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Olympic Data Feed



ODF Rowing Data Dictionary
Rio 2016 – Games of the XXXI Olympiad
Technology and Information Department
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1 Introduction

1.1 This document

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

1.2 Objective

The objective of this document is to provide a complete and formal definition of the ODF Rowing Data Dictionary, with the intention that the information message producer and the message consumer can successfully interchange the information as the Rowing 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 used across all ODF documents.



Document Reference	Document Title	Document Description
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 Rowing .

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

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



DT_CONFIG	Configuration	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



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 participants' 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 participants' information by discipline message, only the participant data being modified, i.e. if some data of one participant changes, the element Participant for it with all its children and attributes must be sent.

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

2.2.1.2 Header Values

The following table describes the message header attributes.



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

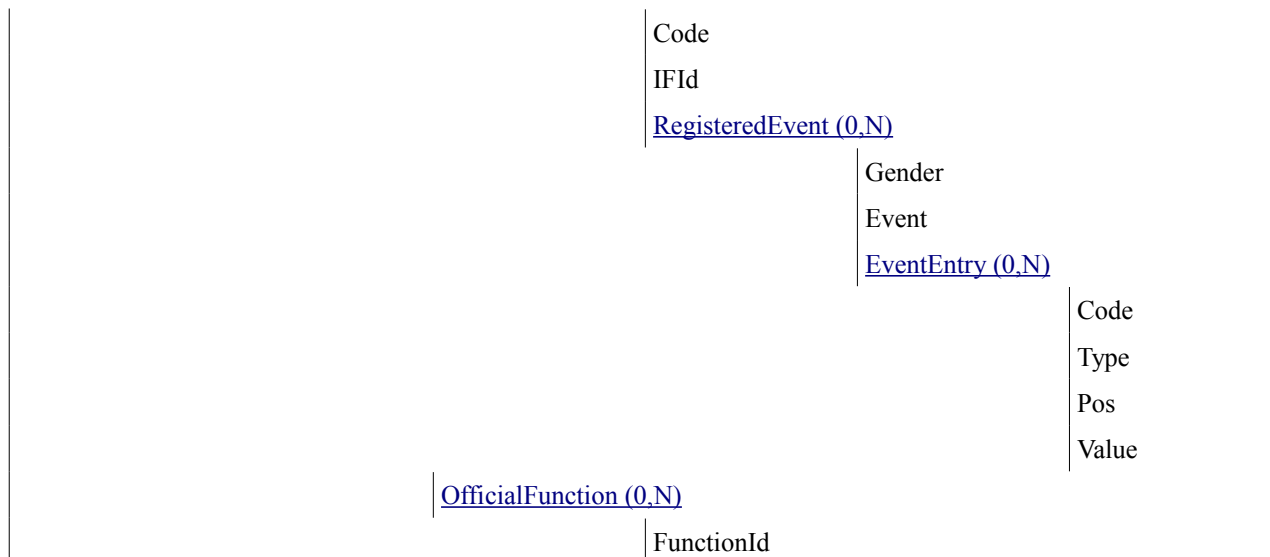


The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.

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
Competition (1,1)					
	Code				
	Participant (1,N)				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			
		ModificationIndicator			
		Discipline (1,1)			



2.2.1.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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	Participant's ID. It identifies an athlete or an official and the holding participant's valid information for one particular period of time. It is used to link other messages to the participant's information. Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc. When the participant is an historical one, then this ID will



			start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	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	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this



			information is available. This information is not needed in the case of officials/referees. "-" may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	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	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FISA ID (Competitor's federation number for the corresponding discipline).

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

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

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender Code
Event	M	CC @Event	Event ID

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.
	Attribute	M/O	Value
	Value	O	S(8)
	Description		Description
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
	Attribute	M/O	Value
	Value	M	CC @Position
	Description		Description
ENTRY	SUBSTITUTE	N/A	Element Expected: As soon as this information is available. Only for the athletes. (this information can be sent in both messages)
	Attribute	M/O	Value
	Value	M	S(1)
	Description		Description
	Value	M	Reserve Indicator



				Send "Y" if the competitor is an alternative or do not send
--	--	--	--	-------------------------------------------------------------

Element: Participant /OfficialFunction (0,N)			
Send if the official has optional functions. Do not send, otherwise.			
Attribute	M/O	Value	Description
FunctionId	M	CC @ResultsFunction	Additional officials' function code

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	CC @Competition	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	SC @Source	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

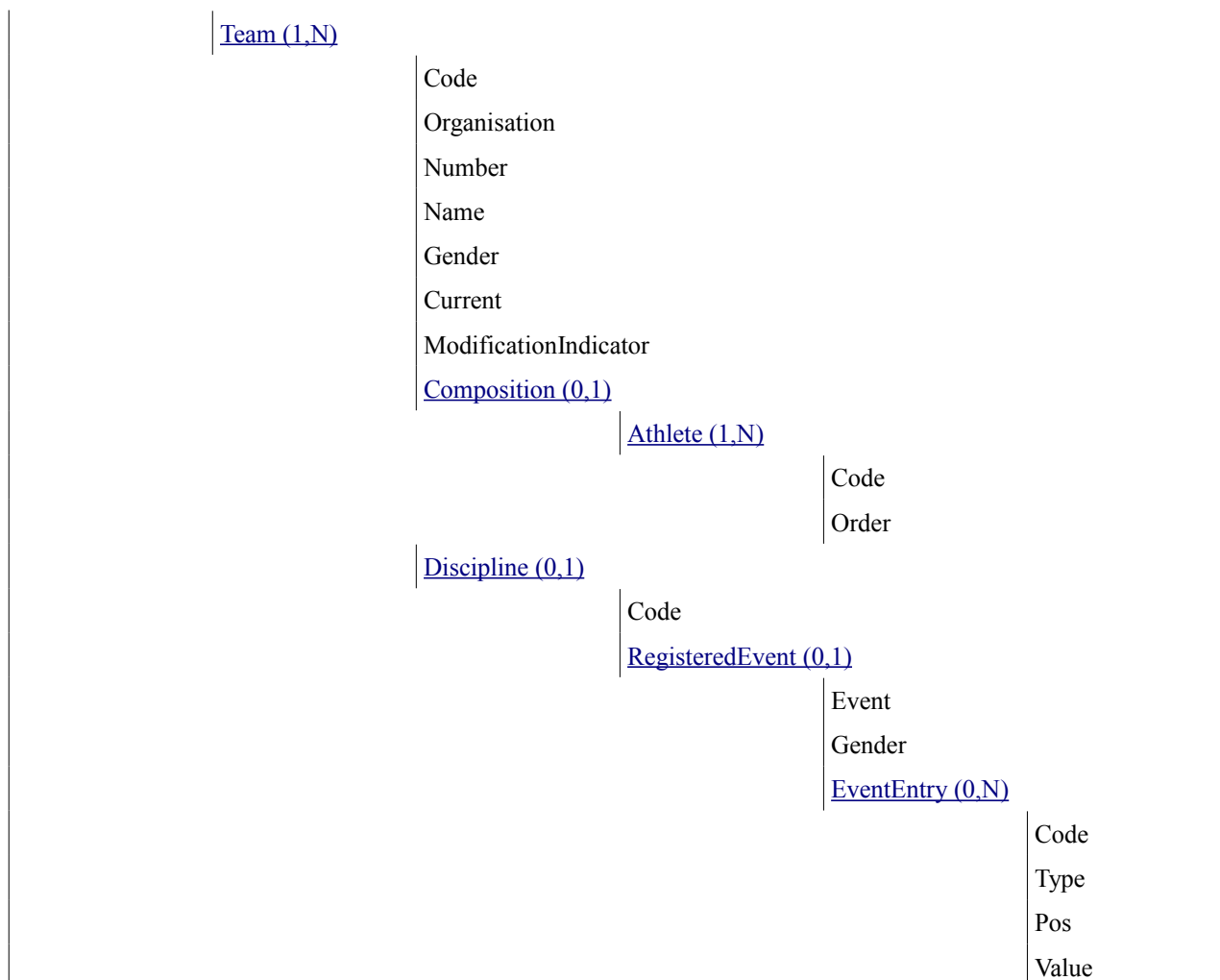
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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
Competition (1,1)					
	Code				



2.2.2.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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	Team's ID (example ATM001ESP01, 393553)



		zeroes	When the Team is an historical one, then this ID starts with "T".
Organisation	M	CC @Organisation	Team organisation's ID
Number	O	Numeric #0	Team's number. If there is not more than one team for one organisation participating in one event, it is 1. Otherwise, it will be incremental, 1 for the first organisation's team, 2 for the second organisation's team, etc. Required in the case of current teams.
Name	O	S(73)	Team's name. Send the Description of the code CC@Organisation. It is Optional in the case of List of Team Update when the @ModificationIndicator=D
Gender	M	CC @DisciplineGender	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	Attribute is mandatory in the DT_PARTIC_TEAMS_UPDATE message only N-New team (in the case that this information comes as a late entry) U-Update team D-Delete team If ModificationIndicator='N', then include new team to the previous bulk-loaded list of teams If ModificationIndicator='U', then update the team to the previous bulk-loaded list of teams If ModificationIndicator='D', then delete the team to the previous bulk-loaded list of teams

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

In the case of current teams the number of athletes is 2 or more.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID of the listed team's member. Therefore, he/she makes part of the team's composition.



Order	M	Numeric	Team member order
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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	CC @Discipline	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	CC @Event	Event ID
Gender	M	CC @DisciplineGender	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.
	Attribute	M/O	Value
	Value	O	S(8)
			Description
			Boat Name.

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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEEEPUU	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 RO	Not used in RO
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial (or intermediate etc). START_LIST 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) Note: For the use of UNCONFIRMED / UNOFFICIAL / OFFICIAL there will be variations defined in the sport data dictionaries as some statuses may not apply in some sports.



		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	SC @Source	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"> * Competitors or athletes are added, changed or removed including in <ExtendedInfos /Competitor> * Any change in <Officials> * Any change in StartOrder or StartSortOrder * Any changes in <Coaches> * Any changes in <EventUnitEntry> <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). The message is sent as 'INTERMEDIATE' during extended breaks.

* 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	CC @Competition	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).
	Attribute	M/O	Value
	Value	M	S(20)
DISPLAY	LEADER	Numeric 0	Pos Description: Send INTERMEDIATE @Pos



				Element Expected: When available and only when the unit is LIVE
	Attribute	M/O	Value	Description
	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 it applies
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	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)

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	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	EventUnit short name (not code) from Common Codes

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

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

Element: 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	Send "Y" if rank is equalled, otherwise do not send.
Result	O	m:ss.ff	The result of the competitor in the event unit
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. IRM for the particular event unit Send just in the case @ResultType is IRM



QualificationMark	O	SC @QualificationMark	<p>Indicates the qualification of the competitor for the next round of the competition.</p> <p>The code which gives an indication on the progression of the competitor for the next round of the competition. Don't send for the final.</p>
SortOrder	M	Numeric See table comment	<p>Used to sort all the results of an event unit</p> <p>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.</p> <p>Before the race start of any event unit this will be the same as the StartSortOrder and is used as the primary sort.</p> <p>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.</p> <p>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.</p>
StartOrder	O	Numeric	<p>The Lane number/Boat number(Competitor's start order). The lanes will be Re-allocation, if the weather creates unfair or unrowable conditions.</p>
StartSortOrder	M	Numeric	Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	+m:ss.ff	Display the time behind the leader. (Blank 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	CC @RecordCode	Code which describes the record broken by the result value(e.g. "ROM012000").
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken(e.g. "OB").

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes 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, H	T for team A for athlete H for Horse
Organisation	O	CC @Organisation	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)

only for team's events

Type	Code	Pos	Description
ER	BOAT_STATUS	N/A	Element Expected: Always during time trial
	Attribute	M/O	Value
	Value	M	SC @CompetitorStatus Boat status. (Time Trial only)
	CURRENT	N/A	Element Expected:



ER				Always
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of false starts made
ER		FLAG_RED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	String	Indicates Phase where the boat qualifies from here.
		QUAL_UNIT	N/A	Element Expected:



ER				If applicable
	Attribute	M/O	Value	Description
	Value	M	String	Indicates unit where the boat qualifies from here.
ER		YC_NUM	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of yellow cards received
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: Intermediate point where the competition has taken place (1,2..) Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Cumulative time at the intermediate point
	ValueType	O	SC @ResultType	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 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 intermediate point) Send the order of the boat at the corresponding intermediate point
	Diff	O	Time	Time behind leader at this ExtendedResult Send the time behind the leader at the corresponding intermediate point. (+m:ss.ff or blank 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)



Attribute	M/O	Value	Description	Element Expected: If applicable
Value	O	m:ss.ff	Time for that Intermediate point (not send for the first intermediate point)	
ValueType	O	SC @ResultType	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 Section is equalled else not sent.	
SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this section) 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="QFA">
  <Competitor Type="T" Code="ROM141AUS01" Organisation="AUS" >
    <Description TeamName="Australia" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="QUAL_PHASE" Value="1" />
      <ExtendedResult Type="ER" Code="QUAL_UNIT" Value="01" />
      <ExtendedResult Type="ER" Code="CURRENT" Value="4" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="1" Value="40.76"
Value Type="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="2"
Value="1:24.07" Value Type="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="3"
Value="2:07.75" Value Type="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="INTERMEDIATE" Pos="4"
Value="2:52.505" Value Type="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="2" Value="43.31"
Value Type="TIME" Rank="1" SortOrder="1" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="3" Value="43.68"
Value Type="TIME" Rank="4" SortOrder="4" />
      <ExtendedResult Type="PROGRESS" Code="SECTION" Pos="4" Value="44.750"
Value Type="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	CC @PersonGender	Gender of the athlete
Organisation	M	CC @Organisation	Athletes' organisation
BirthDate	O	Date	Birth date (example: YYYY-MM-DD). Must include if the data is available
IFId	O	S(16)	International Federation ID

Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N)				
Individual athletes entry information.				
Type	Code	Pos	Description	
EUE	POSITION	N/A	Element Expected: As soon as this information is available Not for single events	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Send the code for the position or the athlete in the boat.

Sample (Sample)



```

....
<Competitor Type="T" Code="ROM121ROU01" 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	BOAT_STATUS	N/A	Element Expected: Always during time trial
	Attribute	M/O	Value
	Value	M	SC @CompetitorStatus Boat status. (Time Trial only)
ER	CURRENT	N/A	Element Expected: Always
	Attribute	M/O	Value
	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
	Attribute	M/O	Value
	Value	M	Numeric Number of false starts made



			0	
ER		FLAG_RED	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if there is a red flag for this lane/result
ER		PHOTO	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	String	Indicates Phase where the boat qualifies from here.
ER		QUAL_UNIT	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	String	Indicates unit where the boat qualifies from here.
ER		YC_NUM	N/A	Element Expected: If applicable
	Attribute	M/O	Value	Description
	Value	M	Numeric 0	Number of yellow cards received
PROGRESS		INTERMEDIATE	Numeric 0	Pos Description: Intermediate point where the competition has taken place (1,2..) Element Expected: Always
	Attribute	M/O	Value	Description



	Value	O	m:ss.ff	Cumulative time at the intermediate point
	ValueType	O	SC @ResultType	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 intermediate point) 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 or blank 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: If applicable
	Attribute	M/O	Value	Description
	Value	O	m:ss.ff	Time for that Intermediate point (not send for the first intermediate point)
	ValueType	O	SC @ResultType	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 the Section is equalled else not sent.
	SortOrder	M	Numeric	Similar to rank but considering all competitors (those with IRM or no rank at this section) Send the order of the boat in the corresponding section



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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	CC @Competition	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	SC @Source	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
Competition (1,1)	Code ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value
	Competitor (0,N)	ID DistanceToFinish DistanceFromStart DistanceToLeader Speed ExtendedGPSData (0,N)	Type Code Pos Value

2.2.4.5 Message Values

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



Code	M	CC @Competition	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:	
	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 stroke rate

Sample (Sample)



```
....
<Competition Code="OG2012">
  <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	CC @Competition	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 or may be redefined by discipline as needed.
DocumentType	DT_IMAGE	Image message
DocumentSubtype	PHOTOFINISH	Send PHOTOFINISH
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	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	SC @Source	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
Competition (1,1)	Code Image (1,N)	Pos Version Revision ImageType ImageData (1,1)	-

2.2.5.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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. In the case of different holes in golf the numbers 1..18 could be used.
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	CC @Competition	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	CC @Unit	It is the RSC code up to the moment the phase message contains information: 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	SC @ResultStatus	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	Logical Date of events. This is the same as the physical day



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

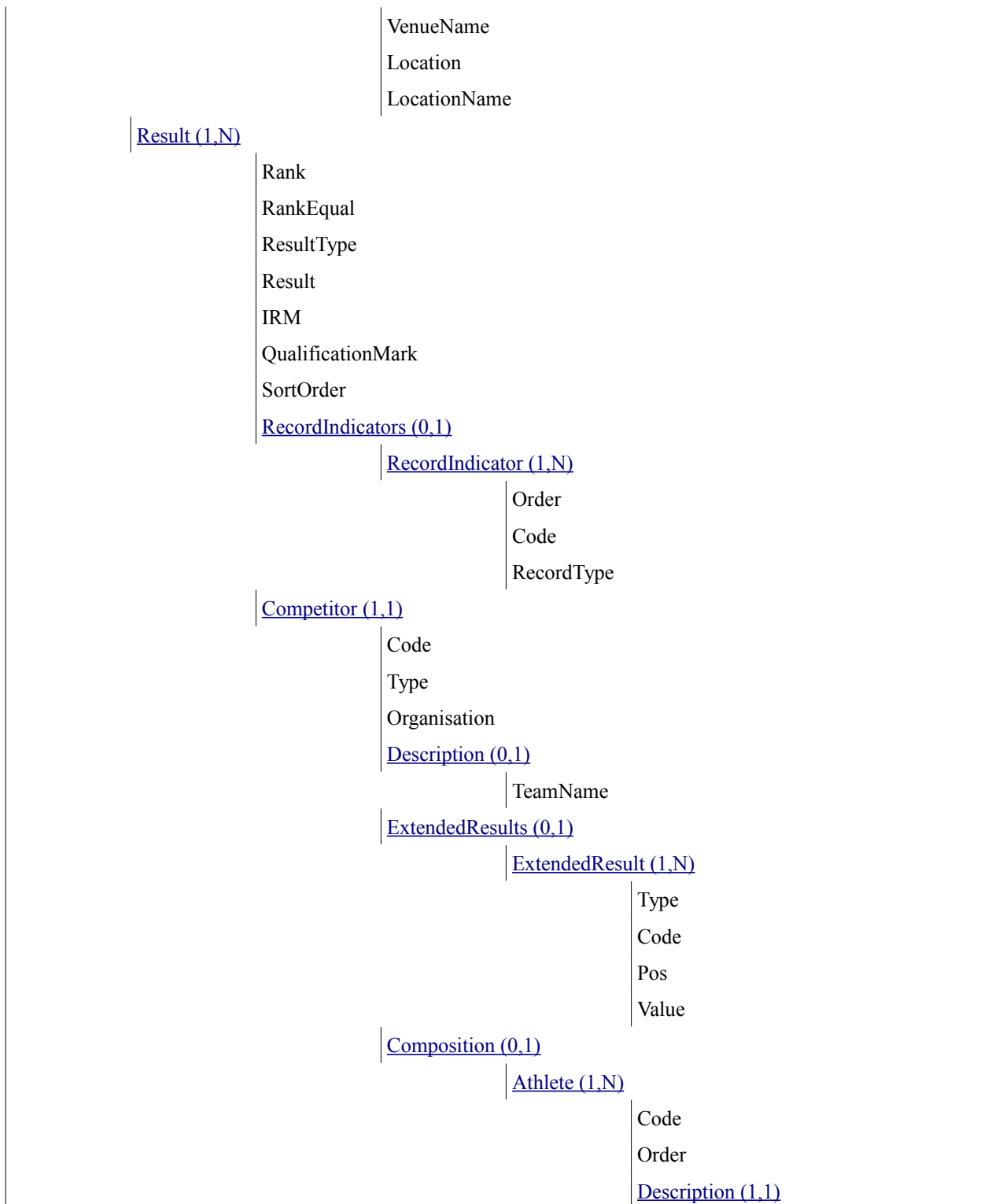
Send as follows:

- * 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
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			SubEventName				
			Gender				
		VenueDescription (0,1)					
			Venue				





	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId
	ExtendedResults (0,1)
	ExtendedResult (1,N)
	Type
	Code
	Pos
	Value

2.2.6.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	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	CC @DisciplineGender	Gender code for the event unit

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in Text.			
Attribute	M/O	Value	Description
Venue	M	CC @VenueCode	Venue Code
VenueName	M	S(25)	Venue short name (not code) from Common Codes



Location	M	CC @Location	Location code
LocationName	M	S(30)	Location short name (not code) from Common Codes

Element: 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	Rank of the competitor in the phase. For Heats and Repechage, the rank should be * Overall: by race rank, then by time * Overall: IRMs as per sport rule For Semifinals, the rank should be * Semifinal A and B: race rank, then by time * Semifinal C and D: race rank, then by time * Overall: IRMs as per sport rule. For Finals, the rank should be * Final A: race rank (including DNS and DNF) * Final B: race rank(including DNS and DNF) * Final n: race rank(including DNS and DNF) * Overall: IRMs (other the DNS and DNF) as per sport rule
RankEqual	O	Y	Send "Y" in case of the Rank has been equalled else do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute Result type, either time or IRM for the corresponding event unit.
Result	O	m:ss.ff	Total Time of the competitor in the phase.
IRM	O	SC @IRM	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	SC @QualificationMark	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	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. 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	CC @RecordCode	Code which describes the record broken by the result value (e.g. "CFM111000").
RecordType	M	CC @RecordType	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	CC @Organisation	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	
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Sort order based on time



ER		UNIT_ERANK	N/A	Element Expected: Always when needed
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat / semifinal number or letter
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	Attribute	M/O	Value	Description
	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".

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

Athletes extended information.

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

Element: Result /Competitor /Composition /Athlete /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
	Attribute	M/O	Value	Description
	Value	M	Numeric ##0	Sort order based on time
ER		UNIT_ERANK	N/A	Element Expected: Always when needed
	Attribute	M/O	Value	Description
	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
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat / semifinal number or letter
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	Attribute	M/O	Value	Description
	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 records from the start of the Games (events depending on header).

2.2.7.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	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	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m. For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.



		Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.
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
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					
			RecordType					
			Shared					
			RecordData (0,N)					
				Order				
				ResultType				
				Result				
				Unit				
				Country				



Place
Date
Time
Equalled
Unconfirmed
Competition
Historical
Current
ModificationIndicator
Competitor (0,1)
Code
Type
Organisation
Description (0,1)
TeamName
Composition (0,1)
Athlete (1,N)
Code
Order
Description (0,1)
GivenName
FamilyName
Gender
Organisation
BirthDate
IFId

2.2.7.5 Message Values

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



Code	M	CC @Competition	Unique ID for competition
------	---	---------------------------------	---------------------------

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

Element: Record (1,N)

Attribute	M/O	Value	Description
Code	M	CC @RecordCode	Record code. Send all record codes in the bulk message else this must match the DocumentSubcode, that is, only one per message.

Element: Record /Description (1,1)

Attribute	M/O	Value	Description
Name	M	S(40)	Record description (not code) from Common Codes

Element: Record /RecordType (1,N)

It is possible to have more than one element with the same type (as in the case of National Records).

Attribute	M/O	Value	Description
Order	M	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	CC @RecordType	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

Element: Record /RecordType /RecordData (0,N)

RecordData is not sent for NotEstablished Records

Attribute	M/O	Value	Description
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	SC @ResultType	Will be TIME
Result	M	m:ss.ff	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 DDGEEPUU. 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	CC @Organisation	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.

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
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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	CC @Competition	Unique ID for competition
DocumentCode	DDGEEE000	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	SC @ResultStatus	Result status, indicates whether the data is official or partial. OFFICIAL PARTIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2). The end of the logical day is defined by default at 03:00 a.m.



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

2.2.8.3 Trigger and Frequency

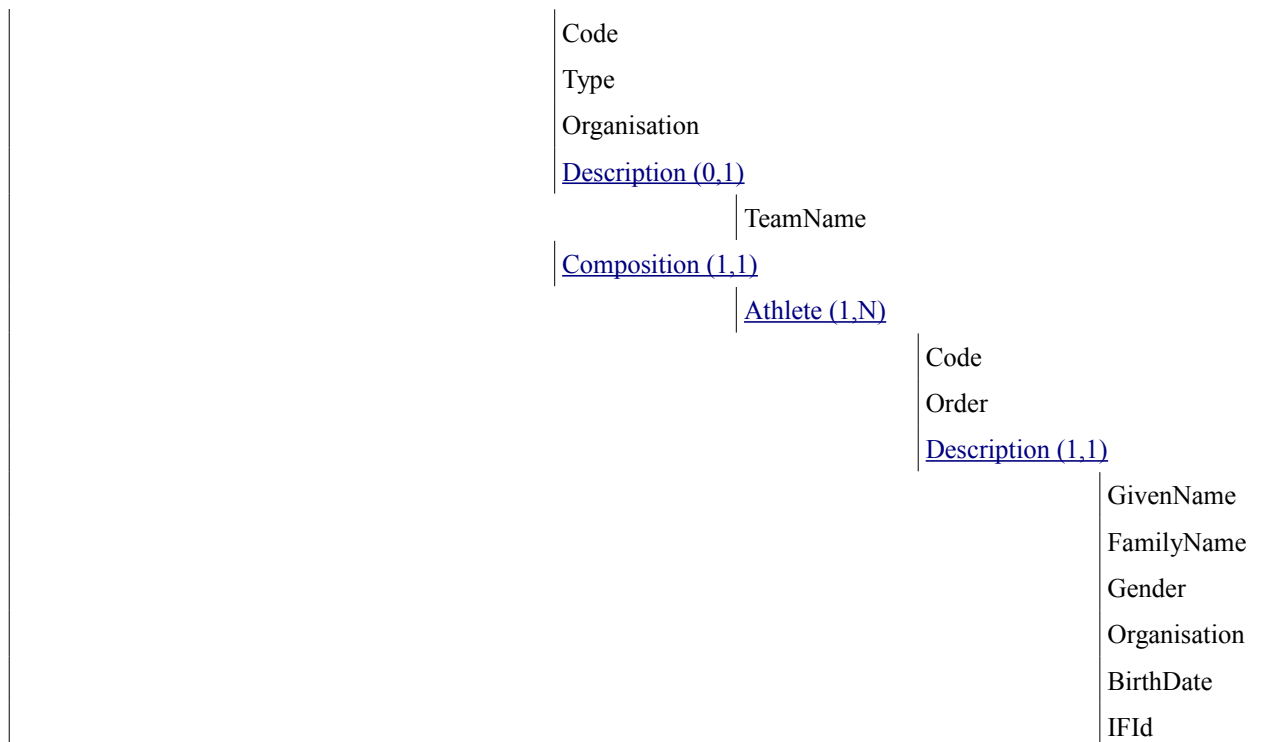
This message is only triggered after a unit which affects the final ranking is official and that particular ranking is not subject to change.

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
Competition (1,1)	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				
		IRM				
		SortOrder				
		Competitor (1,1)				



2.2.8.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

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	CC @Event	Event name (not code) from Common Codes. Must be included if it is a single event
Gender	M	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

Element: ExtendedInfos /VenueDescription (0,1)			
Venue Names in text			



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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event .It is optional because the competitor can be disqualified
RankEqual	O	Y	Send "Y" if rank is equalled, otherwise do not send.
ResultType	O	SC @ResultType	Type of the @Result attribute
IRM	O	SC @IRM	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. This attribute is a sequential number with the order of the competitors at the end of the event, if they were to be presented. If known rank: sort by rank, NOC. If no rank: sort DNF, DNS, EXL, DSQ.

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	CC @Organisation	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 /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 See table comments	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	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

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" />
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```



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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	CC @Competition	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	SC @Source	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 particular 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
Competition (1,1)	Code Configs (1,1)	Config (1,N)	Gender Event Phase Unit ExtendedConfig (1,N)	Type Code Pos Value ExtendedConfigItem (0,N)	Code Pos Value



2.2.9.5 Message Values

Element: Competition (1,1)			
Attribute	M/O	Value	Description
Code	M	CC @Competition	Unique ID for competition

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	M	CC @Phase	Phase code of the RSC. Include if information is by Phase or by Event Unit. Otherwise, do not include.
Unit	M	CC @Unit	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	
	Attribute	M/O	Value	Description
	Value	M	Numeric #####0	Send the total distance for the race in m.
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	
	Attribute	M/O	Value	Description
	Value	O	Numeric #####0	Send distance in meters at this intermediate point.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				



Expected: When available, at Unit level				
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		O	String	Progression rule text (long version).
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem				
Expected: When applicable, at Unit level				
Attribute		Value	Description	
Code		SHORT_VER		
Pos		N/A		
Value		String	Progression rule text (short version).	



EC	RACE_CODE	N/A	Element Expected: When available, 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	O	N(5) #####0	Send distance in m.
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem 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".	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem 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.	
EC		TIMETRIAL	N/A	Element Expected: When applicable, at Unit level
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the race is held as time trial else do not send.

Sample (Sample)



```
....
<Configs>
  <Config Gender="M" Event="021" 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>
....
```

2.2.9.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.00	30 May 2014	First version
v1.01	11 July 2014	SFA version with IDM comments
v1.02	8 August 2014	Minor changes and DT_CONFIG message added
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	01 October 2015	Minor changes
v1.09	05 November 2015	Minor changes
v1.10	05 February 2016	Minor Changes

File Reference: ODF/INT169- R-SOG-2016-v1.10 APP (RO)

Change Log		
Version	Status	Changes on version
v1.00	SFR	First version
v1.01	SFA	<ul style="list-style-type: none"> - Gender definition in ExtendedConfigs/SportDescription updated in all messages definition - (DT_RESULT) ExtendedConfig/ LINEPOS definition updated to add the use of @Pos - (DT_RESULT) ExtendedConfig/ RACE_CODE definition updated to do it clearer. - (DT_RESULT) ExtendedConfig/ UNIT_NUM definition updated - (DT_RESULT) ExtendedConfig/ LANE_0 removed. Replaced by LANE_MAX & LANE_MIN - (DT_RESULT) ExtendedConfig/ INTERMEDIATE @Pos definition updated - (DT_RESULT) ExtendedConfig/ LEADER & LAST_COMP definitions updated to clarify how attributes are expected. - (DT_RESULT) CURRENT attribute added to ExtendedResult. - (DT_RESULT) IS_LAST @Value definition updated



		- (DT_RESULT) PHOTO @Value definition updated - (DT_CONFIG) Message has been removed.
v1.02	SFA	- (DT_RESULT) FALSE_START_NUM replaced by FALSE_START - (DT_RESULT) ExtendedConfig UNIT_NUM attribute removed - (DT_PHASE) Attribute UNIT_ERANK added to ExtendedResult. - (DT_CONFIG) message added. Some attributes defined in DT_RESULT ExtendedConfig have been moved to DT_CONFIG.
v1.03	SFA	- (DT_CONFIG) Sample updated. Error detected on sample - (DT_RESULT) Status definition updated. Clarified use of UNCONFIRMED Status. - (DT_PHASE) Status definition updated. UNCONFIRMED removed and INTERMEDIATE added. - (DT_RESULT) SortOrder definition clarified.
v1.04	SFA	- (DT_RESULT) LAST_COMP definition updated, to improve functionality.
v1.05	SFA	- (DT_PHASE) UNIT_ERANK format definition updated. - (DT_RESULT) RecordIndicator definition updated. - (DT_GPS) ExtendedInfo item definition added to manage availability of GPS system.
v1.06	APP	- (DT_RESULT) LEADER attribute definition updated to clarify how should to be used in case of Photo-finish for Leader of race.
v1.07	APP	- CR4550: Remove message DT_HISTORIC_RECORD and update DT_RECORD with new structure as approved. - Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages - Description element for Athletes/Teams fixed to follow general definition
v1.08	APP	- (DT_RESULT) updated to unify Diff definition in all elements. Sample updated according definition.
v1.09	APP	- (DT_RESULT) clarify use of "PHOTO"
v1.10	APP	- (DT_PARTIC and DT_PARTIC_TEAM) new entry BOAT added.