N)	
							Order Code RecordType Equalled			
		Competitor								
			Code Type Bib Organisation Description (0,1)							
				TeamName IFId ExtendedDescription (0,N)						
					Type Code Pos Value					
			ExtCompetitor (0,1) (see Table Note) ExtResults (0,1) (see Table Note)							
			-							
			Coaches (0,1)							
				Coach (1,N)						
					Code Function Order Bib Description					



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							GivenName FamilyName Gender Nationality ExtendedDescription (0,N)			
								Type Code Pos Value		
						ExtCoach (0,N)				
							Type Code Pos Value			
			EventUnitEntry (0,N)							
				Type Code Pos Value						
			StatsItems (0,1)							
				StatsItem (1,N)						
					Type Code Pos Value Attempt Avg Percent Rank RankEqual SortOrder ExtendedStat (0,N)					
							Code Pos Value			
			Composition (0,1)							
				Athlete (0,N)						
					Code Order StartOrder StartSortOrder Bib Description					
						GivenName FamilyName Gender Organisation BirthDate IFld Class Horse ExtendedDescription (0,N)				



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							Type Code Pos Value			
						Guide(0,N)	GuideID Order GuideFamilyName GuideGivenName			
						ExtCompetitor (0,1) (see Table Note) ExtResults (0,1) (see Table Note) Club (0,1) Coach (0,1)				
						-				
						EventUnitEntry (0,N)	Type Code Pos Value			
						ExtendedResults (0,1)				
						ExtendedResult (1,N)	Type Code Pos Value Value2 ValueType IRM Rank RankEqual SortOrder Diff Speed Move Pty Discard Arrive Unchecked Extension (0,N)			
										Code Pos Value
						StatsItems (0,1)				
						StatsItem (1,N)				



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
							Type Code Pos Value Attempt Avg Percent Rank RankEqual SortOrder ExtendedStat (0,N)			Code Pos Value
				Team (0,N)		Code Order Bib Description (0,1)	TeamName IFld ExtendedDescription	Type Code Pos Value		
						EventUnitEntry (0,N)	Type Code Pos Value			
						ExtendedResults (0,1)	ExtendedResult (1,N)	Type Code Pos Value Value2 ValueType IRM Rank RankEqual SortOrder Diff Speed Move Pty Discard Arrive Unchecked Extension		Code Pos Value



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9	Level 10	Level 11
						Composition (0,1)				
						Athlete (1,N)				
							Code			
							Order			
							StartOrder			
							StartSortOrder			
							Bib			
							Description			
								GivenName		
								FamilyName		
								Gender		
								Organisation's		
								BirthDate		
								IFld		
								ExtendedDescription (0,N)		
									Type	
									Code	
									Pos	
									Value	
							EventUnitEntry(0,N)			
								Type		
								Code		
								Pos		
								Value		
							ExtendedResults (0,1)			
								ExtendedResult (1,N)		
									Type	
									Code	
									Pos	
									Value	
									Value2	
									ValueType	
									IRM	
									Rank	
									RankEqual	
									SortOrder	
									Diff	
									Speed	
									Move	
									Pty	
									Discard	
									Arrive	
									Unchecked	
									Extension (0,N)	
										Code
										Pos
										Value

2.1.51.5 Message Values

All message attributes are the same as the DT_RESULT (START_LIST) message, but including the attributes defined below.



Element: Result /Competitor /ExtCompetitor (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Team's extended information.

Element: Result /Competitor /ExtResults (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Team's extended results information.

Element: Result /Competitor /Composition /Athlete /ExtCompetitor (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's extended information.

Element: Result /Competitor /Composition /Athlete /ExtResults (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's extended Results information.

Element: Result /Competitor /Composition /Athlete /Club (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's club name.

Element: Result /Competitor /Composition /Athlete /Coach (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Athlete or team member's coach ID.

2.1.51.6 Message sort

Sort according to Result @SortOrder attribute used to sort the results (more detail in each of the ODF Sport Data Dictionaries), and other @Order attributes if used for each of the disciplines.

2.1.52 Pictures

2.1.52.1 Description

The Pictures message may contains pictures of athletes, coaches or officials depending on the competition and the discipline.

2.1.52.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code	Discipline RSC



DocumentSubcode	S(20) with no leading zeros	Participant's ID
DocumentType	DT_PIC	Picture message
DocumentSubtype	S(20)	ACR for Accreditation photos (jpg) HEADSHOT for Higher quality photos (png) HORSE for horse photos (png)
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.52.3 Trigger and Frequency

Trigger the first day of the press operations, and after any change.

To delete a previously triggered picture message, a new picture message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, DocumentSubtype but with the <Competition> element empty, increasing the version.

2.1.52.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3
Competition (0,1)	Gen Sport Codes Picture (0,1)	ImageType -

2.1.52.5 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	O	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: Picture (0,1)			
Attribute	M/O	Value	Description
ImageType	O	jpg, png	Image type extension, jpg or png. If this attribute is not included then the image is assumed to be jpg
-	M	Free Text	The Picture element may have a body consisting of one Base64-encoded image.

2.1.52.6 Message sort

There is no specific sorting for this message.

2.1.53 Audio

2.1.53.1 Description

The Audio message is a message containing audio file(s) in .wav or .mp3 format encapsulated in a XML message.

The type of audio may vary and could be a name pronunciation audio or some other type of audios to support the distribution of audio content related to the games.

The message allows for multiple audio files but it is assumed the audios are related (could be referring to different competitors but referring to the results of a single match, or the quotes of the day). Unrelated audios should be sent separately.

When the DocumentSubtype is NAME or ANTHEM then the Related extension must be skipped and single audio file is expected in each message.

2.1.53.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE Code CC@EVENT Code CC@EVENT_UNIT Code	Discipline code or GEN----- if not related to a sports discipline. Event if related to an Event and Event_Unit if related to a specific unit (i.e for Flash Quotes and Press Conference Highlights)
DocumentSubcode	S(20) with no leading zeros Or CC@NOC Id	Participant ID where the file is related to a single participant in the case of DocumentSubtype is NAME Or NOC Code if in the case of DocumentSubtype is ANTHEM Not applicable in any other case
DocumentType	DT_AUDIO	Audio message
DocumentSubtype	S(20)	NAME for a pronunciation of a participant's name (format = mp3 only) FQ for Flash Quotes MCH for Press Conference Highlights QOD for Quotes of the Day ANTHEM for the National Anthems
Version	Positive Integer	Version number (ascending) associated to the message content.
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.



2.1.53.3 Trigger and Frequency

Trigger the first day of press operations, and after any change.

To delete a previously triggered audio message, a new audio message shall be triggered with the same CompetitionCode, DocumentCode, DocumentSubcode, DocumentSubtype but with the <Competition> element empty this time, increasing the version.

2.1.53.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (0,1)							
	Gen						
	Sport						
	Codes						
	Audio (1,N)						
		Related(0,N)					
			Athlete(0,N)				
				Code			
				Order			
				Description (1,1)			
					GivenName		
					FamilyName		
					Gender		
					Organisation		
					BirthDate		
					IFId		
					Coach (0,N)		
					Code		
					Function		
					Order		
					Description (1,1)		
					GivenName		
					FamilyName		
					Gender		
					Nationality		
					Team (0,N)		
					Code		



			Order
			Description (1,1)
			TeamName
			IFId
	File (1,1)		
		AudioType	
		-	

2.1.53.5 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	O	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 /Audio /Related /Athlete (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID.
Order	M	Positive Integer	Order attribute used to sort the athletes

Element: Competition/ Audio /Related /Athlete /Description (1,1) Athletes extended information			
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
IFId	O	S(16)	International Federation Id

Element: Competition/ Audio /Related (0,1) /Coach (0,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Official's code. This code is normally expected though there may be rare exceptions.
Function	O	CC@DISCIPLINE_FUNC TION Id	Official's function
Order	M	Positive Integer	Official's order



Element: Competition/ Audio /Related /Coach /Description (1,1)
Official extended information is required

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 Code
Nationality	M	CC@COUNTRY Id	Official's nationality

Element: Competition/ Audio /Related (0,1) /Team (0,N)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Order	M	Positive Integer	Team order

Element: Competition/ Audio /Related /Team /Description (1,1)
Team extended information is required

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.
IFId	O	S(16)	International Federation ID

Element: Competition /Audio /File (1,1)

Attribute	M/O	Value	Description
AudioType	M	wav or mp3	Audio type extension, wav or mp3.
-	M	Free Text	The AudioData element has a body consisting of one Base64-encoded report (a wav or mp3 file)

2.1.53.6 Message sort

Sort by Competition /Audio @Pos

2.1.54 Notification Message

2.1.54.1 Description

The Notification message contains a notification about the availability of an online document.

2.1.54.2 Header Values

The following table describes the ODF header attributes

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	S(34)	Document Code of the online document that is being notified.



DocumentSubcode	S(34)	Document Subcode of the online document that is being notified.
DocumentType	DT_NOTIFICATION	Notification message
DocumentSubtype	S(50)	Concatenation of the Document Type and Document Subtype attributes of the online document that is being notified. This is needed to preserve the Key of the message.
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.54.3 Trigger and Frequency

Trigger of this message is after the reception of the original message that is made available online.

2.1.54.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3
Competition (0,1)		
	Gen	
	Sport	
	Codes	
	DirectLink	
		Link
		DocumentType
		DocumentSubtype

2.1.54.5 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	O	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: DirectLink			
Attribute	M/O	Value	Description
Link	M	S(255)	URL of the link to the document
DocumentType	M	S(30)	DocumentType of the original message
DocumentSubtype	O	S(20)	DocumentSubtype of the original message

2.1.54.6 Message sort

There is no specific sorting for this message.

2.1.55 Schedule and Results by NOC

2.1.55.1 Description

The “Schedule and Results by NOC” message contains this information for a single organisation on a single competition day (between the global GM & GN of the day). It only contains competition activities (Phase Type=Competition). Several disciplines may appear in a single message.

It increments its content as more events units are completed by the organisation during the day, and it always includes all data for the day. The arrival of the message resets the entire previous “Schedule and Results by NOC” information.

Information includes only competitors of the current organisation or all competitors in the case an event unit is Head to Head. It also includes competitors defined as group (Competitor Type = Group). In this case, a group is treated as individual competitors and only includes the athletes of the specific organisation.

The message does not include information about horses, records, coaches, period results and actions.

2.1.55.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE ID	Competition ID
DocumentCode	GEN-----DAY-dd-----	Global message for all disciplines (sent at daily level, where dd is the Day)
DocumentSubcode	CC@NOC Id	
DocumentType	DT_SCHED_RES_NOC	Schedule and Results by NOC
Version	Positive Integer	Version number (ascending) associated to the message content.
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.



2.1.55.3 Trigger and Frequency

This message is sent multiple times daily after “Global good morning” message has been sent (only for current logical date). The exact frequency is determined at a given competition.

2.1.55.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)								
	Gen Sport Codes Unit (1,N)							
		Code	PhaseType	UnitNum	ScheduleStatus	StartDate	HideStartDate	EndDate
		HideEndDate	ActualStartDate	ActualEndDate	Order	Medal	Venue	Location
		SessionCode	StartText (0,N)					
			Language	Value				
		ItemName (1,N)	Language	Value				
		VenueDescription	VenueName	LocationName				
		Result (0,N)	Rank	RankEqual	ResultType	Result	IRM	QualificationMark
			WLT	SortOrder	StartOrder	StartSortOrder	Competitor	
				Code	Type	Bib	Organisation	Description (0,1)



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
					TeamName IFld ExtendedDescription (0,N)	Type Code Pos Value		
				Composition (0,1)	Athlete (1,N)	Code Order Bib Description	GivenName FamilyName Gender Organisation BirthDate IFld Class Horse ExtendedDescription (0,N)	Type Code Pos Value
						Guide(0,N)	GuideID Order GuideFamilyName GuideGivenName	

2.1.55.5 Message Values

The values of the attributes of Result are the same as defined in the Event Unit StartList and Results message.

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	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: Unit (1,N)			
Attribute	M/O	Value	Description
Code	M	CC @Unit	Full RSC of the Unit
PhaseType	M	CC @PhaseType	Phase type for the unit
UnitNum	O	S(15)	Match / Game / Bout / Race Number or similar
ScheduleStatus	M	CC @ScheduleStatus	Schedule status of the Unit



Element: Unit (1,N)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	<p>Start date. This attribute may not be sent in the case of some @ScheduleStatus, such as UNSCHEDULED. For other statuses the StartDate is expected otherwise ordering is display is incorrert (including CANCELLED and POSTPONED.</p> <p>This is the scheduled Start date and time and will not be updated when an event unit starts (updated only with RESCHEDULED status)</p> <p>Where HideStartDate=?Y? then this should be filled with the session start time or the start time of a group of units for all similar units and Order used for sorting.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideStartDate	O	S(1)	<p>SSend 'Y' if StartDate (scheduled start time) should not be displayed. It may be an estimate or 'fake' time. Do not send if StartDate (scheduled start time) is to be displayed.</p> <p>Start times of some units depend on the finalisation of previous event units and therefore there is no fixed start time in these cases this field is set to 'Y'.</p> <p>When the flag is set to 'Y' then the time is used for sorting purposes but should not be displayed.</p>
EndDate	O	DateTime	<p>End date. This attribute may not be sent in the case of some Unit@Status, such as those meaning cancelled, postponed.</p> <p>Example: 2006-02-26T10:00:00+01:00</p>
HideEndDate	O	S(1)	<p>Send 'Y' if EndDate scheduled end time is not to be displayed.</p> <p>Some event units have a scheduled end time well bounded, however, some event units in some circumstances have a scheduled end time not quite variable (example, some press conferences or tennis matches, etc.) in these cases this field is set to 'Y' and should not be displayed.</p>
ActualStartDate	O	DateTime	<p>This attribute is expected once the event unit has started. Example: 2006-02-26T10:03:22+01:00</p>
ActualEndDate	O	DateTime	<p>This attribute is expected once the event unit has finished. Example: 2006-02-26T12:43:51+01:00</p>
Order	O	Positive Integer	<p>Order of the units when displayed. This field is only considered if HideStartDate = 'Y'. It should not be sent in sports which never use this concept but should be sent for all units where the concept is used. Starts at 1 in each session each day.</p>
Medal	O	SC @UnitMedalType	<p>Indicator of medal awarded for this unit. Do not send if not a medal event unit</p>
Venue	O	CC @VenueCode	<p>Venue where the unit takes place Mandatory unless unscheduled Can use TBD if the Venue is not known yet (CC).</p>
Location	O	CC @Location	<p>Location where the unit takes place Mandatory unless unscheduled Can use TBD if the Location is not known yet (CC) or a generic code for the discipline.</p>



Element: Unit (1,N)			
Attribute	M/O	Value	Description
SessionCode	O	S(10)	Code of the sports competition session which contains this event unit. Usually in the format DDD00 where DDD is the discipline and 00 is the session number within the discipline. For example ARC02 for the second session in Archery.

Element: Unit /EstimatedStartText (0,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(20)	Text that explains when the Start Time is in the case that StartDate is an estimation (i.e. "After M.1")

Element: Unit /ItemName (1,N)			
Attribute	M/O	Value	Description
Language	M	CC @Language	Code Language of the @Value
Value	M	S(40)	Unit name

Element: Unit /VenueDescription			
Attribute	M/O	Value	Description
VenueName	M	S(25)	Venue name in first language. This is the CC value from unit/venue
LocationName	M	S(30)	Location name in first language. This is the CC value from unit/location.

Element: Unit/ Result (0,N)			
Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the result.
RankEqual	O	S(1)	Equalled rank indicator. Send "Y" if rank equalled else do not send.
ResultType	O	Same as in the Event Unit Results message for each discipline	Type of the @Result attribute
Result	O	Same as in the Event Unit Results message for each discipline	The result of the competitor in the event unit
IRM	O	Same as in the Event Unit Results message for each discipline	The invalid rank mark, in case it is assigned
QualificationMark	O	Same as in the Event Unit Results message for each discipline	Indication of the qualification of the competitor for the next round of the competition
WLT	O	Same as in the Event Unit Results message for each discipline	In head to head units: W-Won L-Lost T-Tied
SortOrder	O	Positive Integer	Used to sort all results in an event unit. Prior to the competition it is the same as StartSortOrder. Same as in the Event Unit Results message for each discipline
StartOrder	O	Same as in the Start List message for each discipline	Competitor's start order



Element: Unit/ Result (0,N)			
Attribute	M/O	Value	Description
StartSortOrder	M	Same as the SortOrder in the Start List message for each discipline	Used to sort all start list competitors in an event unit

Element: Unit/ Result /Competitor			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Competitor's ID
Type	M	S(1)	T - Team A - Athlete G - Group
Bib	O	Same as in the Start List message for each discipline	Bib number
Organisation	O	CC@ORGANISATION Id	Should be sent when known.

Element: Unit/ Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).
IFId	O	S(16)	International Federation ID

Element: Unit/ Result /Competitor /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Unit/ Result /Competitor /Composition (0,1) /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeros	Athlete's ID (team member or individual athlete)
Order	M	Positive Integer	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	Same as in the Start List message for each discipline	Bib number

Element: Unit/ Result /Competitor /Composition /Athlete /Description			
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 include if the data is available



Element: Unit/ Result /Competitor /Composition /Athlete /Description			
Attribute	M/O	Value	Description
IFId	O	S(16)	International Federation ID
Class	O	CC @SportClass	Code to identify the sport class of the athletes with a disability (e.g. Paralympic Games)
Horse	O	S(25)	Name of the athlete's horse

Element: Unit/ Result /Competitor /Composition /Athlete /Description /ExtendedDescription (0,N)			
Attribute	M/O	Value	Description
Type	M		See sport descriptions
Code	M		See sport descriptions
Pos	O		See sport descriptions
Value	O		See sport descriptions

Element: Competition /Unit/ Result /Competitor /Composition /Athlete /Guide (0,N)			
Attribute	M/O	Value	Description
GuideID	M	S(20) without leading zeros	ID of the athlete's guide.
Order	M	Positive Integer	Order used to sort the athlete's guide.
GuideFamilyName	M	S(25)	Preferred Family Name of the athlete's guide.
GuideGivenName	O	S(25)	Preferred Given Name of the athlete's guide.

2.1.55.6 Message sort

Unit @StartDate is the attribute used to sort the Units.

Result @SortOrder will be the attribute used to sort the results. This attribute is refined in each of the ODF Sport Data Dictionaries.

2.1.56 List of Codes

2.1.56.1 Description

This is a simple message listing the codes used in a competition.

The data included in this message will be available as soon as practical and will usually be available in additional formats to this XML message.

2.1.56.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN----- --	Fixed value
DocumentType	DT_CODES	List of codes
DocumentSubtype	CC @CodeSet	Code to define which code set is included in the message
Version	Positive Integer	Version number (ascending) associated to the message content.
Language	CC@LANGUAGE Code	Language code If included then a single language is in the message. If not included then all available languages are included in the message.
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.

2.1.56.3 Trigger and Frequency

The DT_CODES message is sent as soon as the data and connectivity are available and will be resent with every update.

2.1.56.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (0,1)	Gen Sport Codes CodeSet (1,N)							



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
		Code						
		Sport						
		Discipline						
		Gender						
		Event						
		Phase						
		EventUnit						
		Schedule						
		Medal						
		Competition						
		Type						
		Group						
		VenueCode						
		Region						
		Country						
		Continent						
		Function						
		Order						
		Note						
		News						
		Background						
		CompetitionFormatType						
		ProgressionType						
		ExtendedCodes (0,1)						
			ExtendedCode (1,N)					
				Type				
				Code				
				Pos				
				Value				
				Extension (0,N)				
					Code			
					Pos			
					Value			
		Language (0,N)						
			Language					
			Description					
			DOrder					
			LongDescription					
			LDOOrder					
			ShortDescription					

2.1.56.5 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	O	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: CodeSet (1,N)			
Attribute	M/O	Value	Description
Code	M	S(40)	Code identifier (may or may not be unique)



Element: CodeSet (1,N)			
Attribute	M/O	Value	Description
Sport	O	CC@SPORT Id	Sport Code where applicable
Discipline	O	CC@DISCIPLINE Id	Discipline Code where applicable
Gender	O	CC@DISCIPLINE_GENDER Gender	Gender Code where applicable
Event	O	CC@EVENT Event	Event Code where applicable (including the event modifier)
Phase	O	CC@PHASE Phase	Phase Code where applicable
EventUnit	O	CC@EVENT_UNIT Eventunit	Event Unit Code where applicable
Schedule	O	Y, S, N	Y or S, if unit is scheduled else N
Medal	O	Y	Medal unit indicator
Competition	O	Y, N	Y if code is related to sports competition else N for non-competition
Type	O		Type of Code
Group	O		Group of Code
VenueCode	O	CC@LOCATION Venue	Venue Code, for Location table
Region	O	CC@WEATHER_REGION Id	Region related to the venue
Country	O	S(3)	Country Code for Organisation Table
Continent	O	S(3)	Continent Code for Organisation Table
Function	O	CC@DISCIPLINE_FUNCTION Id	Function Code where applicable
Order	O	S(10)	Sort or for codes if applicable
Note	O	S(250)	Note or comment related to the code, informational only
News	O	Y, N	Y if code is related to news reports else N
Background	O	Y, N	Y if code is related to background reports else N
CompetitionFormatType	O	CC@COMPETITION_FORMAT_TYPE Id	Code reflecting the applicable competition format type
ProgressionType	O	CC@PROGRESSION_TYPE Id	Code reflecting the applicable progression type

Element: CodeSet /ExtendedCodes (0,1) /ExtendedCode (1,N)			
Attribute	M/O	Value	Description
Type	M		
Code	M		
Pos	O		
Value	O		



Element: CodeSet /ExtendedCodes /ExtendedCode /Extension (0,N)			
Attribute	M/O	Value	Description
Code	M		
Pos	O		
Value	O		

Element: CodeSet /Language (0,N)			
Attribute	M/O	Value	Description
Language	M	CC@LANGUAGE Code	Language of the Description
Description	M	S(200)	Description of the Code
DOrder	O	Positive Integer	Description Order
LongDescription	O	S(200)	Long Description of the Code
LDOrder	O	Positive Integer	LongDescription Order
ShortDescription	O	S(200)	Short Description of the Code

Sample

Example of Country Codes

<Competition>

...

```
<CodeSet Code="ERI">
  <Language Language="ENG" Description="Eritrea" LongDescription="Eritrea" >
  <Language Language="FRA" Description="Érythrée" LongDescription="Érythrée" >
</CodeSet>
<CodeSet Code="FIN">
  <Language Language="ENG" Description="Finland" LongDescription="Finland" >
  <Language Language="FRA" Description="Finlande" LongDescription="Finlande" >
</CodeSet>
```

...

</Competition>

Example of Event Codes

<Competition>

...

```
<CodeSet Code="ATHMTJ-----" Discipline="ATH" Gender="M" Event="TJ-----" Order="15">
  <Language Language="ENG" Description="Men's Triple Jump" >
  <Language Language="FRA" Description="Triple saut - hommes" >
</CodeSet>
<CodeSet Code="ATHMHJ-----" Discipline="ATH" Gender="M" Event="HJ-----" Order="12">
  <Language Language="ENG" Description="Men's High Jump" >
  <Language Language="FRA" Description="Saut en hauteur - hommes" >
</CodeSet>
```

...

</Competition>

Example of NOC Codes

<Competition>

...

```
<CodeSet Code="CHA" Country="CHA" Continent="AFR" Note="P" Order="5" Medal="Y">
  <Language Language="ENG" Description="Chad" DOrder="27" LongDescription="Chad" LDOrder="26" />
  <Language Language="FRA" Description="Tchad" DOrder="22" LongDescription="Tchad" LDOrder="21" />
</CodeSet>
```




...
</Competition>

Example of Discipline Codes

<Competition>

...
<CodeSet Sport="AR" Discipline="ARC" Schedule="Y" Order="DATE" Code="ARC-----" Note="N" Group="WA">
 <Language Language="ENG" Description="Archery" DOrder="2" />
 <Language Language="FRA" Description="Tir à l'arc" DOrder="25" />
</CodeSet>
...
</Competition>

2.1.56.6 Code Sets Included

Code Set	Code	Lang.	Fields	Note
BACKGROUND_TYPE	ID	Multiple	Description LongDescription	
CLUSTER	ID	Multiple	Description LongDescription	
COMPETITION_CODE	ID	Multiple	Description	
COMPETITION_FORMAT_TYPE	ID	ENG	Description Type	Note
CONTINENT	ID	Multiple	Description	
COUNTRY	ID	Multiple	Description LongDescription	
DISCIPLINE	Char(34) unique e.g. SWM----- -----	Multiple	Description DOrder Sport Discipline Schedule Order Group (IF) News Background	If non-sport =Y then "non-sport"
DISCIPLINE_CLASS	Class+Discipline Class	Multiple	Description Discipline Type (Class)	
DISCIPLINE_FUNCTION	Function (Not unique)	Multiple	Description Discipline Function Type (Function Category) Order Group (Partic)	
DISCIPLINE_GENDER	Char(34) unique e.g. BKB----- -----	Multiple	Description Discipline Gender	
EVENT	Char(34) unique e.g. BKBTEAM5--- -----	Multiple	Description LongDescription ShortDescription Discipline Gender Event Order Group (SEQ) Type	Team Event



Code Set	Code	Lang.	Fields	Note
EVENT_CLASS	Char(34) unique e.g. WBKMTEAM5--- Class	N/A	Discipline Gender Event Type (Class)	
EVENT_UNIT	Char(34) unique e.g. BKBMTTEAM5--- -----GPA-0001-- --	Multiple	Description LongDescription ShortDescription (Unit Description) Discipline Gender Event Phase EventUnit Schedule Medal Type (EventUnitType) Group (Level) Order	
EVENT_UNIT_TYPE	ID	Multiple	Description	
FUNCTION_CATEGORY	ID	ENG	Description	
H1	ORIS_NO (May not be unique)	Multiple	Description Discipline	
HORSE_BREED	ID	Multiple	Description	
HORSE_COLOUR	ID	Multiple	Description	
HORSE_GENDER	ID	Multiple	Description	
LANGUAGE	ID	ENG	Description	
LOCATION	ID	Multiple	Description LongDescription ShortDescription Competition VenueCode Order Discipline	Source
MARITAL_STATUS	ID	Multiple	Description	
NOC	ID	Multiple	Description DOrder LongDescription LDOOrder Country Continent Order (OMDOrder) Medal (MedalCount)	Value of Participating
NPC	ID	Multiple	Description DOrder LongDescription LDOOrder Country Continent Order (OMDOrder) Medal (MedalCount)	Value of Participating
NEWS_TYPE	ID	Multiple	Description LongDescription	
ORGANISATION	ID	Multiple	Description LongDescription Type	



Code Set	Code	Lang.	Fields	Note
ORGANISATION_TYPE	ID	ENG	Description	
PARTICIPANT_STATUS	ID	ENG	Description	
PARTICIPANT_TYPE	ID	ENG	Description	Note
PERSON_GENDER	ID	Multiple	Description	
PHASE	Char(34) unique e.g. BKBMTTEAM5--- -----GPA----- -	Multiple	Description LongDescription ShortDescription (Phase Description) Discipline Gender Event Phase Type Order Schedule ProgressionType CompetitionFormatType	
PHASE_TYPE	ID	Multiple	Description Type	
POSITION	ID (Not unique)	Multiple	Description Discipline Order	
PROGRESSION_TYPE	ID	ENG	Description	Note
RECORD	ID	Multiple	Description Order	Value of RelatedEvent
RECORD_TYPE	RecordType (Not unique)	Multiple	Description Discipline Group (RecordGroup) Order	
RESULTSTATUS	ID	Multiple	Description Order	
SCHEDULESTATUS	ID	Multiple	Description	
SESSION_TYPE	ID	Multiple	Description	
SPORT	ID	Multiple	Description	
SPORT_CODES	Code (Not unique)	Multiple	Description Discipline Group (Code_Entity) Order	Note
SPORT_GENDER	ID	ENG	Description	
VENUE	ID	Multiple	Description LongDescription Region (Cluster) Competition Type (IndoorOutdoor)	
WEATHER_COND	ID	Multiple	Description	
WEATHER_COND_SNOW	ID	Multiple	Description	Note
WEATHER_REGION	ID	Multiple	Description	
WIND_DIRECTION	ID	Multiple	Description	

2.1.56.7 Message sort

The message does not have any defined sort order.



2.1.57 Venue Conditions

2.1.57.1 Description

The weather condition contains the forecast of the venue for today and the next several days.

2.1.57.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN-----	Fixed value
DocumentSubcode	CC@VENUE Id	Venue Code
DocumentType	DT_VEN_COND	Venue weather conditions message
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.57.3 Trigger and Frequency

This message should be sent on an hourly basis, from 6:00 to 23:00 at least, as close as possible to the top of the hour.

The forecast information to be included in the message is:

- Hourly forecast for the current day and current day +1
- Daily forecast for the current day to current day +5

Distribution starts 5 days before the Opening Ceremony and finish at the end of the Closing Ceremony day. It is expected for all competition Venues.

2.1.57.4 Message Structure

The following elements describe the message structure from the OdfBody element.

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



Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			Date Code Time Conditions		
				Code Humidity Wind_Direction Wind_Degree Prec_Type Prec_Probability Lightning Sunrise Sunset Condition (1,2)	
					Code Value
				Precipitation (0,N) (*)	
					Unit Value
				Pressure (0,N)	
					Unit Value
				Temperature (1,N)(***)	
					Code Unit Type Value
				Wind (1,N) (****)	
					Code Unit Value

(*) N depends on the @Unit

(**) N depends on the @Unit

(***) N depends on the @Code+@Unit+@Type

(****) N depends on the @Code+@Unit

2.1.57.5 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	O	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: (1,1)			
Attribute	M/O	Value	Description
Code	M	CC@VENUE Id	Unique ID of the Venue



Element: Venue /DateTime (1..N)			
Attribute	M/O	Value	Description
Date	M	YYYY-MM-DD	Date of the conditions
Code	M	TIME, GLOBAL	TIME is the hourly forecast GLOBAL is the forecast for the data of the day
Time	O	HH:MM	Time of the conditions, only required for @Code=TIME

Element: Venue /DateTime /Conditions			
Attribute	M/O	Value	Description
Code	M	GEN	Use "GEN" as a general Weather Point at the venue
Humidity	M	##0	Humidity in %
Wind_Direction	M	CC@ WIND_DIRECTION Id	Wind direction
Wind_Degree	M	##0	Wind Degree (direction)
Prec_Type	O	SCGEN@PrecType Code	Precipitation type
Prec_Probability	O	##0	Rain probability (%)
Lightning	O	SCGEN@Lightning Code	Lightning probability (only for Summer Games)
Sunrise	O	HH:MM	Sunrise time. Expected only for DateTime/@Code=GLOBAL
Sunset	O	HH:MM	Sunset time. Expected only for DateTime/@Code=GLOBAL

Element: Venue /DateTime /Conditions/Condition (1,2)			
Attribute	M/O	Value	Description
Code	M	SKY, SNOW	Weather conditions type. SNOW only for Winter.
Value	M	CC@WEATHER_COND Id CC@WEATHER_COND_SNOWI d	Codes that describe the Weather Condition

Element: Venue /DateTime /Conditions/Precipitation (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PrecipitationUnit Code	System of measurement for precipitation
Value	M	###0.0	Precipitation quantity

Element: Venue /DateTime /Conditions/Pressure (0,N)			
Attribute	M/O	Value	Description
Unit	M	SCGEN@PressureUnit Code	Metric system unit for pressure
Value	M	###0	Air pressure



Element: Venue /DateTime /Conditions/Temperature (1,N)			
Attribute	M/O	Value	Description
Code	M	AIR, SNOW, WIND	Air, Snow or Wind Chill temperature Snow and wind chill are only required in winter
Unit	M	SCGEN@TemperatureUnit Code	System of measurement for temperature
Type	O	MAX, MIN, NOR	Maximum, Minimum or Normal temperature Maximum and Minimum only required for @Code=AIR (and only for Time = GLOBAL) NOR is the average temperature for this Date and Time.
Value	M	[-]##0.0	Temperature value of @Code

Element: Venue /DateTime /Conditions/Wind (1,N)			
Attribute	M/O	Value	Description
Code	M	SPEED, GUSTS	Wind Speed and Wind Gusts
Unit	M	SCGEN@WindUnit Code	System of measurement for wind
Value	M	##0.00	Wind value of @Code

Sample



```
<Competition>
<Venue Code="RAB">
  <DateTime Date="2012-07-18" Time="03:00" Code="TIME">
    <Conditions Code="C" Humidity="95" Wind_Degree="221" Wind_Direction="SW" Prec_Type="R">
      <Condition Code="SKY" Value="medcld"/>
      <Precipitation Value="0.0" Unit="M"/>
      <Pressure Value="1018" Unit="HPA"/>
      <Temperature Code="AIR" Value="16.3" Unit="C" Type="NOR"/>
      <Wind Code="SPEED" Value="4.48" Unit="MS"/>
    </Conditions>
  </DateTime>
  <DateTime Date="2012-07-18" Time="04:00" Code="TIME">
    <Conditions Code="C" Humidity="94" Wind_Degree="232" Wind_Direction="SW" Prec_Type="R">
      <Condition Code="SKY" Value="medcld"/>
      <Precipitation Value="0.0" Unit="M"/>
      <Pressure Value="1017" Unit="HPA"/>
      <Temperature Code="AIR" Value="15.6" Unit="C" Type="NOR"/>
      <Wind Code="SPEED" Value="4.94" Unit="MS"/>
    </Conditions>
  </DateTime>
  <DateTime Date="2012-07-18" Time="05:00" Code="TIME">
    <Conditions Code="C" Humidity="92" Wind_Degree="229" Wind_Direction="SW" Prec_Type="R">
      <Condition Code="SKY" Value="medcld"/>
      <Precipitation Value="0.0" Unit="M"/>
      <Pressure Value="1016" Unit="HPA"/>
      <Temperature Code="AIR" Value="15.2" Unit="C" Type="NOR"/>
      <Wind Code="SPEED" Value="4.70" Unit="MS"/>
    </Conditions>
  </DateTime>
  .....
  <DateTime Date="2012-07-18" Code="GLOBAL">
    <Conditions Code="C" Humidity="87" Wind_Degree="226" Wind_Direction="SW" Prec_Type="R">
      <Condition Code="SKY" Value="medcld"/>
      <Precipitation Value="1.9" Unit="M"/>
      <Pressure Value="1012" Unit="HPA"/>
      <Temperature Code="AIR" Value="14.0" Unit="C" Type="MIN"/>
      <Temperature Code="AIR" Value="18.7" Unit="C" Type="MAX"/>
      <Wind Code="SPEED" Value="5.57" Unit="MS"/>
    </Conditions>
  <DateTime Date="2012-07-19" Code="GLOBAL">
    <Conditions Code="C" Humidity="65" Wind_Degree="288" Wind_Direction="WNW" Prec_Type="R">
      <Condition Code="SKY" Value="Irshrd"/>
      <Precipitation Value="1.9" Unit="M"/>
      <Pressure Value="1010" Unit="HPA"/>
      <Temperature Code="AIR" Value="14.2" Unit="C" Type="MIN"/>
      <Temperature Code="AIR" Value="19.1" Unit="C" Type="MAX"/>
      <Wind Code="SPEED" Value="5.14" Unit="MS"/>
    </Conditions>
  </DateTime>
  .....
</Venue>
</Competition>
```

2.1.57.6 Message sort

The message does not have any defined sort order.



2.1.58 Weather Alerts

2.1.58.1 Description

The weather alert is a message containing the current alerts for the Regions (Summer Games) or for the Venues (in Winter Games).

When there is a weather situation that makes it necessary to alert the audience, one message has to be provided. Region/Venue Alert messages are produced only in exceptional conditions.

2.1.58.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	GEN-----VVV----	VVV is CC@VenueCode (for Winter Games) or CC@WeatherRegion (for Summer Games)
DocumentType	DT_WEA_ALERT	Weather alert message
DocumentSubtype	CC@VENUE Id CC @WEATHER_REGION Id	Venue Code (for Winter Games) or Region code (for Summer Games)
Version	Positive Integer	Version number (ascending) associated to the message content.
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.

2.1.58.3 Trigger and Frequency

Whenever there is a weather situation that makes it necessary to alert the audience.

2.1.58.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen Sport Codes Place (0,1)			
		Code Alert (1,N)		
			Code ValidFrom (1,1)	
				Date Time



Level 1	Level 2	Level 3	Level 4	Level 5
			ValidTo (1,1)	
				Date Time
			Description (1,N)	
				Language -

2.1.58.5 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	O	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: Place (0,1)				
Attribute	M/O	Value	Description	
Code	M	CC@VENUE Id Or CC@WEATHER_REGION Id	Unique ID of the Venue or Region	

Element: Place /Alert (1,N)				
Attribute	M/O	Value	Description	
Code	M	Positive Integer	Alert Sequential Number	

Element: Place /Alert /ValidFrom (1,1)				
Attribute	M/O	Value	Description	
Date	M	YYYY-MM-DD	Start date of validity	
Time	M	HH:MM	Start time of validity	

Element: Place /Alert /ValidTo (1,1)				
Attribute	M/O	Value	Description	
Date	M	YYYY-MM-DD	End date of validity	
Time	M	HH:MM	End time of validity	

Element: Place /Alert /Description (1,N)				
Attribute	M/O	Value	Description	
Language	M	CC@LANGUAGE Code	Language	
-	M	Free Text	Description of the weather alert	

Sample

<Competition>

Olympic Data Feed - © IOC

Technology and Information Department



```
<Place Code="SFV">  
  <Alert Code="1">  
    <ValidFrom Date="2014-02-15" Time="08:00"/>  
    <ValidTo Date="2014-02-15" Time="21:00"/>  
    <Description Language="ENG">The temperature increase up to 6-13 degrees will be expected.</Description>  
    <Description Language="FRA">L'élévation de la température jusqu'à 6 à 13 degrés.</Description>  
  </Alert>  
</Place>  
<Competition>
```

2.1.58.6 Message sort

The message does not have any defined sort order.

3 PDF Feed

3.1 PDF Feed Messages

3.1.1 PDF Message

3.1.1.1 Description

The PDF message is a PDF file encapsulated in a XML message for one particular event unit. This PDF message is a generic message for all sports.

3.1.1.2 Header Values

The following table describes the ODF header attributes.

Attribute	Value	Comment
CompetitionCode	CC@COMPETITION_CODE Id	Competition ID
DocumentCode	CC@DISCIPLINE CC@DISCIPLINE_GENDER CC@EVENT CC@PHASE CC@EVENT_UNIT Code	Depending on the PDF the RSC could be at any level.
DocumentSubcode	S(34)	This is an optional attribute Refer to the ODF header definition It can be useful for example to separate pdf statistics by competitor or Daily Schedules pdf by date (with format YYYY-MM-DD) or Official or Sport Communications pdf by Item Number PDFs which only apply to a single team should use the team code.
DocumentType	DT_PDF	PDF Message
DocumentSubtype	CC@H1 ORIS_NO GM GN	Refer to the ODF header definition. It can be useful for example to say the type of the PDF, i.e. C51A, C73R,... There are two special subtypes used GM (Good Morning) and GN (Good Night) which are used as the first and last PDF messages each day. These contain a PDF with the sport code and Venue Code and the words "Good Morning" and "Good Night" as appropriate. Document follows look of the Games. In this case the DocumentCode should be the venue RSC.
Version	Positive Integer	Version number (ascending) associated to the message content.



ResultStatus	CC@RESULTSTATUS Code	<p>Refer to the ODF header definition</p> <p>The status should reflect the status of the enclosed PDF (as in ORIS). Possible values are:</p> <p>START_LIST INTERMEDIATE PARTIAL UNOFFICIAL OFFICIAL PROVISIONAL</p> <p>The ResultStatus is only included where it adds value and should be used in the following ORIS reports:</p> <p>C7x - Status of the corresponding xml message (Results, Phase, Cumulative, Pools, Brackets, Ranking). If there is no corresponding xml message and the PDF itself does not have a status (where the same status should be used) then ResultStatus is not required but it is NOT incorrect if it is included.</p> <p>C8x - INTERMEDIATE if during a unit/tournament, otherwise OFFICIAL when complete. In the specific case of C81 then all versions are OFFICIAL.</p> <p>C92x - Use PARTIAL when not all medals are included for the event and use OFFICIAL when all medals are included for the event. If the discipline requires the PDF to be sent as UNOFFICIAL, then that may also be used.</p> <p>It may also be included in other reports if appropriate (for example C69). This is for guidance only and not a comprehensive set of rules, recipients should always take the report and accept that the most recent one is the best and should be used regardless of status.</p>
Language	CC@LANGUAGE Code	Refer to the ODF header definition
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.

3.1.1.3 Trigger and Frequency

The general rule is that this message will be sent depending on the trigger and frequency defined in ORIS (or PRIS). Trigger also after any major change.

3.1.1.4 Message Structure

The following elements describe the message structure from the OdfBody element.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (0,1)				
	Gen			
	Sport			
	Codes			
	ExtendedInfos (0,1)			
		ExtendedInfo (1,N)		
			Type	
			Code	
			Pos	
			Value	
			Extension (0,N)	



Level 1	Level 2	Level 3	Level 4	Level 5
	PDFData	-		Code Pos Value

3.1.1.5 Message Values

Be aware of all mandatory attributes that must appear in any ODF PDF message.

Element: Competition (0,1)			
Attribute	M/O	Value	Description
Gen	M	S(20)	Version of the General Data Dictionary applicable to the message
Sport	O	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: ExtendedInfos /ExtendedInfo See sport specific definition for additional values			
Attribute	M/O	Value	Description
Type	M	See sport specific definition	Type (categorization) of ExtendedInfo. See list below.
Code	M	See sport specific definition	Code as appropriate
Pos		See sport specific definition	
Value	M	See sport specific definition	Applicable Value

Element: ExtendedInfos /ExtendedInfo /Extension			
Attribute	M/O	Value	Description
Code		See sport specific definition	
Pos		See sport specific definition	
Value		See sport specific definition	

Element: Competition /PDFData			
Attribute	M/O	Value	Description
-	M	Free Text	The PDFData element may have a body consisting of one Base64-encoded report (a PDF file)

More detail of the ExtendedInfos

More detail of the ExtendedInfos			
Type	Code	Description	Expected
EI	REPORT_TITLE	For @Type: send proposed type	Always when available
		For @Code: send proposed code	
		For @Value: title of the PDF or "GOOD MORNING" or "GOOD NIGHT" as appropriate. For the avoidance of doubt this is the H1 Title without status if concatenation is used.	
	REPORT_STATUS	For @Type: send proposed type	When needed



More detail of the ExtendedInfos			
Type	Code	Description	Expected
		For @Code: send proposed code	(when there is more information related to H1 report title, for example provisional etc.)
		For @Value: SC@ReportStatus	
	VERSION	For @Type: send proposed type	Always when available
		For @Code: send proposed code	
		For @Value: version/revision data as used in the footer of the PDF message.	
OFFIC_COMM	SUBTYPE	For @Type: send proposed type	If applicable and only when the PDF is official communication.
		For @Code: send proposed code	
		For @Value: DocumentSubtype from the applicable official communication	
	SUBTITLE	For @Type: send proposed type	
		For @Code: send proposed code	
		For @Value: subtitle from the applicable official communication	
	ITEMNUM	For @Type: send proposed type	
		For @Code: send proposed code	
		For @Value: Positive Integer (numeric to uniquely identify the Official Communication Number. (ItemNum))	

Sample (Good Morning)

```

.....
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2016" DocumentType="DT_PDF" Date="2016-06-27" Time="161907638" LogicalDate="2016-06-27"
Source="SCV" FeedFlag="T" DocumentCode="HOC-----HOC-----" DocumentSubtype="GM" Version="1" >
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="REPORT_TITLE" Code="GOOD MORNING" />
    </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </Competition>
</OdfBody>

```

Sample (Normal Message)

```

.....
<?xml version="1.0" encoding="utf-8"?>
<OdfBody CompetitionCode="OG2016" DocumentCode="BKBMTTEAM5-----GPA-0001-----" DocumentType="DT_PDF"
DocumentSubtype="C73" ResultStatus="OFFICIAL" Date="2012-06-27" LogicalDate="2012-06-27" Time="161907638" Source="SCV"
FeedFlag="T" Version="1" >
  <Competition>
    <ExtendedInfos>
      <ExtendedInfo Type="EI" Code="REPORT_TITLE" Value="RESULTS" />
      <ExtendedInfo Type="EI" Code="VERSION" Value="1.0" />
    </ExtendedInfos>
    <PDFData>

      [encoded PDF]

    </PDFData>
  </Competition>
</OdfBody>

```


</PDFData>
</Competition>
</OdfBody>

3.1.1.6 Message sort

The message does not have any defined sort order.



4 Document Control

Version history		
Version	Date	Comments
2018-0.1	4 May 2015	First Version for PyeongChang 2018
2018-0.2	9 Jul 2015	New Federation Ranking included and other updates
2018-0.3	16 Jul 2015	Editorial corrections
2018-0.4	9 Sep 2015	Change Requests applied
2018-0.5	7 Oct 2015	Change Request Applied
2018-0.6	6 Nov 2015	Change Request Applied
2018-0.7	24 Mar 2016	Change requests and minor editing
2018-0.8	19 May 2016	Minor corrections
2018-0.9	24 Jun 2016	CRs, Minor corrections/typographical errors
2018-1.0	22 Sep 2016	Minor corrections
2018-1.1	10 Nov 2016	Typographical correction and minor improvement
2018-1.2	22 Dec 2016	Typographical corrections and CRs
2018-1.3	23 Feb 2017	Typographical corrections and change requests
2018-1.4	20 Apr 2017	Typographical corrections and change requests
2018-1.5	25 May 2017	Change Requests
2018-1.6	2 Oct 2017	Change Requests
2018-1.7	4 Dec 2017	Change Request
2020-1.0	1 Aug 2018	Change Requests
2020-1.1	5 Dec 2018	Change Requests and defect resolution
2020-1.2	18 Apr 2019	Change Requests and defect resolution
2020-1.3	30 May 2019	Change request and clarifications.
2020-1.4	14 Aug 2019	Change request and clarifications.
2020-1.5	11 Nov 2019	Change request and clarifications.
2020-1.6	10 Dec 2019	Updated with CRs
2020-1.7	6 Feb 2020	Updated with CR
2020-1.8	14 Feb 2020	Updated with typographical corrections
2020-2.0	15 May 2020	Updated with CRs
2020-2.1	22 Jul 2020	Updated with CRs
2020-2.2	4 Sep 2020	Restructure
2020-2.3	27 Nov 2020	Updated with CRs
2022-2.4	25 Jun 2022	First version for Beijing 2022
2022-2.5	10 Sep 2021	Updated with CRs and clarifications
2022-2.6	12 Nov 2021	Updated with CRs
2024-3.0	10 Dec 2021	First version for Paris 2024
2024-3.1	1 Jul 2022	Change requests
2024-3.2	14 Oct 2022	Change requests
2024-3.3	9 Dec 2022	Change request
2024-3.4	5 May 2023	Corrections and CR



2024-3.5	9 Jun 2023	Updated
2024-3.6	3 Nov 2023	CR026768
2024-3.7	23 Feb 2024	CR026994
2026-4.0	17 May 2024	1 st Draft version for Milano Cortina
2026-4.1	2 August 2024	Common changes and updates for Milano Cortina
2026-4.2	8 October 2024	Typographical correction and minor improvement

File Reference: OWG2026-GEN-4.2, SFR

Change Log		
Version	Status	Changes on version
2018-0.1	SFR	First Version
2018-0.2	SFR	Updated with changes from Rio GL document Updated samples to use new code system (CR7454) Added ExtendedInfos extensions in DT_SCHEDULE for use when generated from the competition schedule application.
2018-0.3	SFR	Clarified the term "Full RSC" to use it consistently. Some minor typographical errors Added some winter sport samples Corrected field sizes in the codes message
2018-0.4	SFR	Applied Change Results CR7429 - Add date in DT_MEDALLISTS message CR7452 - Rename stats elements in DT_RESULT (and therefore DT_RESULT_ANALYSIS and DT_ESL) CR7455 - ExtendedResults in DT_CUMULATIVE_RESULT CR7456 - Add support for teams of Teams in DT_PARTIC_TEAMS CR7457 - Add ResultItems to DT_RESULT message (and therefore DT_RESULT_ANALYSIS and DT_ESL)
2018-0.5	SFR	LIVE Status added to DT_BRACKETS message Correct error in Discipline Medallists to be clear CR8126 - Add statistics in DT_CURRENT
2018-0.6	SFR	CR8254 - Add discipline in DT_PIC Includes changes made in Rio documentation
2018-0.7	SFA	For consistency, TeamName in the Competitor/Description is changed to always mandatory (though Description is not). Previously different depending on the message. Updated text in Order attribute related to sending 1 if only one exist. CR8928 - DT_RESULT/ANALYSIS/ESL add 'Attendance' as attribute at ExtendedInfos/VenueDescription DT_BRACKETS add Bib at Competitor and Competitor/Composition/Athlete DT_RANKING add 'Diff' as an attribute at Result and 'Bib' as an attribute at Competitor and at Competitor/Composition/Athlete DT_PARTIC and DT_PARTIC_TEAM add 'Substitute' and 'Status' at Discipline/RegisteredEvent CR8930 - Consistent use of DocumentSubtype and DocumentSubcode (add DocumentSubcode in Phase, Cumulative and pool messages.) CR8933 - Applied default sort order for DT_CUMULATIVE_RESULTS CR8934 - Add START_LIST and IRMs to brackets and remove LIVE ResultStatus CR8936 - Add H1 Headings to DT_CODES message. CR8938 - Normalising the ExtendedInfos for DT_PDF CR9036 - Change <Competition> element to cardinality (0,1) to allow for message invalidation. CR9360 - Play by Play message improvements (in play by play and current messages) CR9361 - Communication message improvements CR9941 - Add Result attribute at CompetitorPlace in DT_BRACKETS CR9942 - Add home/away indicator in Pool Standings
2018-0.8	SFA	Clarify that only the ENG description of the unit is expected in the schedule messages.



2018-0.9	SFA	Correct typographical errors in samples In DT_SCHEDULE updated to support SC @StartText CR10294 - DT_ALERT: Add two new DocumentSubtypes of NEWS and RESULTS (2.2.19.2) CR10246 - Add TVTeamName to Team participants message (DT_PARTIC_TEAMS). CR11930 - Remove DocumentSubcode from DT_SCHEDULE & DT_SCHEDULE_UPDATE
2018-1.0	APP	DT_RECORD: Clarify the order of the data in the message. Also clarify that <RecordData> can be sent for not established records where a standard applies.
2018-1.1	APP	- DT_FED_RANKING: Rankings /Ranking /ExtRanking /ExtRank should have cardinality of (0,N) - DT_BRACKETS: Provide more information on when the time should be included at Bracket /BracketItems /BracketItem.
2018-1.2	APP	- Correct typo. Add TVTeamName in DT_PARTIC_TEAMS which was accidentally removed. - Correct type. Add extension in DT_SCHEDULE for status and version which was accidentally removed. - DT_CURRENT: Update to include information on how to use the clock data. - DT_IMAGE: CR14627 - Add Result Element to include competitors in the message.
2018-1.3	APP	- DT_PARTIC: Clarify that all applicable participants are included regardless of status [CR14576] - DT_RESULT: Add Rank, RankEqual and SortOrder to StatisticItem (athlete and competitor) [CR14580] - DT_RESULT: Add DocumentSubcode in the Header [CR14628] - DT_RESULT: Remove StartListMod in the ODF Header [CR14579] - DT_RESULT: In ExtendedInfos change StartDate and EndDate to be actual only, do not include until unit starts/ends [CR14578] - DT_PLAY_BY_PLAY/DT_CURRENT: Modify the TimeStamp to be in DateTime format. [CR14577] - DT_GPS_DATA: Message Removed [CR14586] - DT_POOL_STANDING: Update the description Result/Ratio to "Ratio value, see sports documents for more information" thus making it more generic and flexible. - DT_PIC: Added 'HEADSHOT' as possible DocumentSubtype. [CR14630] - Correct samples of team code where incorrect(typo) [ATHM4X400M--ESP01]. - Other minor typographical errors without changing the meaning
2018-1.4	APP	- DT_RESULT: Add duration in ExtendedInfos [CR14578] - DT_SCHEDULE: Add attributes PreviousWLT and PreviousUnit at element Unit/StartList/Start
2018-1.5	APP	- DT_SCHEDULE: Description of use for the Order@Unit attribute updated to be more clear when special ordering is required - DT_CONFIG: Triggering updated to clarify that new version of DT_RESULT as soon as DT_CONFIG changes. - DT_IMAGE: Type@Result/Competitor changed to Optional - DT_CURRENT: DocumentSubtype added to support distinction when DT_CURRENT is used for more than one purpose. - DT_RESULT: Triggering: ResultStatus description updated to provide more detail. - DT_BIO_PAR/DT_BIO_PAR_IMP: Add flag as an extension to indicate that the athlete participated in the Youth Olympic Games.
2018-1.6	APP	- CR08929 Add Add new message for Medal Presenters (DT_PRESENTER) - CR15039 Add DT_PARTIC_NAME message (for use after PyeongChang) - CR15219 Add passport names to DT_PARTIC message (for use after PyeongChang) - CR15263 Add support uniform images in DT_IMAGE (for use after PyeongChang)
2018-1.7	APP	- CR15803: Update DT_SCHEDULE for non-competition items - DT_SCHEDULE: Minor editorial.
2020-1.0	APP	- CR16078: Add scoreboard names in DT_PARTIC_NAME message. - CR16537: Add Progress element in ExtendedInfos in DT_PHASE_RESULT, DT_CUMULATIVE_RESULT, DT_BRACKET, DT_RANKING, DT_STATS, DT_POOL_STANDING. - CR16538: Align event order to the IF Event presentation order in DT_MEDALLISTS_DISCIPLINE (see sort order) - CR16540: Add DT_MEDALS to be sent at discipline level as well as the existing overall level. - CR16541: Change Document/Title to free text in DT_NEWS and DT_BCK messages. - CR16626: Increase triggering in DT_MEDALLIST to include UNOFFICIAL. - CR16627: Increase size of DocumentSubtype in DT_PDF to allow use of team codes rather than NOC codes for statistics. - CR16628: In DT_BRACKETS add attributes to remove need for extensions and simplify processing. Clarify previous unit. - CR16671: Add TV family name into the DT_PARTIC and DT_PARTIC_NAME messages. DT_CODES: Correct typo in RECORD message



2020-1.1	APP	<ul style="list-style-type: none">- CR16616: Change unit medal type in DT_SCHEDULE/DT_SCHEDULE_UPDATE- CR16692: Add support for teams of teams in some messages.- CR16716: Changes in DT_ALERT to add SERVICE message, change DocumentCode and update triggering.- CR16833: Update DT_SCHEDULE to clarify and allow UNSCHEDULED units in message.- CR16910: Updates in DT_BIO_PAR for data related to birth and residence.- CR16914: Updates in DT_WEATHER to use venue level and adding extensions- CR16920: Updates in DT_CODES to add tables and fields to the message.- CR16928: Add more addributes in results to remove some common extensions.- CR17019: Increase the field size in some elements in athlete and NOC biographies.- DT_PDF: Update ExtendedInfos EI/REPORTTITLE to be clear.- DT_PDF: Fixed defect to add Source to the header, was missing in error.- Defect correction in the identifier for news, background, transport and alerts. Change from numeric to string. Applies in DocumentSubcode and Parent within the message.
2020-1.2	APP	<p>CR16542: Add DT_FLAGBEARERS message CR17269: Change athlete biographies to add field 'Milestones' CR17284: Add UnitNum in DT_PLAY_BY_PLAY CR17391: Clarify DT_MEDALS (data provided) and DT_MEDALLIST_DISCIPLINE (sort order) CR17421: Update DT_PRESENTER definition to manage initial list DT_SCHEDULE_UPDATE: Reword triggering to improve clarity DT_BCK: Correct typographical error in sample in sample</p>
2020-1.3	APP	<p>CR16640: Add ODF Version in Competition Element CR17409: Add Short Description in DT_CODES for NOC table CR17521: Add more detail in Team of Teams in applicable messages Editorial improvements and typographical corrections without changing the intent.</p>
2020-1.4	APP	<p>CR17739: Change Name and TVTeamName to mandatory in DT_PARTIC_TEAMS CR17808: Add Competititon/Officials and Competititon/Stats/Competitor/Coaches in DT_STATS CR17809: Change Participant/OlympicSolidarity to disallow N CR17826: Add Competition/Session/Medal in DT_SCHEDULE/_UPDATE CR17827: Add Competititon/StatsItems and Competititon/Result/Competitor/Coaches/Coach/ExtCoach in DT_RESULT (and associated DT_RESULT_ANALYSIS, DT_ESL) CR18056: Update ResultsItems in DT_RESULT, DT_CUMULATIVE_RESULT, DT_ESL & DT_CUMULATIVE_RESULT to include the same attributes as in Result & ExtendedResult DT_CODES: Add definition for EVENT_CLASS and DISCIPLINE_CLASS</p>
2020-1.5	APP	<p>CR18316: Add option for .png in DT_PIC/HEADSHOT CR18355: Add ResultStatus START_LIST in DT_POOL_STANDING CR18395: Increase size of SessionCode in DT_SCHEDULE/_UPDATE CR18396: Add REPORT_STATUS in ExtendedInfos in DT_PDF DT_SCHEDULE: Clarify SessionCode in the case of interrupted units. Correct typographical errors in samples</p>
2020-1.6	APP	<p>CR018560: DT_MEDALLISTS: Add clarification in triggering CR018565: DT_PARTIC: Remove dash from weight as an option CR018622: DT_MEDALS Add clarification and remove 0s Clarification in DT_PDF header without changing the intent.</p>
2020-1.7	APP	<p>Correct minor typographical errors. DT_PRESENTER: Update the length of Role (to 45) and PresenterName (to 32) [CR18702] DT_MEDALLIST_DISCIPLINE: Correct the error in cardinality of ExtendedInfos /ExtendedInfo. [188151]</p>
2020-1.8	APP	<p>DT_VEN_COND: Correct typographical error in message structure for Precipitaion and Pressure attributes (attributes were correct in Message Values and schema). DT_BCK: Correct the error in DocumentCode. Send RSC at Discipline Level.</p>
2020-2.0	APP	<p>DT_SCHEDULE: Add BYE at Competition /Unit /StartList /Start /Competitor for flexibility [CR019493] DT_PARTIC_TEAMS: Add Team/TeamType and Team/ShortName [CR019497] DT_RESULT: Add BYE at Result/Competitor for flexibility [CR019493] DT_CUMULATIVE_RESULT: Add ResultStatus START_LIST [CR019493] DT_MEDALLISTS_DISCIPLINE: Add extensions for consistency with DT_MEDALLIST [CR019495] DT_FLAG_BEARERS: Update message to support multiple flagbearers [CR019572] DT_BIO_NOC: Add flexibility for multiple flagbearers [CR019246] DT_CODES: Add missing tables to message [CR019492] DT_ALERT: Add Document/Code to allow for translations in standard alerts [CR019494]</p>



		DT_WEA_ALERT: Add the cardinality which was missing in the elements under Place/Alert (typographical error) DT_PDF: Add flexibility in ResultStatus [CR019493]
2020-2.1	APP	DT_VEN_COND: Clarify format at Venue /DateTime /Conditions /Humidity (##0) DT_VEN_COND: Clarify format at Venue /DateTime /Conditions /Wind_Degree (##0) DT_CODES: Update Location Code set table to include ShortDescription [CR19968] (applicable from Beijing 2022) DT_PING: Add message [CR19969]
2020-2.2	APP	Document restructured to add responsibilities table and merge venue and central messages DT_SCHEDULE: Update message description to include Y and S units in applying CR020215 DT_PDF: Update ResultStatus (adding START_LIST) in the header to match OVR implementation
2020-2.3	APP	DT_CODES: Add Group (Partic) to the DISCIPLINE_FUNCTION message [CR020722] DT_PRESENTER: Update message to align to updated IOC process [CR020742]
2022-2.4	APP	DT_LOCAL_ON: Update DocumentCode in header (clarity, no data change) DT_LOCAL_OFF: Update DocumentCode in header (clarity, no data change) DT_KA: Update DocumentCode in header (clarity, no data change) DT_PING: Update DocumentCode in header (clarity, no data change) DT_ALERT: Update Document/Code and Document/Message/- for clarity, only impacted if DocumentSubtype = RESULTS DT_BCK_IMP: Update Document/FileName to S(20) to increase flexibility [CR021625] DT_PARTIC_TEAMS: Change Team/ShortName and Team/TeamType to M [CR019497] Other editorial improvements to add clarity the document without changing any messages.
2022-2.5	APP	DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos - no change in information. DT_ACHIEVEMENT: Message added. CR023194 DT_TV_TRACKING: Clarification in the Description.
2022-2.6	APP	DT_SCHEDULE: Clarification at Unit [CR024248] DT_PARTIC: Update to add DocumentSubtype for HISTORICAL messages [CR024157] DT_PARTIC: Update to add DocumentSubtype for HISTORICAL messages [CR024157] DT_PARTIC: Update to add DocumentSubtype for HISTORICAL messages [CR024157] DT_MEDALLISTS: Update triggering [CR024155] DT_PDF: Update DocumentSubcode for C49 [CR024156] DT_SCHEDULE: Update cardinality of Unit /VenueDescription to 0:1 [HPQC199360] Change / document field length in bio messages [CR024159] DT_POOL_STANDING: Clarify Result /Competitor /Opponent /Pos (editorial) DT_BRACKETS: Clarify Bracket /BracketItems /BracketItem /Position (editorial) DT_BIO_PAR: Update size in the following: ParticipantBiography /Language /GInterest /Family ParticipantBiography /Language /GInterest /Start DT_BIO_TEA: Update size in the following: TeamBiography /Language /CHighlights /Highlights TeamBiography /Language /GInterest /Music TeamBiography /Language /GInterest /Choreographer DT_BIO_NOC: Add size in the following: Organisation /Language /Anthem /Title Organisation /Language /Anthem /Composer Organisation /Language /Membership /OfficialNocName Organisation /Language /Membership /CountriesIncluded Organisation /Language /Officials /NOCPresident Organisation /Language /Officials /NOCGenSecretary Organisation /Language /Officials /IOCMembers Organisation /Language /Officials /IOCExecBoard Organisation /Language /Participation /FirstOGAppearance Organisation /Language /Participation /NumOGAppearance
2024-3.0	SFA	DT_SCHEDULE: Update Medal and add FOP at Session [CR023122] DT_PARTIC: Add Discipline/RegisteredEvent/EntryStatus [CR021163] DT_BRACKETS: Update to add @ResultType at CompetitorPlace [CR023121] DT_CODES: Update message to separate by language [CR023122] DT_COMMUNICATION: Update to send at any level [CR024349] DT_MEDALLISTS_DISCIPLINE: Clarify sort order [CR024154]



		DT_MEDALLISTS: Clarify triggering [editorial to remove inconsistency]
2024-3.1	APP	DT_MEDALLIST_DISCIPLINE: Update triggering [CR024807] DT_MEDALS: Update triggering [CR024807] DT_PDF: Update ResultStatus [CR024870]
2024-3.2	APP	DT_PHASE_RESULT: Update Result and ExtendedResult attributes to follow DT_RESULT [CR024957] DT_PIC: Update DocumentSubtype to add HORSE [CR024987] DT_COMMUNICATION: Add Communication /Protest /Procedure and Communication /Protest /Informed and update attribute names Initiator and Respondent (from Protestor and Protestee) [CR025100]
2024-3.3	APP	ResultStatus updated to include PROVISIONAL [CR025172]. Affects Results, Results Analysis, Play by Play, Phase Results, Cumulative Result, Pool Standings, Brackets, Stats, Event Ranking, Medallists, PDF. Add a new DocumentSubtype in DT_PARTIC, DT_PARTIC_TEAM and DT_SCHEDULE to indicate it is a full message after the venue has begun sending _UPDATES [CR025269]
2024-3.4	APP	DT_SCHEDULE: Update Unit/ItemName/Value [clarification to align with current implementation CR025554] DT_RESULT: Update Periods/Period/HomeScore to O [correcting typo to now match schema] DT_RESULT: Update Periods/Period/AwayScore to O [correcting typo to now match schema] DT_POOL_STANDING: Update Result /Competitor /Opponent /Date to O [correcting typo to now match schema] DT_BIO_HOR: Add SireDam at HorseBiography [CR025445] DT_ALERT: Update throughout for RESULTS alerts [CR025171] DT_PDF: Clarify ResultStatus [CR025566] DT_CODES: Update to add language sort order in NOC/NPC and Discipline [CR025531] DT_VEN_COND: Update throughout for clarity and make forecast only [CR025662]
2024-3.5	APP	Typographical corrections/improvements, no impact in messages
2024-3.6	APP	DT_AUDIO: Message added [CR026768]
2024-3.7	APP	DT_CODES: Update cardinality at CodeSet/Language DT_MEDALLISTS: Update triggering DT_MEDALLISTS_DISCIPLINE: Update triggering DT_MEDALS: Update triggering
2026-4.0	SFR	Editorial corrections/improvements, new patterns applied to values For all messages for the element Competition the attributes Gen and Codes are set to M. Sport attribute in element Competition has been changed to S(35) ModifierIndicator deleted in all applicable messages Messages Table (§2) updated DT_SCHEDULE/DT_SCHEDULE_UPDATE: Competition /Unit /StartList /Start @PreviousValue added DT_PARTIC/DT_PARTIC_UPDATE: new structure applied Competition /Participant Status set to M TVFamilyName changed to S(18) PSCBName, PSCBShortName, PSCBLongName added MainFunctionId set to O DT_PARTIC_TEAMS/DT_PARTIC_TEAMS_UPDATE: new structure applied Competition /Team @Status added, PSCBName, PSCBShortName, PSCBLongName added DT_PARTIC_HORSES/ DT_PARTIC_HORSES_UPDATE: Competition /Horse @Status added DT_ENTRIES/DT_ENTRIES_TEAMS added DT_RESULT: Competition /ExtendedInfos /ExtendedInfo /Competitor deleted Competition /ExtendedInfos /PreviousResults and subelements deleted DT_RESULT_ANALYSIS: Competition /ExtendedInfos /ExtendedInfo /Competitor deleted Competition /ExtendedInfos /PreviousResults and subelements deleted DT_PLAY_BY_PLAY: Competition /ImageData deleted DT_PHASE_RESULT: Competition /Result @WLT added Competition /Result /ResultItems /ResultItem and subelements added Competition /Result /Competitor /EventUnitEntry added Competition /Result /Competitor /Composition /Athlete @StartOrder and StartSortOrder added



		<p>Competition /Result /Competitor /Composition /Athlete /EventUnitEntry added</p> <p>Competition /Result /Competitor /Composition /Team /EventUnitEntry added</p> <p>Competition /Result /Competitor /Composition /Team /Composition /Athlete StartOrder and StartSortOrder added</p> <p>Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry added</p> <p>DT_CUMULATIVE:</p> <p>Competition /Result Unchecked, WLT, StartOrder, StartSortOrder added</p> <p>Competition /Result /Competitor /EventUnitEntry added</p> <p>Competition /Result /Competitor /Composition /Athlete StartOrder and StartSortOrder added</p> <p>Competition /Result /Competitor /Composition /Athlete /EventUnitEntry added</p> <p>Competition /Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult Value2, Diff, Speed, Move, Pty, Discard, Arrive, Unchecked added</p> <p>Competition /Result /Competitor /Composition /Team /EventUnitEntry added</p> <p>Competition /Result /Competitor /Composition /Team /ExtendedResults /ExtendedResult Speed, Move, Pty, Discard, Arrive, Unchecked added</p> <p>Competition /Result /Competitor /Composition /Team /Composition /Athlete StartOrder and StartSortOrder added</p> <p>Competition /Result /Competitor /Composition /Team /Composition /Athlete /EventUnitEntry added</p> <p>DT_IMAGE:</p> <p>DocumentSubtype=COURSEMAP added</p> <p>DT_PRESSPHOTOFINISH_LK:</p> <p>Competition /ExtendedInfos and subelements deleted</p> <p>DT_POOL_STANDING:</p> <p>Competition /Result /Competitor /Opponent @TimeStamp added</p> <p>DT_BRACKETS:</p> <p>Competition /Bracket /BracketItems /BracketItem @TimeStamp added</p> <p>DT_STATS:</p> <p>DocumentSubtype and ResultStatus header values updated.</p> <p>DT_RECORDS:</p> <p>Competition /Record /RecordType /RecordData @TimeStamp and Reinstated added</p> <p>DT_RANKING:</p> <p>Competition /Result /Competitor: Value "NOC" deleted</p> <p>DT_MEDALLISTS:</p> <p>Trigger and Frequency text updated.</p> <p>DT_FED_RANKING: structure updated.</p> <p>DT_LOCAL_ON/DT_LOCAL_OFF/DT_KA/DT_PING:</p> <p>DocumentCode value format updated.</p> <p>DT_BCK: Trigger text updated</p> <p>DT_BIO_PAR:</p> <p>Header Values updated (DocumentCode format changed, DocumentSubtype added).Trigger text updated.</p> <p>DT_BIO_TEAM, DT_BIO_NOC, DT_BIO_HOR:</p> <p>Trigger text updated.</p> <p>DT_ACHIEVEMENT:</p> <p>Competition /Sport added for consistency in the structure.</p> <p>DT_ALERT:</p> <p>DocumentSubtype=SERVICE removed, Trigger text updated.</p> <p>DT_NEWS: Trigger text updated.</p> <p>DT_TRS and DT_TRS_IMP: removed</p> <p>DT_PIC: Trigger text updated.</p> <p>DT_AUDIO: Trigger text updated</p> <p>DT_CODES: Structure and Code Sets updated</p>
2026-4.1	SFR	<p>DT_ENTRIES: New structure applied</p> <p>DT_ENTRIES_TEAMS: Deleted</p> <p>Guide Element: introduced across all applicable message types, removing the Guide information in extensions and in Athlete /Description element.</p> <p>PhotoFinish attribute introduced under the elements: Competition /Result and Competition /Result /ResultItems /ResultItem /Result applicable to the DT_RESULT, DT_RESULT_ANALYSIS, DT_CURRENT and DT_BRACKETS message types.</p> <p>DT_SCHEDULE: Description, Structure updated</p> <p>DT_RECORD: Competition Sport attribute changed to Mandatory.</p> <p>DT_IMAGE: Competition /Image /Result attributes ResultType and IRM added.</p> <p>DT_FED_RANKING: Structure updated</p>



		DT_AUDIO: Description, Structure updated
2026-4.2	SFR	DT_SCHEDULE: Message description updated Competition /Unit /Code Description updated DT_ENTRIES: Trigger and Frequency updated DT_CURRENT: Editorial updates DT_BCK: Editorial updates DT_BIO_PAR and DT_BIO_PAR_IMP: Structures and Message values separated DT_BIO_TEA and DT_BIO_TEA_IMP: Structures and Message values separated DT_BIO_NOC and DT_BIO_NOC_IMP: Structures and Message values separated DT_BIO_HOR and DT_BIO_HOR_IMP: Structures and Message values separated DT_ALERT, DT_NEWS: Editorial updates DT_CODES: DISCIPLINE_CLASS and EVENT_CLASS code sets definition updated