



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT152- R-SOG-2016-v1.13 APP (CF)

# Olympic Data Feed



**ODF Canoe Sprint Data Dictionary**  
**Rio 2016 – Games of the XXXI Olympiad**  
Technology and Information Department  
© International Olympic Committee

ODF/INT152- R-SOG-2016-v1.13 APP (CF)  
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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.4 Glossary

The following abbreviations are used in this document.

Acronym	Description
IF	International Federation
IOC	International Olympic Committee
NOC	National Olympic Committee
ODF	Olympic Data Feed
RSC	Results System Codes
WNPA	World News Press Agencies

## 1.5 Related Documents

Document Reference	Document Title	Document Description
ODF/INT183	ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF/INT184	ODF General Messages Interface Document	The document describes the ODF General Messages
ODF/COD186	ODF Common Codes	The document describes the ODF Common codes



<b>Document Reference</b>	<b>Document Title</b>	<b>Document Description</b>
		used across all ODF documents.
ODF/COD187	ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF/COD192	ODF Header Values	The document details the header values which shows which RSCs are used in which messages.



## 2 Messages

### 2.1 Applicable Messages

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

- The column “Message type“ indicates the DocumentType that identifies a message
- The column “Message name“ is the message name identified by the message type
- The column “Message extended“ indicates whether a particular message has extended definition in regards to those that are general for all sports. If one particular message is not extended, then it should follow the general definition rules.

Message Type	Message Name	Message extended
DT_SCHEDULE DT_SCHEDULE_UPDATE	/ Competition schedule / Competition schedule update	
DT_PARTIC DT_PARTIC_UPDATE	/ List of participants by discipline / List of participants by discipline update	<a href="#">X</a>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<a href="#">X</a>
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	<a href="#">X</a>
DT_GPS_DATA	GPS Data	<a href="#">X</a>
DT_IMAGE	Image	<a href="#">X</a>
DT_PRESSPHOTOFINISH_LK	Press Photofinish	
DT_PHASE_RESULT	Phase Results	<a href="#">X</a>
DT_RECORD	Records	<a href="#">X</a>
DT_RANKING	Event Final Ranking	<a href="#">X</a>
DT_COMMUNICATION	Official Communication	





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DT_CONFIG	Configuration	<a href="#">X</a>
DT_WEATHER	Event Unit Weather conditions	<a href="#">X</a>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.2 Messages

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

#### 2.2.1.1 Description

A participant is considered to be any individual (type athlete, participating or not in the current games) or any official in one or several disciplines or a competitor being part of a team (team member).

Although the participant may participate in more than one event or more than one discipline, this message just contains the information for the discipline of the message, listing the information of all the events for that discipline.

This message includes historical athletes that do not participate in the current competition. Historical athletes will not be registered to any event.

It is important to note that all the sport messages that make references to athletes (start list, event unit results, etc.) will always match the athlete ID with the athlete ID in this message. The historical athletes will be used to match historical athlete information as it appears in the records message when sending the previous record information and this previous record was an historical record not being broken in the current competition.

List of participants by discipline (DT\_PARTIC) is a bulk message, provided for each discipline. It is a complete participant information message for one particular discipline. The arrival of this message resets all the previous participant's information for one particular discipline. This message can include a list of current athletes, officials, coaches, guides, technical officials, Reserves and historical athletes.

List of participants by discipline update (DT\_PARTIC\_UPDATE) is an update message. It is not a complete list of participant's information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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

#### 2.2.1.2 Header Values

The following table describes the message header attributes.



Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to <a href="#">CC @Discipline</a>
DocumentType	DT_PARTIC DT_PARTIC_UPDATE	List of participants by discipline message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC 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\_UPDATE messages are sent.



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

### 2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>					
	Code				
	<a href="#">Participant (1,N)</a>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		<a href="#">Discipline (1,1)</a>			



	Code <a href="#">RegisteredEvent (0,N)</a> Gender Event Bib <a href="#">EventEntry (0,N)</a> Code Type Pos Value
<a href="#">OfficialFunction (0,N)</a>	FunctionId

### 2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

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



			start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent.  The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	<a href="#">CC @ParticStatus</a>	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".  To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
Gender	M	<a href="#">CC @PersonGender</a>	Participant's gender
Organisation	M	<a href="#">CC @Organisation</a>	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this



			information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	<a href="#">CC @Country</a>	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	<a href="#">CC @Country</a>	Country ID of Residence
Nationality	O	<a href="#">CC @Country</a>	Participant's nationality.  Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	<a href="#">CC @ResultsFunction</a>	Main function  In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	Y or N	Flag to indicating if the participant participates in the Olympic Scholarship program.
ModificationIndicator	M	S(1)	'N' or 'U' Attribute is mandatory in the DT_PARTIC_UPDATE message only  N-New participant (in the case that this information comes as a late entry) U-Update participant  If ModificationIndicator='N', then include new participant to the previous bulk-loaded list of participants  If ModificationIndicator='U', then update the participant to the previous bulk-loaded list of participants  To delete a participant, a specific value of the Status attribute is used.

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

All participating athletes will be assigned at least one discipline, it could be more. Each accredited official will be assigned at least one discipline, but it could be more. If an athlete or official is assigned to more than one discipline, it will be included in the participant message of both disciplines.

Attribute	M/O	Value	Description
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Code	M	<a href="#">CC @Discipline</a>	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
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**Element: Participant /Discipline /RegisteredEvent (0,N)**

All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code
Event	M	<a href="#">CC @Event</a>	Event ID
Bib	O	S(3)	Bib number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...  Send only in the Case of Current="true".

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

Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	BOAT	N/A	Element Expected: This element is expected only for Non-Olympic events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(8)
ENTRY	POSITION	N/A	Element Expected: As soon as this information is available. (this information can be sent in both messages) Just for teams events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	<a href="#">CC @Position</a>
			Send the code for the position of the athlete in the boat

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

Send if the official has optional functions. Do not send, otherwise.

Attribute	M/O	Value	Description
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FunctionId	M	<a href="#">CC</a> <a href="#">@ResultsFunction</a>	Additional officials' function code
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### 2.2.1.6 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 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. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. 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.

A historical team is defined as a group of athletes (team members) competing in the past in a competition event for an organisation. The historical team members appearing in this message will be listed in the list of historical athletes' messages. The list of historical teams just associates historical team members with the corresponding historical teams. Historical teams will not be registered to any event.

For equestrian one athlete and one horse are not considered a team, the horse is an attribute of the athlete.

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, in the meaning that they are participating or they could participate in one event.

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.

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD is defined according to CC @Discipline
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UP DATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number



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

### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS 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\_TEAMS\_UPDATE messages are sent.

The DT\_PARTIC\_TEAMS\_UPDATE message is triggered when there is a modification in the data for any team after the transfer of control to OVR.

### 2.2.2.4 Message Structure

The following table defines the structure of the message.

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



### 2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition. Code is deprecated and value is duplicated in the header.

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID (example ATM001ESP01, 393553) When the Team is an historical one, then this ID starts with "T".
Organisation	M	<a href="#">CC @Organisation</a>	Team organisation's ID
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code of the Team
Current	M	boolean	It defines if a team is participating in the games (true) or it is a Historical team (false)



ModificationIndicator	M	N, U, D	<p>Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only</p> <p>N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team</p> <p>If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams</p> <p>If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams</p>
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**Element: Team /Discipline (0,1)**

**Each team is assigned just to one discipline. Discipline is expected unless ModificationIndicator="D"**

Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Discipline</a>	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

**Element: Team /Discipline /RegisteredEvent (0,1)**

**Each current team is assigned to one event. Historical teams will not be registered to any event.**

Attribute	M/O	Value	Description
Event	M	<a href="#">CC @Event</a>	Event ID
Gender	M	<a href="#">CC @DisciplineGender</a>	Discipline Gender Code

**Element: Team /Discipline /RegisteredEvent /EventEntry (0,N)**

**Send if there are specific team's event entries.**

Type	Code	Pos	Description
ENTRY	BOAT	N/A	Element Expected: This element is expected only for Non-Olympic events.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	S(8)
			<b>Description</b>
			Boat Name.



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### **2.2.2.6 Message Sort**

The message is sorted by Team @Code.



## 2.2.3 Event Unit Start List and Results

### 2.2.3.1 Description

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

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

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

### 2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not used in CF	Not used in CF
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST OFFICIAL UNOFFICIAL INTERMEDIATE (used after the competition has started and is not finished but not currently live) LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before either UNOFFICIAL or OFFICIAL. It may be sent multiple times if modifications are required and the status has not changed)
FeedFlag	"P"-Production "T"-Test	Test message or production message.



Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
StartListMod	S(1)	<p>Send Y if the start list has been changed with this message and the ResultStatus is not START_LIST. Do not send the attribute if it is not Y. Only send once for each start list change. In this case the full current message is sent with whatever is the current ResultStatus.</p> <p>The Start List is considered to be changed if any of the following changes:</p> <ul style="list-style-type: none"> <li>* Competitors or athletes are added, changed or removed including in &lt;ExtendedInfos /Competitor&gt;</li> <li>* Any change in &lt;Officials&gt;</li> <li>* Any change in StartOrder or StartSortOrder</li> <li>* Any changes in &lt;Coaches&gt;</li> <li>* Any changes in &lt;EventUnitEntry&gt;</li> </ul> <p>Changing descriptions is not considered a start list change.</p>
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.3.3 Trigger and Frequency

This message is sent with ResultStatus 'START\_LIST' as soon as the expected information is available and any changes to the information. Possible information is:





\* As soon as the start list is available and any changes [inc. IRMs] (START\_LIST)

This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates. The message is also sent with ResultStatus 'UNCONFIRMED' when the competition finishes.

\* When the competition starts and all changes/additions in data (LIVE)

\* If Photo finish produced at the end of a race (UNCONFIRMED)

This message is also sent when the event unit finishes and the results are still unofficial. Also, this message is expected when the results become official. The official/unofficial status is included in the ODF headers (ResultStatus attribute).

\* After the race is finished (UNOFFICIAL / OFFICIAL)

Trigger also after any change.

### 2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
<u>Competition (1,1)</u>							
	Code						
	<u>ExtendedInfos (0,1)</u>						
		<u>UnitDateTime (0,1)</u>					
			StartDate				
		<u>ExtendedInfo (0,N)</u>					
			Type				
			Code				
			Pos				
			Value				
		<u>SportDescription (0,1)</u>					
			DisciplineName				
			EventName				
			Gender				
			SubEventName				
		<u>VenueDescription (0,1)</u>					



	Venue
	VenueName
	Location
	LocationName
<u>Result (1,N)</u>	
	Rank
	RankEqual
	Result
	IRM
	QualificationMark
	SortOrder
	StartOrder
	StartSortOrder
	ResultType
	Diff
	<u>RecordIndicators (0,1)</u>
	<u>RecordIndicator (1,N)</u>
	Order
	Code
	RecordType
<u>Competitor (1,1)</u>	
	Code
	Type
	Organisation
	<u>Description (0,1)</u>
	TeamName
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos
	Value
	ValueType



	Rank
	RankEqual
	SortOrder
	Diff
<u>Composition (0,1)</u>	
<u>Athlete (1,N)</u>	
	Code
	Order
	Bib
	<u>Description (1,1)</u>
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	<u>EventUnitEntry (0,N)</u>
	Type
	Code
	Pos
	Value
	<u>ExtendedResults (0,1)</u>
	<u>ExtendedResult (1,N)</u>
	Type
	Code
	Pos
	Value
	ValueType
	Rank
	RankEqual
	SortOrder
	Diff



### 2.2.3.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition  Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /UnitDateTime (0,1)			
Scheduled start date and time. (where available update with actual start time)			
Actual start -and/or end- dates and times.			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date and time. For multiday units, the start time is on the first day.

Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Send INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point.  Element Expected: When available and only when the unit is LIVE .Send all changes since last message (usually one only).	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos
DISPLAY	LEADER	Numeric 0	Pos Description: Send INTERMEDIATE @Pos  Element Expected: When available and only when the unit is LIVE	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20)	Send the competitor ID of the leader at the intermediate point in @Pos



				(In case of Photo-finish for Leader, @Pos will be received for the last intermediate point, but @Value will remain empty till Leader ID be known)
UI		FLAG_RED	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Use when the race is in Red Flag's status. Send "Y" if applicable else do not send
UI		LINEPOS	Numeric 0	Pos Description: Values from 1 to n. Use each position for each kind of qualification. (example: Pos 1 for Qualified for Final, Pos 2 for Qualified for Repechage)  Element Expected: When available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric 0	Is the Index, after which a line would be drawn to indicate qualifiers highest possible progression. This attribute indicates the Rank of the last qualified with these conditions. (example with progression "1st to Final A; 2nd - 4th to Semi-final; rest out" Pos =1 - Value = 1 Pos =2 - Value = 4)
UI		PROVISIONAL	N/A	Element Expected: When applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" for Provisional Start List else do not send.

**Sample (Sample)**



```

....
<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-07T11:01:00+01:00" />
  <ExtendedInfo Type="UI" Code="LINEPOS" Pos="1" Value="6" />

  <ExtendedInfo Type="DISPLAY" Code="LEADER" Pos="2" Value="2315322" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="2111355" />
  ....
</ExtendedInfos>
....

```

**Element: ExtendedInfos /SportDescription (0,1)**  
**Sport Descriptions in Text.**

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

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

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

**Element: Result (1,N)**  
**For each Event Unit Results message, there must be at least one competitor with a result element in the event unit.**

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable. Send "Y" if the Rank is equalled.
Result	O	m:ss.fff	The result of the competitor in the event unit



IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	Indicates the qualification of the competitor for the next round of the competition.  The code which gives an indication on the qualification of the competitor for the next round of the competition. Don't send for the final.
SortOrder	M	Numeric	Used to sort all the results of an event unit  This attribute is a sequential number with the order of the results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.  Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.  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.  After the first split data arrives, Results are sorted by split rank. For those athletes without rank (first split) then the sort is the same as before the race, but following athletes with split rank. At the end Results are sorted by Rank. The rank sort is, all those athletes at the forward most split are ranked 1 - x, adding those athletes that have not arrived to this split, which are sorted according position in previous split etc. back through each split (or start order). Resort as each new data item arrives. Athletes with an IRM result will be grouped separately in the order defined by the international federation.
StartOrder	O	Numeric	The Lane number(Competitor's start order)
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.
Diff	O	+m:ss.ff	Display the time behind the leader. (0.000 for leaders)

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

**Result's record indicator.**

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



Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value.
RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken.

<b>Element: Result /Competitor (1,1)</b>			
<b>Competitor related to the result of one event unit.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or 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	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitor's organisation

<b>Element: Result /Competitor /Description (0,1)</b>			
<b>Competitors extended information.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).

<b>Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)</b>				
<b>only for team's events</b>				
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>	
ER	CURRENT	N/A	Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Intermediate point the competitor has most recently passed  If the competitor has an IRM: 1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0.





				2. In other cases, send the Intermediate point that he has crossed most recently.
ER		FALSE_START	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "1" or "2" as appropriate if the competitor has been warned for a false start else do not send.
ER		FLAG_RED	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		PHOTO	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send "P" for Pending Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER		QUAL_PHASE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Indicates Phase where the boat qualifies from here. (Printable Version is QualificationMark)
ER		QUAL_UNIT	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Indicates unit where the boat qualifies from here. (Printable Version is



				QualificationMark)
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: Intermediate point where the competition has taken place (1,2..) Including last intermediate point (Finish point).  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff  or Final Time: m:ss.fff	Cumulative time at the intermediate point  (Don't sent any intermediate time in case of DNF or DSQ)
	ValueType	O	<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value
	Rank	O	Text	Send the rank of the boat at the intermediate point
	RankEqual	O	Y	Send "Y" where Rank at this specific intermediate point is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)  Send the order of the boat at the corresponding intermediate point
	Diff	O	Time	Send the time behind the leader at the corresponding intermediate point. (+m:ss.ff (+m:ss.fff for time behind at the last split) or 0.00 / 0.000 (last split) for leader)
PROGRESS		SECTION	Numeric 0	Pos Description: The number that identifies the section, from 2 to the total number of sections. (Section 1 is start to first intermediate)  Element Expected: Always except section 1
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Time for that Intermediate point



		or Final Time: m:ss.fff	(not sent for the first intermediate point)
ValueType	O	<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value
Rank	O	Text	Send the rank of the boat in the section
RankEqual	O	Y	Send "Y" where Rank at this specific section is equalled else not sent.
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)  Send the order of the boat in the corresponding section

**Sample (Sample (of team))**

```

....
<Result SortOrder="1" ResultType="TIME" Rank="1" Result="2:52.505" QualificationMark="QF">
  <Competitor Type="T" Code="CFM141AUS01" Organisation="AUS" >
    <Description TeamName="Australia" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="QUAL_PHASE" Value="1" />
      <ExtendedResult Type="ER" Code="QUAL_UNIT" Value="01" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="40.76"
ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2"
Value="1:24.07" ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3"
Value="2:07.75" ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4"
Value="2:52.505" ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="43.31"
ValueType="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="43.68"
ValueType="TIME" Rank="4" SortOrder="4" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="4" Value="44.750"
ValueType="TIME" Rank="3" SortOrder="3" />
    </ExtendedResults>
  </Composition>
....

```

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description



Code	M	S(20) with no leading zeroes	Athlete's ID. Can belong to a team member or an individual athlete.
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(3)	Bib number Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10 ...

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

**Athletes extended information.**

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

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

**Individual athletes entry information.**

Type	Code	Pos	Description	
EUE	POSITION	N/A	Element Expected: As soon as this information is available Not for single events	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	<a href="#">CC @Position</a>	Send the code for the position or the athlete in the boat.

**Sample (Sample)**



```

....
<Competitor Type="T" Code="CFM121ROU01" Organisation="ROU" >
  <Description TeamName="Romania" >
    <Composition>
      <Athlete Code="1051765" Order="1" Bib="189">
        <Description      GivenName="John"      FamilyName="Smith"      Gender="M"
Organisation="ROU" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="1" />
      </Athlete>
      <Athlete Code="1051729" Order="2" Bib="184">
        <Description      GivenName="Barry"      FamilyName="Smith"      Gender="M"
Organisation="ROU" BirthDate="1992-12-15" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="2" />
      </Athlete>
    </Composition>
  </Competitor>
....

```

**Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)**  
**single's events extended result.**

Type		Code	Pos	Description
ER		CURRENT	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Intermediate point the competitor has most recently passed  If the competitor has an IRM: 1. In case the DNS, False Start or the athlete has an IRM before he crosses the first intermediate point: send 0. 2. In other cases, send the Intermediate point that he has crossed most recently
ER		FALSE_START	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "1" or "2" as appropriate if the competitor has been warned for a false start else do not send.
ER		FLAG_RED	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		PHOTO	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	To know if the competitor's final result was decided by photo. Send "P" for Pending Status Otherwise do not send. If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7
ER		QUAL_PHASE	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Indicates Phase where the boat qualifies from here. (Printable Version is QualificationMark)
ER		QUAL_UNIT	N/A	Element Expected: If applicable
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	String	Indicates unit where the boat qualifies from here. (Printable Version is QualificationMark)
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: Intermediate point where the competition has taken place (1,2..) Including last intermediate point (Finish point).  Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	m:ss.ff	Cumulative time at the intermediate point



			or Final Time: m:ss.fff	(Don't sent any intermediate time in case of DNF or DSQ)
ValueType	O		<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value
Rank	O		Text	Send the rank of the boat at the intermediate point
RankEqual	O		Y	Send "Y" where Rank at this specific intermediate point is equalled else not sent.
SortOrder	M		Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult)  Send the order of the boat at the corresponding intermediate point
Diff	O		Time	Send the time behind the leader at the corresponding intermediate point. (+m:ss.fff (+m:ss.fff for time behind at the last split) or 0.00 / 0.000 (last split) for leader)
PROGRESS	SECTION		Numeric 0	Pos Description: The number that identifies the section, from 2 to the total number of sections. (Section 1 is start to first intermediate)  Element Expected: Always except section 1
<b>Attribute</b>	<b>M/O</b>		<b>Value</b>	<b>Description</b>
Value	O		m:ss.fff  or Final Time: m:ss.fff	Time for that Intermediate point (not sent for the first intermediate point)
ValueType	O		<a href="#">SC @ResultType</a>	ValueType should be used to describe the type of data @Value
Rank	O		Text	Send the rank of the boat in the section
RankEqual	O		Y	Send "Y" where Rank at this specific section is equalled else not sent.
SortOrder	O		Numeric	Similar to rank but considering all competitors (those with IRM or no rank



				at this ExtendedResult) Send the order of the boat in the corresponding section
--	--	--	--	--

### 2.2.3.6 Message Sort

Sort by Result @SortOrder





## 2.2.4 GPS Data

### 2.2.4.1 Description

The GPS Data message is a message containing current competitors' position at the field of play.

### 2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_GPS_DATA	GPS Data message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.



Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.4.3 Trigger and Frequency

\* Trigger every time new/changed data is available for any competitor.

### 2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (1,1)</a>	Code <a href="#">ExtendedInfos (0,1)</a>	<a href="#">ExtendedInfo (1,N)</a>	Type Code Pos Value
	<a href="#">Competitor (0,N)</a>	ID DistanceToFinish DistanceFromStart DistanceToLeader Speed <a href="#">ExtendedGPSData (0,N)</a>	Type Code Pos Value

### 2.2.4.5 Message Values

#### Element: Competition (1,1)



Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
EI	GPSOFF	N/A	Element Expected: When needed	
	Attribute	M/O	Value	Description
	Value	M	Y	Send "Y" when GPS system disabled, otherwise don't send anything.

Element: Competitor (0,N)			
Attribute	M/O	Value	Description
ID	M	S(25)	Competitor ID
DistanceToFinish	M	Numeric	Distance (in metres) from competitor position to the finish line
DistanceFromStart	M	Numeric	Distance (in metres) from the Start Line to competitor position
DistanceToLeader	M	Numeric	Distance (in metres) from competitor position to leader position
Speed	M	Numeric	Current speed.

Element: Competitor /ExtendedGPSData (0,N)				
Type	Code	Pos	Description	
EG	RATE	N/A	Element Expected: Always	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Send Storke rate

Sample (Sample)



```
....
<Competition Code="OG2016">
  <Competitor ID="1072110" DistanceToFinish="1925" DistanceFromStart="75" DistanceToLeader="0"
Speed="4.8">
    <ExtendedGPSData Type="EG" Code="RATE" Value="47" />
  </Competitor>
  <Competitor ID="1077488" DistanceToFinish="1948" DistanceFromStart="52" DistanceToLeader="23"
Speed="1.7">
    <ExtendedGPSData Type="EG" Code="RATE" Value="39" />
  </Competitor>
  <Competitor ID="1071573" DistanceToFinish="1931" DistanceFromStart="69" DistanceToLeader="6"
Speed="4.4">
    <ExtendedGPSData Type="EG" Code="RATE" Value="40" />
  </Competitor>
  <Competitor ID="1030263" DistanceToFinish="1930" DistanceFromStart="70" DistanceToLeader="5"
Speed="4.6">
    <ExtendedGPSData Type="EG" Code="RATE" Value="46" />
  </Competitor>
  <Competitor ID="1062710" DistanceToFinish="1934" DistanceFromStart="66" DistanceToLeader="9"
Speed="4.7">
    <ExtendedGPSData Type="EG" Code="RATE" Value="43" />
  </Competitor>
  <Competitor ID="1129412" DistanceToFinish="1931" DistanceFromStart="69" DistanceToLeader="6"
Speed="4.5">
    <ExtendedGPSData Type="EG" Code="RATE" Value="43" />
  </Competitor>
</Competition>
....
```

#### 2.2.4.6 Message Sort

There is no message sorting requirement for this message.



## 2.2.5 Image

### 2.2.5.1 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 will be a photofinish image

### 2.2.5.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	@ RSC	Depending on the message, the RSC could be: DD000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (sent at event unit level)
DocumentSubcode	S(10)	Picture number
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Only applicable status is OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will



		<p>all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.5.3 Trigger and Frequency

Trigger and frequency defined in ORIS (or PRIS).

Trigger also after any change.

### 2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4
<a href="#">Competition (1,1)</a>	Code <a href="#">Image (1,N)</a>	Pos Version Revision ImageType <a href="#">ImageData (1,1)</a>	-

### 2.2.5.5 Message Values

Element: <a href="#">Competition (1,1)</a>			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition



			Code is deprecated and value is duplicated in the header.
--	--	--	---

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

Attribute	M/O	Value	Description
Pos	M	Numeric #0	Used as differentiator if there are multiple images in the message.
Version	M	Numeric #0	Document Version
Revision	M	Numeric #0	Document Revision
ImageType	M	S(3)	Image type extension, jpg or png

**Element: Competition /Image /ImageData (1,1)**

Attribute	M/O	Value	Description
-	M	Free Text	The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file)

### 2.2.5.6 Message Sort

Sort by Competition /Image /Pos



## 2.2.6 Phase Results

### 2.2.6.1 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.

### 2.2.6.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit (usually 00)
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	<a href="#">CC @Unit</a>	It is the RSC code indicating the last unit which contributed data. E.g.: DDGEEPUU would be phase results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	It indicates whether the result is official or unofficial. INTERMEDIATE (used after each unit in the phase) LIVE OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.





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

### 2.2.6.3 Trigger and Frequency

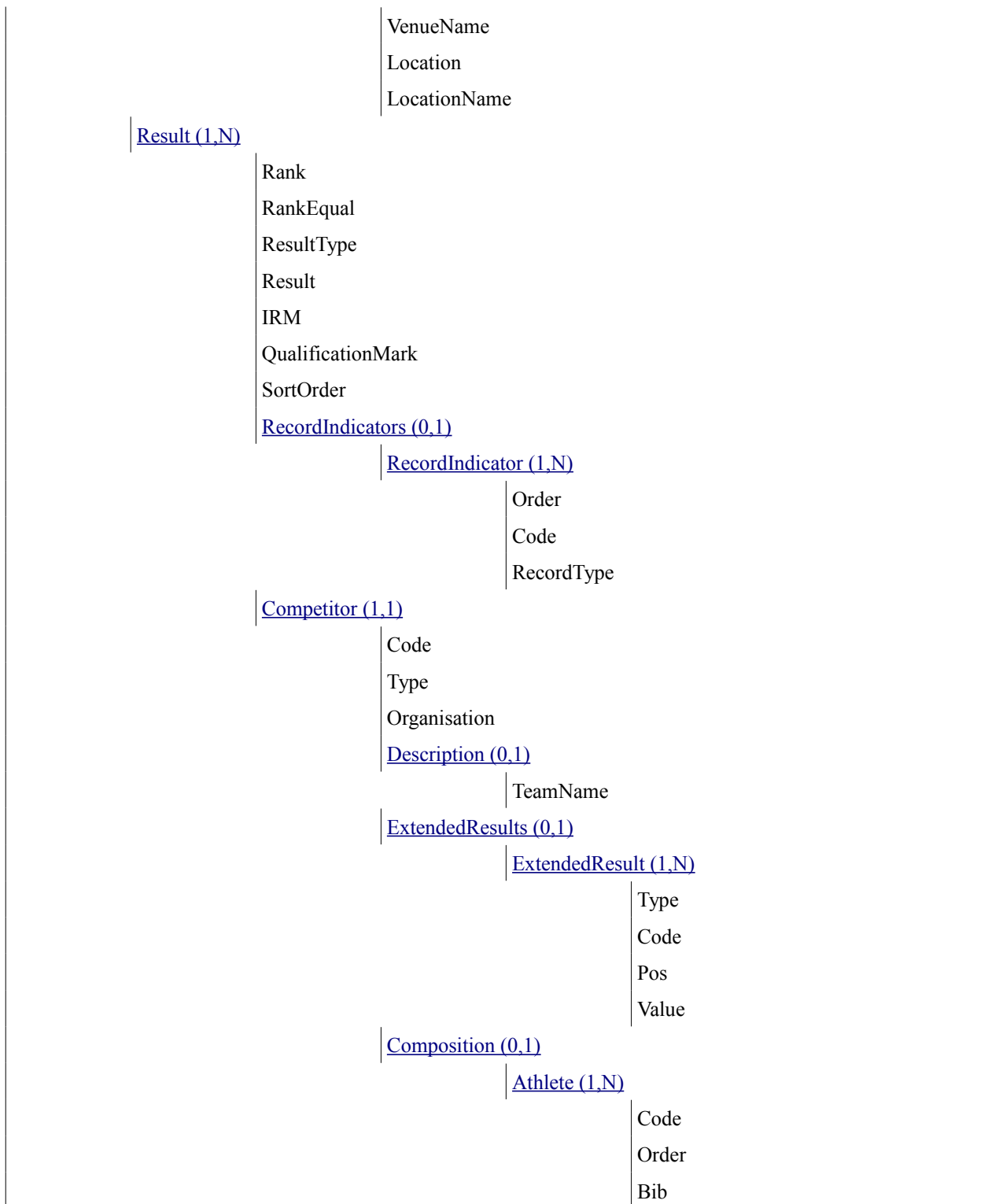
Send as follows:

- \* Send after every race where there is more than one race in the phase as INTERMEDIATE
- \* UNOFFICIAL / OFFICIAL when all units are complete.

### 2.2.6.4 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
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				





		<u>Description (1,1)</u>	
		GivenName	
		FamilyName	
		Gender	
		Organisation	
		BirthDate	
		IFId	
		<u>ExtendedResults (0,1)</u>	
		<u>ExtendedResult (1,N)</u>	
		Type	
		Code	
		Pos	
		Value	

### 2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition Code is deprecated and value is duplicated in the header.

Element: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes
SubEventName	M	S(40)	Phase level short name (not code) from Common Codes
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	<a href="#">CC @VenueCode</a>	Venue Code



VenueName	M	S(25)	Venue short name (not code) from Common Codes
Location	M	<a href="#">CC @Location</a>	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

**Element: 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	Text	For Heats, Repechage and Semifinals the sort order should be: - Overall: by race rank, then by time - Overall: IRMs as per sport rule  For Finals, the sort order should be: - Final A: race rank - Final B: race rank - Overall: IRMs as per sport rule
RankEqual	O	Y	Send "Y" in case of the Rank has been equalled else do not send.
ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute.  Result type, either time or IRM for the corresponding event unit
Result	O	m:ss.fff	Total Time for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned.  IRM for the particular event unit Send just in the case @ResultType is IRM, or both time and IRM
QualificationMark	O	<a href="#">SC @QualificationMark</a>	The code which gives an indication on the qualification of the competitor for the next round of the competition.  Codes vary based on qualifying conditions.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

**Phase result's record indicator.**

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



Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. Can use the Order column from CC @RecordType for reference).
Code	M	<a href="#">CC @RecordCode</a>	Code which describes the record broken by the result value. (e.g. "CFM111000").
RecordType	M	<a href="#">CC @RecordType</a>	Code which specifies the level at which the record is broken. (e.g. "OB")

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

Competitor related to one phase result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	<a href="#">CC @Organisation</a>	Competitor's organisation

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

Competitors extended information.

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).

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

Team boats's extended results.

Type	Code	Pos	Description
ER	IDX_TIME	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0
ER	UNIT_ERANK	N/A	Element Expected: Always when needed
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	S(1)
			Send "Y" in case of the Rank has been equalled else do not send.



ER		UNIT_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the heat / semifinal number or letter
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the rank of the athlete within the event unit.

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".
Bib	O	S(3)	Bib number

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Individual boats' extended result, depending on whether Competitor @Type="A".			
Type	Code	Pos	Description
ER	IDX_TIME	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
			<b>Description</b>



	Value	M	Numeric ##0	Sort order based on time
ER		UNIT_ERANK	N/A	Element Expected: Always when needed
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(1)	Send "Y" in case of the Rank has been equalled else do not send.
ER		UNIT_NUM	N/A	Element Expected: Always
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(2)	Send the heat / semifinal number or letter
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the rank of the athlete within the event unit.

**Sample (Sample)**

```

....
<Result Rank="5" ResultType="TIME" Result="2:54.153" QualificationMark="QF" SortOrder="5">
  <Competitor Code="1101337" Organisation="SUI" Type="A">
    <Composition>
      <Athlete Code="1101337" Order="1" >
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="UNIT_NUM" Value="3" />
          <ExtendedResult Type="ER" Code="UNIT_RANK" Value="2" />
          <ExtendedResult Type="ER" Code="UNIT_ERANK" Value="Y" />
          <ExtendedResult Type="ER" Code="IDX_TIME" Value="6" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

**2.2.6.6 Message Sort**

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



## 2.2.7 Records

### 2.2.7.1 Description

The message contains the list of all current records.

### 2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	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	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	<p>Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.</p> <p>If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).</p> <p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the</p>





		message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

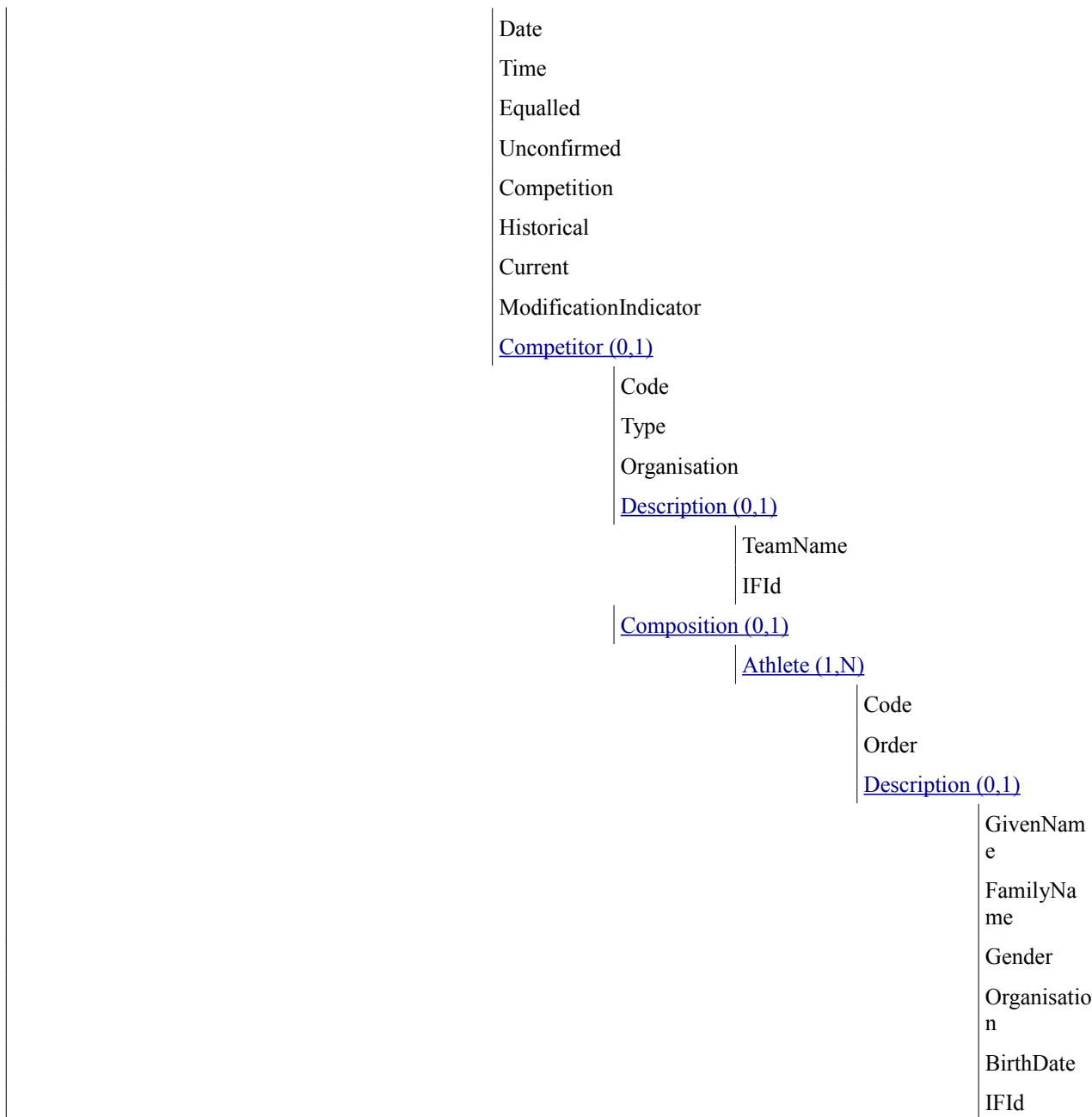
### 2.2.7.3 Trigger and Frequency

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.

### 2.2.7.4 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
<a href="#">Competition (1,1)</a>								
	Code							
	<a href="#">ExtendedInfos (0,1)</a>							
		<a href="#">SportDescription (0,1)</a>						
			DisciplineName					
	<a href="#">Record (1,N)</a>							
		Code						
		<a href="#">Description (1,1)</a>						
			Name					
		<a href="#">RecordType (1,N)</a>						
			Order					
			RecordType					
			Shared					
			<a href="#">RecordData (0,N)</a>					
				Order				
				ResultType				
				Result				
				Unit				
				Country				
				Place				



### 2.2.7.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description



Code	M	<a href="#">CC @Competition</a>	Unique ID for competition
------	---	---------------------------------	---------------------------

<b>Element: ExtendedInfos /SportDescription (0,1)</b>			
<b>Sport Description in Text</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes

<b>Element: Record (1,N)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	M	<a href="#">CC @RecordCode</a>	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

<b>Element: Record /Description (1,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Name	M	S(40)	Record description (not code) from Common Codes

<b>Element: Record /RecordType (1,N)</b>			
<b>It is possible to have more than one element with the same type (as in the case of National Records).</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	The hierarchy (priority) for types of records from 1 to n. Can use the Order column from CC @RecordType for reference).
RecordType	M	<a href="#">CC @RecordType</a>	Record type.
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record

<b>Element: Record /RecordType /RecordData (0,N)</b>			
<b>RecordData is not sent for NotEstablished Records</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Order	M	Numeric #0	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	<a href="#">SC @ResultType</a>	Will be TIME
Result	M	m:ss.fff	The result of the competitor for the record.
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender CC @Event CC @Phase CC @Unit	Include the event unit in the current competition where the record was broken.  It is the full RSC in the format DDGEEEEPUU.  Send always (Mandatory) in the case Historical="N".
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. 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	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	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. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
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	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition.  Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message)



			<p>"R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)</p>
--	--	--	---

**Element: 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 zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitors' organisation if known

**Element: Record /RecordType /RecordData /Competitor /Description (0,1)**

Competitors extended information.

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: Record /RecordType /RecordData /Competitor /Composition /Athlete (1,N)**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to either a team member or an individual athlete
Order	M	Numeric #0	Order attribute used to sort team members in a team if Competitor @Type="T" or 1 if Competitor @Type="A".

**Element: Record /RecordType /RecordData /Competitor /Composition /Athlete /Description (0,1)**

Athletes extended information.

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



BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

### 2.2.7.6 Message Sort

The following order applies:

- RecordType @Order
- RecordData, in the case Current="Y"--> then send first the competitor who most recently broke/equalled the record.



## 2.2.8 Event Final Ranking

### 2.2.8.1 Description

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

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEEE000	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_RANKING	Event Final ranking message
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	<a href="#">SC @ResultStatus</a>	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<p>The end of the logical day is defined by default at 03:00 a.m.</p> <p>For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.</p> <p>Logical Date is expressed in the local time zone where the message was produced.</p>
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	<p>Sequence number (positive integer) for ODF messages.</p> <p>Serial starts with 1 each day for each Source.</p>

### 2.2.8.3 Trigger and Frequency

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

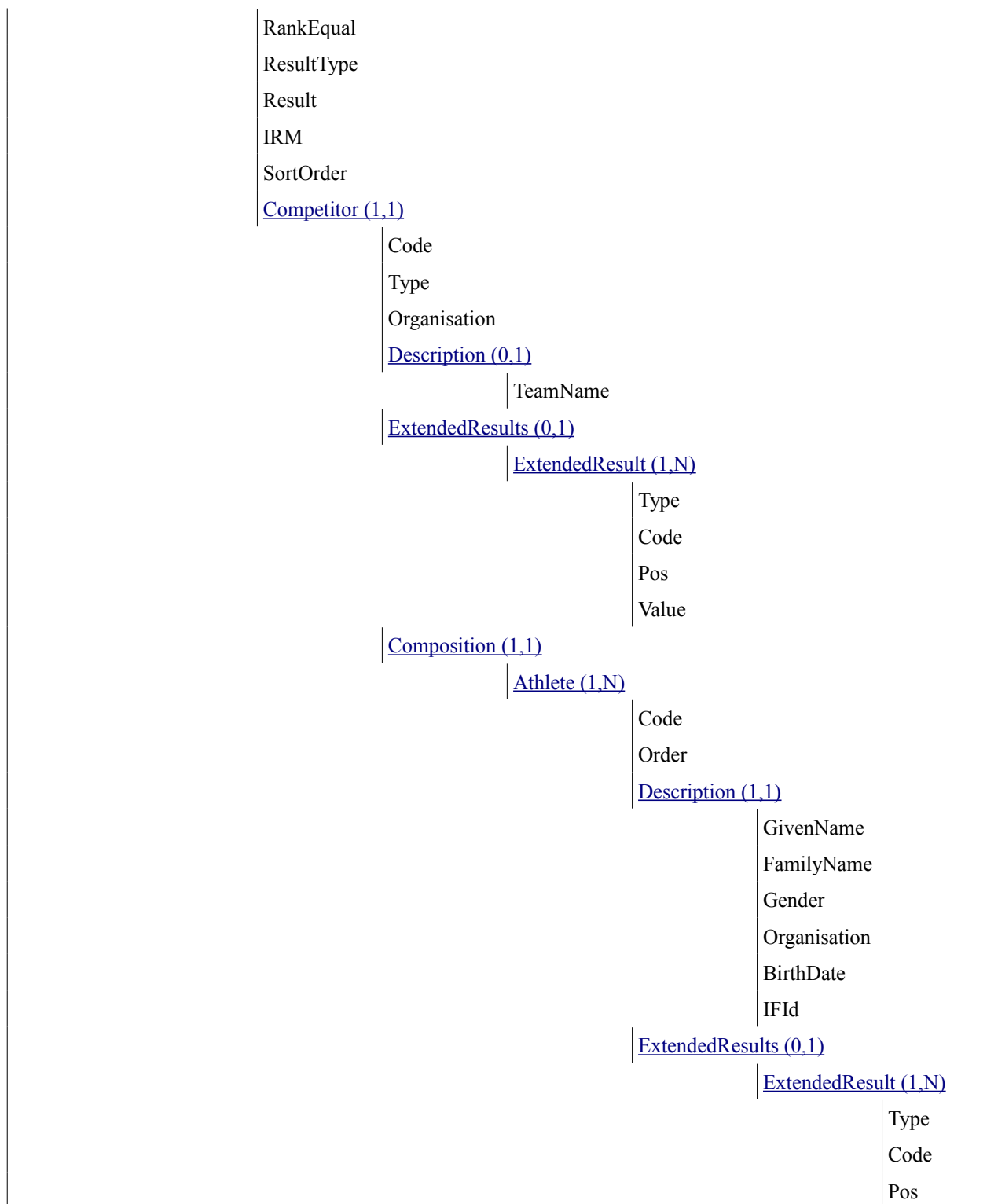
Trigger also after any major change.

### 2.2.8.4 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
<a href="#">Competition (1,1)</a>							
	Code						
	<a href="#">ExtendedInfos (0,1)</a>						
		<a href="#">ExtendedInfo (0,N)</a>					
			Type				
			Code				
			Pos				
		<a href="#">SportDescription (0,1)</a>					
			DisciplineName				
			EventName				
			Gender				
		<a href="#">VenueDescription (0,1)</a>					
			Venue				
			VenueName				
	<a href="#">Result (1,N)</a>						
		Rank					







	Value
--	-------

### 2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description

Element: ExtendedInfos /SportDescription (0,1)			
Sport Description in text			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code for the event unit. Must be included if it is a single gender

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

Element: Result (1,N)			
For any event final ranking message, there should be at least one competitor being awarded a result for the event.			
Attribute	M/O	Value	Description
Rank	O	Text	Final rank for the finalists' competitors in the corresponding event .It is optional because the competitor can be disqualified or was eliminated in semifinals/heats.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable.  Send "Y" if the Rank is equalled.



ResultType	O	<a href="#">SC @ResultType</a>	Type of the @Result attribute, either time or IRM for the corresponding event unit
Result	O	m:ss.fff	Result for the particular event unit.
IRM	O	<a href="#">SC @IRM</a>	The invalid rank mark, in case it is assigned. Send just if the competitor has been disqualified or is not known.
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. Only use for finalists for the eliminated competitors use the extensions below. For finalists: sort by rank, NOC.

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

**Competitor related to one final event result.**

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes, NOC ID	Competitor's ID. If NOC or NPC, the value will be NOC ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	T,A	T for team A for athlete
Organisation	O	<a href="#">CC @Organisation</a>	Competitors's organisation if known

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

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

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

**Team competitor's extended results, according to competitors' rules.**

Type	Code	Pos	Description
ER	IDX_HEAT	N/A	Element Expected: When available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #0
			<b>Description</b>
			Send the order for the competitor when eliminated in heats.



ER		IDX_SEMIFINAL	N/A	Element Expected: When available.
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in semifinals.

Element: Result /Competitor /Composition /Athlete (1,N)				
Attribute	M/O	Value	Description	
Code	M	S(20) with no leading zeroes	Athlete's ID, corresponding to an individual athlete or a team member.  Team members should be participating in the event.	
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".	

Element: Result /Competitor /Composition /Athlete /Description (1,1)				
Attribute	M/O	Value	Description	
GivenName	O	S(25)	Given name in WNPA format (mixed case)	
FamilyName	M	S(25)	Family name in WNPA format (mixed case)	
Gender	M	<a href="#">CC @PersonGender</a>	Gender of the athlete	
Organisation	M	<a href="#">CC @Organisation</a>	Athletes' organisation	
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available	
IFId	O	S(16)	International Federation ID	

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)				
Individual athlete's extended result according to competitors' rules.				
Type	Code	Pos	Description	
ER	IDX_HEAT	N/A	Element Expected: When available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	Numeric #0	Send the order for the competitor when eliminated in heats.
ER	IDX_SEMIFINAL	N/A	Element Expected: When available.	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>



	Value	M	Numeric #0	Send the order for the competitor when eliminated in semifinals.
--	-------	---	---------------	--

**Sample (Sample)**

```

....
<Result Rank="16" ResultType="TIME" Result="40.157" SortOrder="16" >
  <Competitor Type="A" Code="1067129" Organisation="SUI" >
    <Composition>
      <Athlete Code="1067129" Order="1" />
      <Description GivenName="James" FamilyName="Black" Gender="M"
Organisation="SUI" BirthDate="1994-12-18" />
    </Composition>
  </Competitor>
</Result>
<Result ResultType="TIME" Result="37.202" SortOrder="17">
  <Competitor Type="A" Code="1090447" Organisation="NZL" >
    <Composition>
      <Athlete Code="1090447" Order="1">
        <Description GivenName="Jon" FamilyName="Smith" Gender="M"
Organisation="NZL" BirthDate="1994-12-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="IDX_HEAT" Value="1" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

**2.2.8.6 Message Sort**

Sort by Result @SortOrder



## 2.2.9 Configuration

### 2.2.9.1 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="").

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit  Sent this message for each Unit.
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.



		For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages.  Serial starts with 1 each day for each Source.

### 2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message.

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

### 2.2.9.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<a href="#">Competition (1,1)</a>	Code <a href="#">Configs (1,1)</a>	<a href="#">Config (1,N)</a>	Gender Event Phase Unit <a href="#">ExtendedConfig (1,N)</a>	Type Code Pos Value <a href="#">ExtendedConfigItem (0,N)</a>	Code Pos Value



### 2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	<a href="#">CC @DisciplineGender</a>	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit.
Event	M	<a href="#">CC @Event</a>	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit.
Phase	M	<a href="#">CC @Phase</a>	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	M	<a href="#">CC @Unit</a>	Unit code of the RSC. Include if information is by Event Unit. Otherwise, do not include.

Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	DISTANCE	N/A	Element Expected: When available, at Unit level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #####0
EC	INTERMEDIATE	Numeric 0	Pos Description: Send the number that identifies the intermediate point, from 1 to n. Where 1 is the first intermediate point and n is the finish.  Element Expected: When available, at Unit level
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric #####0
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: When available			





	Attribute	Value	Description	
	Code	IS_LAST		
	Pos	N/A		
	Value	S(1)	Send "Y". Only send for the last Intermediate point (finish line).	
EC		INTERMEDIATES_TOTAL	N/A	Element Expected: When available, at Unit level
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the total number of intermediate points not including the start or finish.
EC		LANE_MAX	N/A	Element Expected: Send the normal highest lane number (usually minimum will be 8, or higher), at Unit level
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Max number of highest lane used.
EC		LANE_MIN	N/A	Element Expected: Send the normal lowest lane number (usually will be 1 or 0) , at Unit level
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Min number of lower lane used.
EC		QUAL_RULE	N/A	Element Expected: When applicable, at Unit level
	Attribute	M/O	Value	Description
	Value	M	String	Progression rule text (long version).
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b>				
<b>Expected: When applicable, at Unit level</b>				
	Attribute	Value	Description	
	Code	SHORT_VER		
	Pos	N/A		
	Value	String	Progression rule text (short version).	
EC		RACE_CODE	N/A	Element Expected: When applicable, at Unit level



Attribute	M/O	Value	Description
Value	M	String	The Unit Code is the value used to identify the race and the phase. Is a code with a letter, related with the current phase, and the number/letter race: "H1", "H2", "SF1", "FA"... H - Heats SF - Semifinal F - Final
EC	SECTION	Numeric 0	Pos Description: The number that identifies the section. A section is between two intermediate points, from 1 and n. Example: Section 1 is the section between start the race and intermediate point 1, in general the Section n is the section between Point n-1 and n), from 2 to the total number of sections.  Element Expected: When available, at Unit level
Attribute	M/O	Value	Description
Value	M	N(5) #####0	Send distance in m.
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: When available, at Unit level			
Attribute	Value	Description	
Code	FINISH		
Pos	N/A		
Value	Numeric 0 Or S(1)	Send the intermediate point which is the end of the section (usually same a SECTION @Pos. For last section, send "F"	
<b>Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem</b> Expected: When available, at Unit level			
Attribute	Value	Description	
Code	START		
Pos	N/A		



	Value	Numeric 0	Send the intermediate point for the start of the section
--	-------	--------------	--

**Sample (Sample)**

```

....
<Configs>
  <Config Gender="M" Event="211" Phase="9" Unit="01">
    <ExtendedConfig Type="EC" Code="RACE_CODE" Value="H1" />
    <ExtendedConfig Type="EC" Code="UNIT_NUM" Value="4" />
    <ExtendedConfig Type="EC" Code="DISTANCE" Value="2000">
    <ExtendedConfig Type="EC" Code="LANE_MIN" Value="1" />
    <ExtendedConfig Type="EC" Code="LANE_MAX" Value="8" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="500" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="1000" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="1500" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="2000">
      <ExtendedConfigItem Code="IS_LAST" Value="Y" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_TOTAL" Value="3" />
    <ExtendedConfig Type="EC" Code="SECTION" Pos="1">
      <ExtendedConfigItem Code="START" Value="0" />
      <ExtendedConfigItem Code="FINISH" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SECTION" Pos="2">
      <ExtendedConfigItem Code="START" Value="1" />
      <ExtendedConfigItem Code="FINISH" Value="2" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SECTION" Pos="3">
      <ExtendedConfigItem Code="START" Value="2" />
      <ExtendedConfigItem Code="FINISH" Value="3" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="SECTION" Pos="4">
      <ExtendedConfigItem Code="START" Value="3" />
      <ExtendedConfigItem Code="FINISH" Value="F" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="QUAL_RULE" Value="1-3 semi-final, Rest out">
      <ExtendedConfigItem Code="SHORT_VER" Value="1-3 SF, Rest out" />
    </ExtendedConfig>
  </Config>
</Competition>
....

```

**2.2.9.6 Message Sort**

There is no general message sorting rule.



## 2.2.10 Event Unit Weather conditions

### 2.2.10.1 Description

The 'Event Unit Weather Conditions' is a message containing the weather conditions in the Event Unit.

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	<a href="#">CC @Competition</a>	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit
DocumentType	DT_WEATHER	Weather conditions in the match message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the



		message was produced.
Source	<a href="#">SC @Source</a>	Code indicating the system which generated the message.
Serial	Numeric	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.

### 2.2.10.3 Trigger and Frequency

The message is sent if weather data conditions change during an event unit.

### 2.2.10.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
<a href="#">Competition (1,1)</a>	Code <a href="#">Weather (1,1)</a>	<a href="#">Conditions (1,N)</a>	Code Humidity <a href="#">Temperature (0,N)</a>	Code Unit Value
			<a href="#">Wind (0,N)</a>	Code Unit Value

### 2.2.10.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	<a href="#">CC @Competition</a>	Unique ID for competition

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description



Code	M	GL	GL for generically, because this information will only be measured once.
Humidity	M	Numeric ##0	Humidity in %

**Element: Weather /Conditions /Temperature (0,N)**

Send with three different @Code in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	AIR, WAT	Air, Water temperature.
Unit	M	<a href="#">SC @TemperatureUnit</a>	Metric system unit for temperature
Value	M	Numeric ##0.0	Temperature of the @Code Temperature in centigrade degrees (in case of positive temperature, do not send '+')

**Element: Weather /Conditions /Wind (0,N)**

Attribute	M/O	Value	Description
Code	M	SPEED	Wind Speed
Unit	M	<a href="#">SC @WindUnit</a>	Metric system unit for Wind
Value	M	Numeric ##0.0	Wind speed value without plus or minus symbol

**2.2.10.6 Message Sort**

There is no special sort order requirement for this message. Usually, Conditions@code is the attribute used to sort the conditions.



### 3 Document Control

Version history		
Version	Date	Comments
v1.00	30 May 2014	First version
v1.01	11 July 2014	SFA version
v1.02	8 August 2014	DT_CONFIG added. Minor changes
v1.03	28 August 2014	Minor changes after PT0 test
v1.04	1 September 2014	Minor changes
v1.05	26 September 2014	Minor changes
v1.06	13 November 2014	Minor changes
v1.07	12 February 2015	CR4550 applied Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages
v1.08	14 May 2015	Minor corrections
v1.09	01 October 2015	Minor changes
v1.10	05 November 2015	Minor changes
v1.11	18 December 2015	CR008412 applied
v1.12	05 February 2016	Minor changes
v1.13	24 March 2016	Minor changes

#### File Reference: ODF/INT152- R-SOG-2016-v1.13 APP (CF)

Change Log		
Version	Status	Changes on version
v1.00	SFR	First version
v1.01	SFA	- Gender definition in ExtendedInfos/SportDescription updated in all messages definition - (DT_RESULT) ExtendedInfo/ LINEPOS definition updated to add the use of @Pos - (DT_RESULT) ExtendedInfo/ RACE_CODE definition updated to do it clearer. - (DT_RESULT) ExtendedInfo/ LANE_0 removed. Replaced by LANE_MAX & LANE_MIN - (DT_RESULT) ExtendedInfo/ INTERMEDIATE @Pos definition updated



		<ul style="list-style-type: none"> <li>- (DT_RESULT) ExtendedInfo/ LEADER &amp; LAST_COMP definitions updated to clarify how attributes are expected.</li> <li>- (DT_RESULT) IS_LAST @Value definition updated</li> <li>- (DT_RESULT) PHOTO @Value definition updated</li> <li>- (DT_CONFIG) Message has been removed.</li> </ul>
v1.02	SFA	<ul style="list-style-type: none"> <li>- (DT_RESULT) ExtendedConfig UNIT_NUM attribute removed</li> <li>- (DT_PHASE) Attribute UNIT_ERANK added to ExtendedResult.</li> <li>- (DT_CONFIG) Message added some attributes moved from DT_RESULT ExtendedInfo to this message.</li> </ul>
v1.03	SFA	<ul style="list-style-type: none"> <li>- (DT_CONFIG) Sample updated. Error detected on sample</li> <li>- (DT_RESULT) Status definition updated. Clarified use of UNCONFIRMED Status.</li> <li>- (DT_PHASE) Status definition updated. UNCONFIRMED removed and INTERMEDIATE added.</li> <li>- (DT_PARTIC) Bib definition updated. Following cross sport definition.</li> <li>- (DT_RESULT) SortOrder definition clarified.</li> </ul>
v1.04	SFA	<ul style="list-style-type: none"> <li>- (DT_RESULT) @Diff format definition clarified.</li> <li>- (DT_RESULT) LAST_COMP definition updated, to improve functionality.</li> </ul>
v1.05	SFA	<ul style="list-style-type: none"> <li>- (DT_RESULT) UNIT_ERANK format definition updated.</li> <li>- (DT_RESULT) RecordIndicator definition updated.</li> </ul>
v1.06	APP	<ul style="list-style-type: none"> <li>- (DT_RESULT) LEADER attribute definition updated to clarify how should to be used in case of Photo-finish for Leader of race.</li> </ul>
v1.07	APP	<ul style="list-style-type: none"> <li>* CR4550: Remove message DT_HISTORIC_RECORD and update DT_RECORD with new structure as approved.</li> <li>* Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages</li> <li>* Description element for Athletes/Teams fixed to follow general definition</li> </ul>
v1.08	APP	<ul style="list-style-type: none"> <li>* Event Unit Weather conditions:</li> <li>- Unit value has been updated from 'SC @SpeedUnit' to 'SC @WindUnit' in Weather /Conditions /Wind element.</li> </ul>
v1.09	APP	<ul style="list-style-type: none"> <li>* DT_RESULT updated to unify Diff definition in all elements. Sample updated according definition.</li> </ul>
v1.10	APP	<ul style="list-style-type: none"> <li>* DT_RESULT clarify use of "PHOTO"</li> </ul>
v1.11	APP	<ul style="list-style-type: none"> <li>* Add DT_GPS message definition (CR008412)</li> </ul>
v1.12	APP	<ul style="list-style-type: none"> <li>- (DT_PARTIC) new entry BOAT added.</li> <li>- (DT_PARTIC_TEAM) Message redefinition added.</li> </ul>
v1.13	APP	<ul style="list-style-type: none"> <li>-(DT_RESULT) Clarify for Intermediate points that time is not expected for any intermediate when DNF or DSQ (CR009009)</li> <li>-(DT_RESULT) Diff redefined for leader to show 0.00 or 0.000 instead blanks (CR009502)</li> <li>-(DT_WEATHER) Type removed from Wind element. Only one value for wind needed for reports (CR009502)</li> </ul>