



INTERNATIONAL OLYMPIC COMMITTEE

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Olympic Data Feed



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

1.2 Objective

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

- 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_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	X
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	



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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.

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	Test message or production message.



	"T"-Test	
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				



<u>Participant (1,N)</u>	
Code	
Parent	
Status	
GivenName	
FamilyName	
PrintName	
PrintInitialName	
TVName	
TVInitialName	
Gender	
Organisation	
BirthDate	
Height	
Weight	
PlaceofBirth	
CountryofBirth	
PlaceofResidence	
CountryofResidence	
Nationality	
MainFunctionId	
Current	
OlympicSolidarity	
ModificationIndicator	
<u>Discipline (1,1)</u>	
	Code
	IFId
	<u>RegisteredEvent (0,N)</u>
	Gender
	Event
	<u>EventEntry (0,N)</u>
	Code



	Type Pos Value
OfficialFunction (0,N)	
FunctionId	

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



			<p>latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
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. It will be included if available
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
Code	M	SA for Sailing	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	International Federation ID. Included if available.

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
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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 (only for Team events).				
Type	Code	Pos	Description	
ENTRY	POSITION	N/A	Pos Description: Not Used Element Expected: Always (in case of Team events), as soon as it is known (this information can be sent in both messages)	
	Attribute	M/O	Value	Description
	Value	M	CC @Position	Position code of the competitor (for events with more than one crew).

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.

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	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	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
Competition (1,1)	Code Team (1,N)	Code Organisation Number Name Gender Current ModificationIndicator Composition (0,1)	Athlete (1,N)	Code Order



Discipline (0,1)	Code	
	RegisteredEvent (0,1)	Event
		Gender

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 zeroes	Team's ID (example ATM001ESP01, 393553) 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. It will apply to some of the disciplines. If there is not any special rule for that discipline, send the Description of the code CC@Organisation. 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



			<p>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 /Composition /Athlete (1,N)
In the case of current teams the number of athletes is 2.

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

Element: Team /Discipline (0,1)
Each team is assigned just to one discipline.

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

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.

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	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	N/A	N/A. Not Used
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 LIVE (used during the competition when nothing else applies). UNCONFIRMED (used after the competition is completed and before 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	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



		<p>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

- As soon as the start list is available and any changes [inc. IRMs] (START_LIST)
- When the race starts and all changes/additions in data (LIVE). Note that, the message will stay LIVE until results available. Unlikely in Olympics but could happen in Paralympics.
- After the unit is over, UNCONFIRMED / OFFICIAL as appropriate and all changed in the results

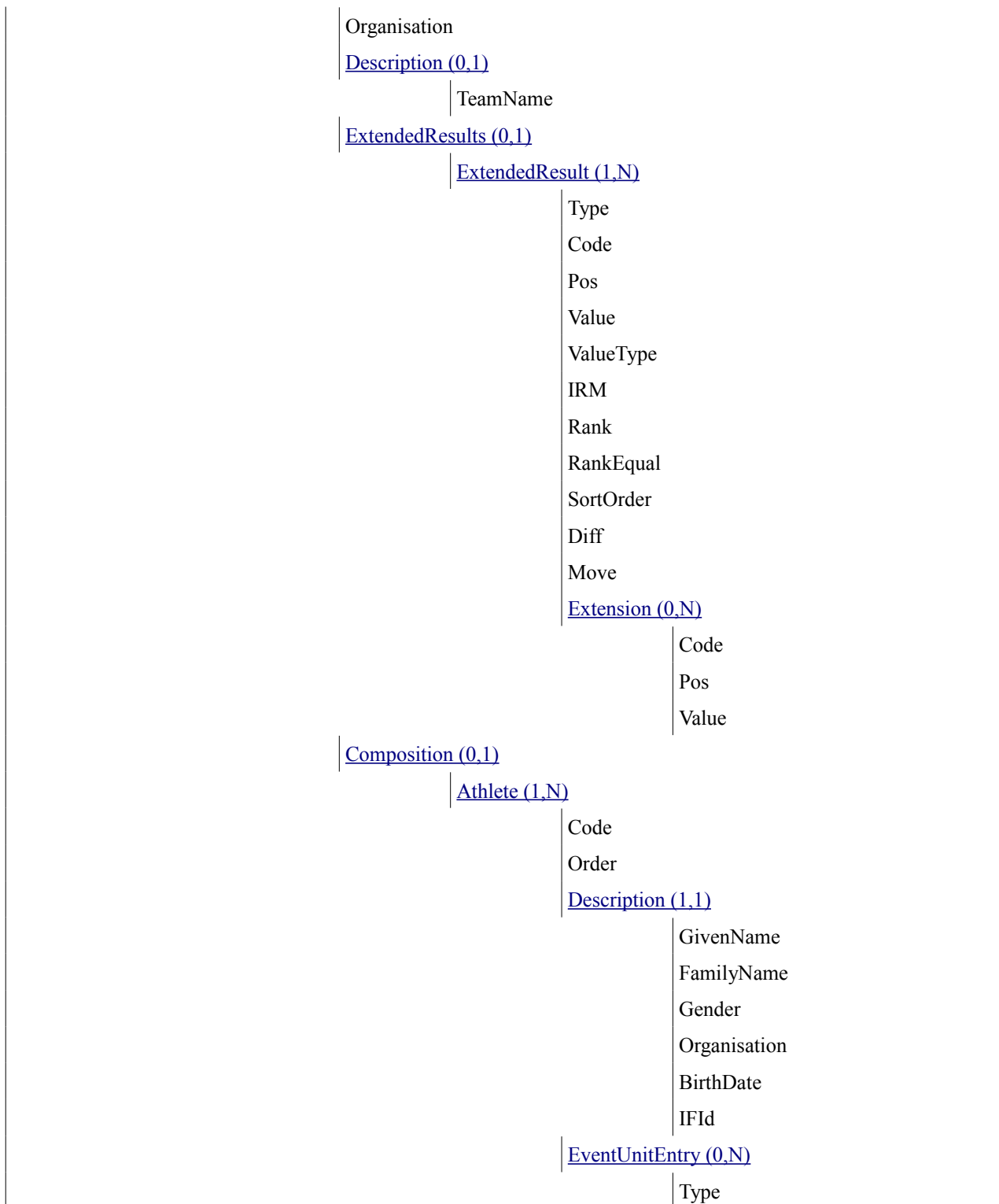
2.2.3.4 Message Structure

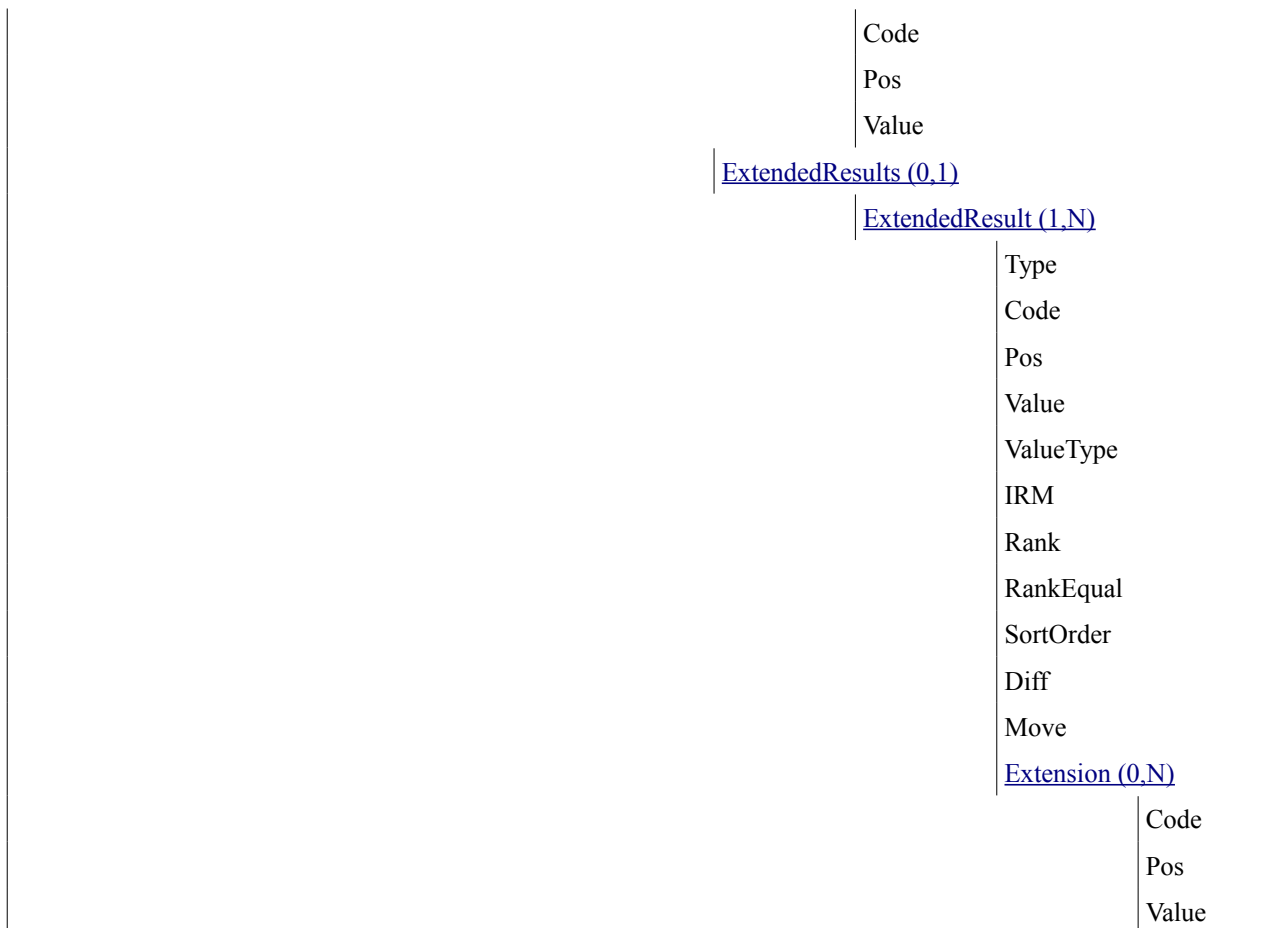
The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							



<u>ExtendedInfos (0,1)</u>	
<u>UnitDateTime (0,1)</u>	StartDate
<u>ExtendedInfo (0,N)</u>	Type
	Code
	Pos
	Value
<u>Extension (0,N)</u>	
	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
	SortOrder
	StartSortOrder
	ResultType
<u>Competitor (1,1)</u>	Code
	Type





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)			
Actual start date and time (not to be sent with Result status "START_LIST").			
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	Pos Description: Sent MARK @Pos in ExtendedInfos for the last mark passed by the most recent boat to pass any mark. Element Expected: Send the last boat to pass any mark with every LIVE update
	Attribute	M/O	Value	Description
	Value	O	S(20) with no leading zeroes	Send the competitor ID of the last competitor to pass any mark.
UI		COURSE_DESC	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	S(n)	Send the description of the course to be sailed. For example: Windward/Leeward 3 Laps (W3)
UI		COURSE_SAILED	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	SC @Course	Send the code for course to be sailed
UI		LEG_CURRENT	N/A	Pos Description: Do not send anything Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 Or '1'	Send the current Leg. During start sequence we should have '0'. Racing or Racing IR we should have '1',



				'2', ... N All other race status we should have '!.
UI		LEGS_NUM	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the number of legs
UI		MARK	Numeric 0	Pos Description: Send the mark order: 0, 1..n (0 for start mark) Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 Or S(n)	Send the different marks of the course for the event unit. Send 'S' for Start, 'F' for Finish and the corresponding mark number or string for the rest. For example: @Pos 0, @Value 'S' for Start mark. @Pos 1, @Value 1 for next 1 mark. @Pos 2, @Value 2 for next 2 mark. @Pos 3, @Value 1 for next 1 mark. @Pos 4, @Value 2p-2s for next 2p-2s mark. @Pos 5, @Value 1 for next 1 mark. @Pos 6, @Value 'F' for Finish mark.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If it applies (not for start mark)				
	Attribute	Value	Description	
	Code	MARK_ROUNDED		



Pos	N/A	Do not send anything
Value	S(1)	Send Y in case of first boat has rounded this mark
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available (not for start mark)		
Attribute	Value	Description
Code	TIME	
Pos	N/A	Do not send anything
Value	h:mm:ss	Send the elapsed time of the leader for each mark of the course and finish. Remove leading zeroes.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available		
Attribute	Value	Description
Code	WIND_DIRECTION	
Pos	N/A	Do not send anything
Value	Numeric #0	Wind direction in degrees for each mark of the course at the moment the leader rounded the mark (including start and finish).
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If available		
Attribute	Value	Description
Code	WIND_SPEED	
Pos	N/A	Do not send anything
Value	Numeric #0	Wind speed in knots for each mark of the course at the moment the leader rounded the mark (including start and finish).



UI		MARKS_NUM	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the total number of marks planned, without including the Start and the Finish marks.
UI		OCS_NUM	N/A	Pos Description: Do not send anything Element Expected: If applies
	Attribute	M/O	Value	Description
	Value	O	Numeric #0 Or 'TBA' Or '.'	Send the number of OCS (On the Course Side) boats. TBA means 'To Be Announced'. This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).
UI		UNIT_NUM	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	Text	Race number for non-medal races (1, 2,...), or 'M' for the medal race, for one specific event unit.
UI		UNIT_STATUS	N/A	Pos Description: Do not send anything Element Expected: If available and whenever changes
	Attribute	M/O	Value	Description
	Value	O	SC @Status	Send the race status

Sample (All events)



```

<ExtendedInfos>
  <UnitDateTime StartDate="2016-08-10T12:52:00+01:00" />
  <ExtendedInfo Type="UI" Code="UNIT_NUM" Value="4" />
  <ExtendedInfo Type="UI" Code="MARK" Pos="0" Value="S" >
    <Extension Code="WIND_SPEED" Value="12" />
    <Extension Code="WIND_DIRECTION" Value="185" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="MARK" Pos="1" Value="1" >
    <Extension Code="WIND_SPEED" Value="12" />
    <Extension Code="WIND_DIRECTION" Value="195" />
    <Extension Code="TIME" Value="12:15" />
    <Extension Code="MARK_ROUNDED" Value="Y" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="MARK" Pos="2" Value="4" >
    <Extension Code="WIND_SPEED" Value="14" />
    <Extension Code="WIND_DIRECTION" Value="180" />
    <Extension Code="TIME" Value="20:35" />
    <Extension Code="MARK_ROUNDED" Value="Y" />
  </ExtendedInfo>
  ....
  <ExtendedInfo Type="UI" Code="COURSE_SAILED" Value="I2" />
  <ExtendedInfo Type="UI" Code="COURSE_DESC" Value="Inner Trapezoid (I2)" />
  <ExtendedInfo Type="UI" Code="UNIT_STATUS" Value="FSHD" />
  <ExtendedInfo Type="UI" Code="OCS_NUM" Value="0" />
  <ExtendedInfo Type="UI" Code="LEG_CURRENT" Value="-" />
  <ExtendedInfo Type="UI" Code="MARKS_NUM" Value="5" />
  <ExtendedInfo Type="UI" Code="LEGS_NUM" Value="6" />
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="2135516" />
  ....
</ExtendedInfos>

```

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Value is Sailing
EventName	M	S(40)	Text short description, not code
Gender	M	CC @DisciplineGender	Gender code for the event unit
SubEventName	M	S(40)	Text short description or the Event Unit, not code

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	Numeric #0	Rank (place) of the competitor in the corresponding event unit (race). This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
Result	O	Numeric #0.#	Race points of the competitor in the event unit.
IRM	O	SC @IRM	Invalid result mark for the particular event unit. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric #0	Sequential number with the order of the results for the particular event unit, if they were to be presented. According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark. If not all boats have rounded the last mark, estimate their probable position. Same as @StartSortOrder before the start.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).
ResultType	O	SC @ResultType	Result type, either POINTS or IRM or IRM_POINTS for the corresponding event unit.

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	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units Otherwise, Athlete's ID (for Competitor @Type=A).
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 (only for Team events).

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

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

(Only for Team events)

Type	Code	Pos	Description
ER	EST_OVERALL	N/A	Pos Description: Do not send anything Element Expected: If available when LIVE after this competitor has passed the first mark
	Attribute	M/O	Value
	Value	O	Numeric #0
	ValueType	O	SC @ResultType
	IRM	O	SC @IRM
	Rank	O	Numeric #0
			Description
			The type of data @Value. Send SC @ResultType
			Invalid result mark (if applies). Send IRM code just in the case of @ValueType is IRM or IRM_POINTS.
			Send the estimated overall rank (finish place) of the boat at the race, based on the position at the last mark or their



				probable position.
	RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send.
	SortOrder	O	Numeric #0	Send the estimated overall order of the boat.
Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension				
Expected: If available when LIVE after the first mark				
	Attribute	Value	Description	
	Code	TOTAL_PTS		
	Pos	N/A	Do not send anything	
	Value	Numeric ##0.0	Send the estimated overall total points based on boats finishing in their estimated finish place.	
ER		LAST_MARK	N/A	Pos Description: Do not send anything Element Expected: Send if available
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (so from 1 to n).
PROGRESS		MARK	Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available
	Attribute	M/O	Value	Description
	Value	O	h:mm:ss	Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeroes.
	ValueType	O	'TIME'	Send the type of data @Value (TIME).



Rank	O	Numeric #0	Send the rank (place) of the boat at the corresponding mark.
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send
SortOrder	M	Numeric #0	Send the order of the boat at the corresponding mark. For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark.
Diff	O	mm:ss	Send the time behind the leader at the corresponding mark.
Move	O	Numeric #0	Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving to ranks.

Sample (All Events)



```

....
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
  <Competitor Code="SAM005ARG01" Type="T" Organisation="ARG" >
    <Description TeamName="Argentina" />
    <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Code="MARK" Pos="1" Value="10:08"
Value Type="TIME" Rank="5" SortOrder="5" Diff="0:36" />
      <ExtendedResult Type="PROGRESS" Code="MARK" Pos="2" Value="16:27"
Value Type="TIME" Rank="4" SortOrder="4" Diff="0:19" Move="1" />
      ...
      <ExtendedResult Type="PROGRESS" Code="MARK" Pos="6" Value="31:03"
Value Type="TIME" Rank="3" SortOrder="3" Diff="0:16" Move="0" />
      <ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
      <ExtendedResult Type="ER" Code="EST_OVERALL" Value="5" Value Type="POINTS"
Rank="3" SortOrder="3" >
        <Extension Code="TOTAL_PTS" Value="15" />
      </ExtendedResult>
    </ExtendedResults>
    <Composition>
      <Athlete Code="1107609" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ARG" BirthDate="1992-12-15" IFId="ARGSJ1639" />
        <EventUnitEntry Type="EUE" Code="POSITION" Value="H" />
      </Athlete>
      <Athlete Code="1107612" Order="2" >
        ...
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....

```

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	(if Competitor @Type='T'): Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew) (if Competitor @Type='A'):1

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 (only used in Team events).			
Type	Code	Pos	Description
EUE	POSITION	N/A	Pos Description: Do not send anything Element Expected: Always (in case of Team events)
	Attribute	M/O	Value
	Value	O	CC @Position Position code of the competitor.

Sample (All Events)

```
<Competitor Code="SAW005SUI01" Type="T" Organisation="SUI">
  <Description TeamName="Switzerland" >
  <Composition>
    <Athlete Code="1136190" Bib="7" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W"
Organisation="SUI" BirthDate="1994-12-15" IFId="SUISJ1629" />
      <EventUnitEntry Type="EUE" Code="POSITION" Value="H" />
    </Athlete>
  </Composition>
</Competitor>
....
```

Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N)			
Individual athlete's extended result (only used in Individual events).			
Type	Code	Pos	Description
ER	EST_OVERALL	N/A	Pos Description: Do not send anything Element Expected: If available when LIVE after this



				competitor has passed the first mark
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Send the calculated overall net points based on boats finishing in their estimated finish place.	
ValueType	O	SC @ResultType	The type of data @Value. Send SC @ResultType	
IRM	O	SC @IRM	Invalid result mark (if applies). Send IRM code just in the case of @ValueType is IRM or IRM_POINTS.	
Rank	O	Numeric #0	Send the estimated overall rank (finish place) of the boat at the race, based on the position at the last mark or their probable position.	
RankEqual	O	S(1)	Send Y wif rank is equalled, otherwise do not send.	
SortOrder	O	Numeric #0	Send the estimated overall order of the boat.	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension Expected: If available when LIVE after the first mark				
Attribute	Value	Description		
Code	TOTAL_PTS			
Pos	N/A	Do not send anything		
Value	Numeric ##0.0	Send the estimated overall total points based on boats finishing in their estimated finish place.		
ER	LAST_MARK	N/A	Pos Description: Do not send anything Element Expected: Send if available	
Attribute	M/O	Value	Description	
Value	O	Numeric #0	Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark.	



PROGRESS	MARK	Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n). Element Expected: Send if available
Attribute	M/O	Value	Description
Value	O	h:mm:ss	Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeros.
ValueType	O	'TIME'	Send the type of data @Value (TIME).
Rank	O	Numeric #0	Send the rank (place) of the boat at the corresponding mark.
RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send.
SortOrder	M	Numeric #0	Send the order of the boat at the corresponding mark. For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark.
Diff	O	mm:ss	Send the time behind the leader at the corresponding mark.
Move	O	Numeric #0	Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving to ranks.

Sample (All events)



```
....
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
  <Competitor Code="1124975" Type="A" Organisation="ARG" >
    <Composition>
      <Athlete Code="1124975" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ARG" BirthDate="1992-12-15" IFId="ARGSJ1639" />
        <ExtendedResults>
          <ExtendedResult Type="PROGRESS" Code="MARK" Pos="1"
Value="10:08" ValueType="TIME" Rank="5" SortOrder="5" Diff="0:36" />
          <ExtendedResult Type="PROGRESS" Code="MARK" Pos="2"
Value="16:27" ValueType="TIME" Rank="4" SortOrder="4" Diff="0:19" Move="1" />
          ...
          <ExtendedResult Type="PROGRESS" Code="MARK" Pos="6"
Value="31:03" ValueType="TIME" Rank="3" SortOrder="3" Diff="0:16" Move="-1" />
          <ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
          <ExtendedResult Type="ER" Code="EST_OVERALL" Value="5"
ValueType="IRM_POINTS" IRM="DSQ" Rank="4" RankEqual="Y" SortOrder="4" >
            <Extension Code="TOTAL_PTS" Value="15" />
          </ExtendedResult>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Current Information

2.2.4.1 Description

The Current message is a message containing the current information in a competition which is live.

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	DD0000Ydd	Sent at daily level: DD according to CC @Discipline dd is the Day (e.g.: 'SA0000Y05' refers to the day 5th of the month)
DocumentSubcode	N/A	N/A. Not Used
DocumentType	DT_CURRENT	Current 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

- Before the start of day competition
- Every time new race information is received

2.2.4.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5
Competition (1,1)	Code ExtendedInfos (0,1)	ExtendedInfo (1,N)	Type Code Pos Value Extension (0,N)	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		DATE	N/A	Pos Description: Do not send anything Element Expected: Always
	Attribute	M/O	Value	Description
	Value	O	DateTime	Current date and time
EI		EVENT	Numeric #0	Pos Description: Send the display order for the events 1, 2... i.e.: by Course Area, then by Event (Traditional sport order of events). Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	S(6)	Send the Event Code, for example: 'SAM005'.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable				
	Attribute	Value	Description	
	Code	COURSE_AREA		
	Pos	N/A	Do not send anything	
	Value	Text	Send the current course area for the event.	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable				
	Attribute	Value	Description	
	Code	COURSE_SAILED		
	Pos	N/A	Do not send anything	
	Value	SC @Course	Send the code for course to be sailed.	
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable				
	Attribute	Value	Description	



Code	EST_NEXT_START	
Pos	N/A	Do not send anything
Value	hh:mm Or '_'	Send the estimated start time for the subsequent race if on the same day, otherwise send "-".
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable		
Attribute	Value	Description
Code	LEG_CURRENT	
Pos	N/A	Do not send anything
Value	Text	Current leg information in the form leg/total legs, e.g.: 2/6. 0/n indicates start sequence else send "-", if not in start sequence or running.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
Attribute	Value	Description
Code	OCS_NUM	
Pos	N/A	Do not send anything
Value	Numeric #0 Or 'TBA' Or '_'	Send the number of OCS boats. TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable		
Attribute	Value	Description
Code	START_TIME	
Pos	N/A	Do not send anything



Value	hh:mm	Send start time for the race @UNIT_NUM if the race is in progress else do not send
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: Always		
Attribute	Value	Description
Code	STATUS	
Pos	N/A	Do not send anything
Value	SC @Status	Send Status for the Event.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable		
Attribute	Value	Description
Code	UNIT	
Pos	N/A	Do not send anything
Value	S(9)	Send the Event Unit Code for the race @UNIT_NUM, for example: "SAM005903".
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: If applicable		
Attribute	Value	Description
Code	UNIT_NUM	
Pos	N/A	Do not send anything
Value	Text	Race number for non-medal races (1, 2...), or "M" for the medal race, for one specific event unit.

Sample (All Events)



```
<Competition Code="OG2016">
  <ExtendedInfos>
    <ExtendedInfo Type="EI" Code="DATE" Value="2016-08-10T13:36:00+01:00" />
    <ExtendedInfo Type="EI" Code="EVENT" Pos="1" Value="SAM005" >
      <Extension Code="COURSE_AREA" Value="1" />
      <Extension Code="COURSE_SAILED" Value="WL" />
      <Extension Code="UNIT_NUM" Value="3" />
      <Extension Code="UNIT" Value="SAM005903" />
      <Extension Code="START_TIME" Value="12:15" />
      <Extension Code="STATUS" Value="RAC" />
      <Extension Code="LEG_CURRENT" Value="1/6" />
      <Extension Code="OCS_NUM" Value="1" />
      <Extension Code="EST_NEXT_START" Value="14:05" />
    </ExtendedInfo>
    <ExtendedInfo Type="EI" Code="EVENT" Pos="2" Value="SAW005" >
    ...
    </ExtendedInfo>
  ...
  </ExtendedInfos>
</Competition>
```

2.2.4.6 Message Sort

Sort by @Pos (Course Area followed by Event) in EVENT



2.2.5 Cumulative Results

2.2.5.1 Description

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

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	DDGEEE000	Sent at event level: DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event
DocumentType	DT_CUMULATIVE_RES ULT	Cumulative Results message
DocumentSubtype	DDGEEPUU	The DocumentSubtype is the RSC code of the last unit (race) which updated the cumulative results. Note this is the most recently completed race, even if results were changed in earlier races as a result of a jury decision. I.e.: - DDGEEPUU would be cumulative results up to latest finished unit. It is for all event units (regardless of the last completed race -opening series or medal race-).
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates the status of the results INTERMEDIATE UNOFFICIAL 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



		<p>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>

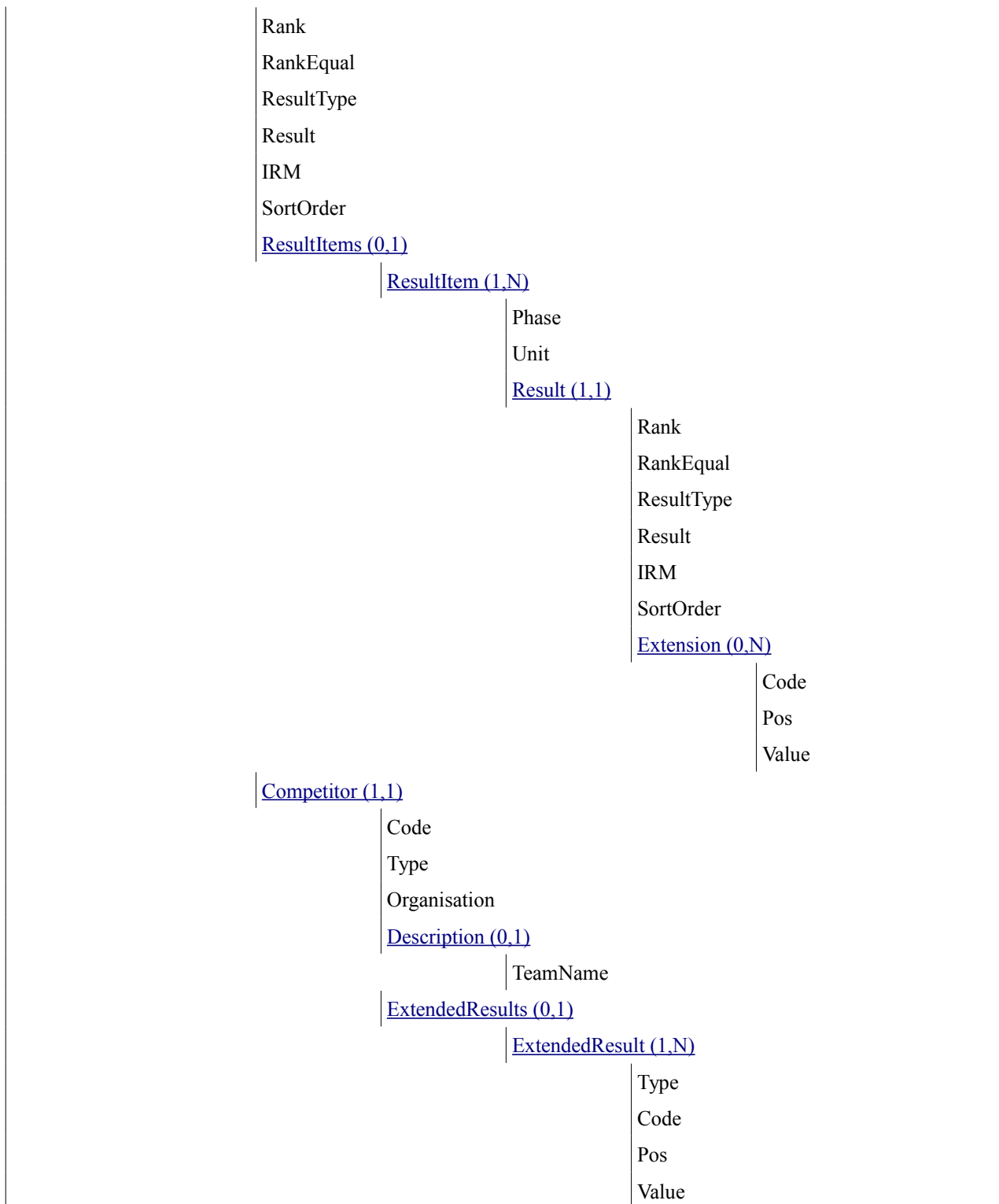
2.2.5.3 Trigger and Frequency

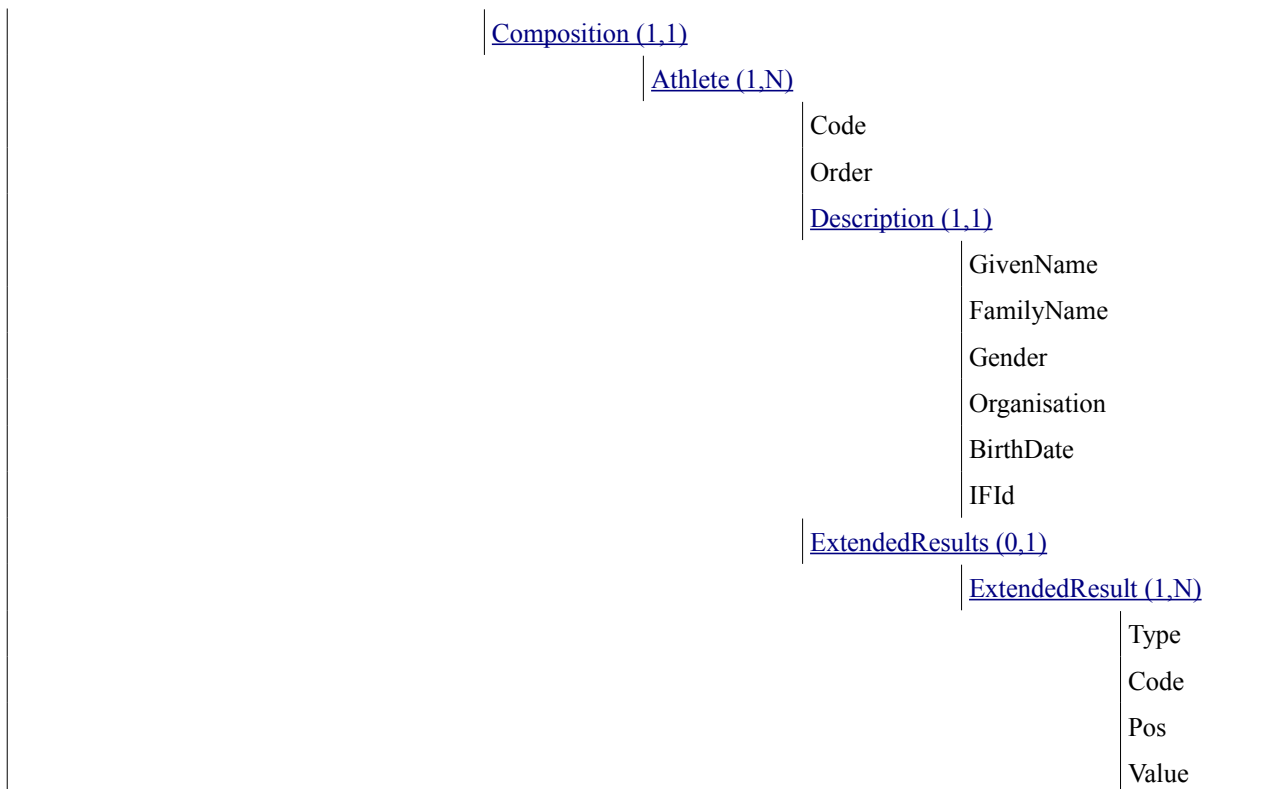
- After every race is over (INTERMEDIATE)
- Update after last race -up to the end of the event- (UNOFFICIAL / OFFICIAL)

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						
		SportDescription (0,1)					
			DisciplineName				
			EventName				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						





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: ExtendedInfos /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Value is Sailing
EventName	M	S(40)	Event 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

Element: Result (1,N)			
For any cumulative results message, there should be at least one competitor being awarded a cumulative result after one event unit or phase.			
Attribute	M/O	Value	Description
Rank	O	Numeric #0	Send the boat estimated overall place based on net points for all phases of the event. This attribute is optional because the competitor could get an invalid result mark (in this case, it will be blank).
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
ResultType	O	SC @ResultType	Result type, either IRM or POINTS or IRM_POINTS
Result	O	Numeric ##0.#	Send the calculated overall net points based on boats finishing in their estimated finish place for all phases of the event.
IRM	O	SC @IRM	Invalid result mark. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric ##0	According to the sport rules.

Element: Result /ResultItems /ResultItem (1,N)			
Identifier of either phase or unit, for the schedule item to which it is going to be included the result summary. ResultItem /Result will be for either one particular previous phase -identified by @Phase- or unit (if @Unit is also informed or just phase otherwise.			
Attribute	M/O	Value	Description
Phase	M	CC @Phase	Phase code of the latest RSC schedule item (either phase or unit) to which the cumulative result is updated to. Possible values are: (9) Qualification (1) Final
Unit	M	CC @Unit	Unit code of the latest RSC schedule item to which the cumulative results is updated to.



Element: Result /ResultItems /ResultItem /Result (1,1)
For any Event Unit Results message, there should be at least one competitor being awarded a result for the event unit.

Attribute	M/O	Value	Description
Rank	O	Text	Rank (place) of the competitor in the result for the event unit or phase identified by /ResultItems /ResultItem.
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
ResultType	O	SC @ResultType	Type of the @Result attribute for the event unit or phase identified by /ResultItems /ResultItem, either IRM or POINTS or IRM_POINTS
Result	O	Numeric #0.#	The result (race points) of the competitor for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is POINTS or IRM_POINTS
IRM	O	SC @IRM	The invalid result mark, in case it is assigned for the event unit or phase identified by /ResultItems /ResultItem Send just in the case @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	Used to sort all results in an event unit or phase identified by /ResultItems /ResultItem

Sample (Individual Events)



```

<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
  <ResultItems>
    <ResultItem Phase="9" Unit="01">
      <Result Rank="1" ResultType="POINTS" Result="1" SortOrder="1" >
        </Result>
      </ResultItem>
    <ResultItem Phase="9" Unit="02">
      <Result Rank="10" ResultType="POINTS" Result="10" SortOrder="10" >
        </Result>
      </ResultItem>
    <ResultItem Phase="9" Unit="03">
      <Result Rank="7" ResultType="POINTS" Result="7" SortOrder="7" >
        </Result>
      </ResultItem>
    <ResultItem Phase="9" Unit="04">
      <Result Rank="13" ResultType="POINTS" Result="13" SortOrder="13" >
        </Result>
      </ResultItem>
    <ResultItem Phase="9" Unit="05">
      <Result Rank="5" ResultType="POINTS" Result="5" SortOrder="5" >
        </Result>
      </ResultItem>
    <ResultItem Phase="9" Unit="06">
      <Result Rank="20" ResultType="POINTS" Result="20" IRM="DNF" SortOrder="20" >
        <Extension Code="DISCARDED" Value="Y" />
        </Result>
      </ResultItem>
  </ResultItems>
  <Competitor Code="1083279" Type="A" Organisation="SUI" >
    <Composition>
      <Athlete Code="1083279" Order="1">
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="SUI" BirthDate="1992-12-15" IFId="SUISJ1629" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="56" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```

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

Extensions of ResultItem if required.

Type	Code	Pos	Description
------	------	-----	-------------



NOT USED		DISCARDED	N/A	Pos Description: Do not send anything Element Expected: Send if the score is to be discarded
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y in case the scores is to be discarded
NOT USED		MEDAL_RACE	N/A	Pos Description: Do not send anything Element Expected: Send if medal race
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y if it is a medal race, otherwise do not send

Element: Result /Competitor (1,1)

Competitor related to one cumulative result.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units Otherwise, Athlete's ID (for Competitor @Type=A).
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
(only for Team events)**

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 (only used in Team events).

Type	Code	Pos	Description
------	------	-----	-------------



ER	TOTAL_PTS	N/A	Pos Description: Do not send anything Element Expected: Send if available
Attribute	M/O	Value	Description
Value	O	Numeric ##0.0	Send the overall total points for all phases of the event or for a set of Opening series races

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	(if Competitor @Type="T"): Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew) (if Competitor @Type="A"):1

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 athlete's extended result (only used in Individual events).			
Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Pos Description: Do not send anything Element Expected:



				Send if available
Attribute	M/O	Value	Description	
Value	O	Numeric ##0.0	Send the overall total points for all phases of the event or for a set of Opening series races	

2.2.5.6 Message Sort

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



2.2.6 Event Final Ranking

2.2.6.1 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.

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	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.

2.2.6.3 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.

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				
			Gender				
		VenueDescription (0,1)					
			Venue				
			VenueName				
	Result (1,N)						
		Rank					
		RankEqual					
		ResultType					
		Result					
		IRM					
		SortOrder					
		Competitor (1,1)					
			Code				
			Type				
			Organisation				



2.2.6.5 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)	Value is Sailing
EventName	M	S(40)	Event 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

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	Numeric	Final rank (place) of the competitor in the corresponding event
RankEqual	O	S(1)	Send Y in case of the Rank has been equalled
ResultType	O	SC @ResultType	It can be POINTS, IRM or IRM_POINTS
Result	O	Numeric ##0.0	Net points obtained
IRM	O	SC @IRM	Invalid result mark, in case it is assigned
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Sample (Team Events)



```
<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
  <Competitor Code="SAM005ARG01" Type="T" Organisation="ARG" >
    <Description TeamName="Argentina" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="15" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="1107609" Order="1" >
        <Description GivenName="John" FamilyName="Smith" Gender="M"
Organisation="ARG" BirthDate="1992-12-15" IFId="ARGSJ1637" />
      </Athlete>
      <Athlete Code="1107612" Order="2" >
        ...
      </Athlete>
    </Composition>
  </Competitor>
</Result>
```

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	Competitor's ID For Competitor @Type=T, it will be: Team's ID for Team event units Otherwise, Athlete's ID (for Competitor @Type=A).
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitors's organisation if known

Element: Result /Competitor /Description (0,1)
(Only for Team events)

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 (only for Team events).

Type	Code	Pos	Description
	TOTAL_PTS	N/A	Pos Description:



ER				Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value	Description
	Value	O	Numeric ##0.0	Send the team total points.

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 an individual athlete.
Order	M	Numeric	(if Competitor @Type="T"): Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew) (if Competitor @Type="A"):1

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 @DisciplineGender	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 athlete's extended result (only for Individual events).			
Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	Attribute	M/O	Value
			Description



	Value	O	Numeric ##0.0	Send the athlete total points.
--	-------	---	------------------	--------------------------------

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Official Communication

2.2.7.1 Description

The Official Communication message contains a release of an Official Communication, which contains jury decisions, competition management decisions, etc.

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 should be defined according to CC @Discipline
DocumentSubcode	NOTICE SPORT_NOTICE PROTEST PROTEST42 LIMIT	NOTICE: Official Communication SPORT_NOTICE: Sport Communication PROTEST: Sailing Protest PROTEST42: Sailing On the water Rule 42 protest LIMIT: Sailing Protest Time Limit
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	Numeric	Refer to the ODF header definition Send incremental number in the case that DocumentSubcode is NOTICE or SPORT_NOTICE (one for each different Item). Send the protest number in the case that DocumentSubcode is PROTEST.
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



		<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>

2.2.7.3 Trigger and Frequency

The message should be generated no later than 15 minutes after a decision (from the jury or anybody else).

Trigger also after any change.

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
Competition (1,1)	Code			
	ExtendedInfos (0,1)			
		SportDescription (0,1)		
			DisciplineName	
			EventName	
			SubEventName	
			Gender	
	OfficialCommunication (1,1)			
		DateTime		
		JuryDecision (0,1)		
			NewsItem	
			AffectsRES	
			AffectsSCH	
			AffectsOTH	



	Subtitle (1,1)	-
	Heading (0,1)	-
	EventUnit (0,1)	Gender Event Phase Unit
	Decision (1,1)	-
	IssuedBy (1,1)	-
	IssuedOn (1,1)	DateTime
	SignedBy (0,2)	Code FamilyName GivenName Function Order
Protest (0,1)	Status HearingTime Protestor Protestee Witness Interpreter Rule DecisionTime EventUnit (0,1)	Gender Event



			Phase
			Unit
		Type (1,1)	
		Details (1,1)	
			-
		DecisionShort (1,1)	
			-
		DecisionLong (1,1)	
			-
		Description (1,1)	
		FactsFound (1,1)	
			-
		Conclusion (1,1)	
		Jury (1,N)	
	ProtestR42 (0,N)		
		Code	
		Infringement	
		Rule	
		EventUnit (0,1)	
			Gender
			Event
			Phase
			Unit
		CompAction (1,1)	
			-
		JuryAction (1,1)	
			-
	Limit (0,N)		
		DateTime	
		EventUnit (1,1)	
			Gender
			Event



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 (just in case of DocumentSubcode NOTICE, SPORT_NOTICE or PROTEST42)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Value is Sailing
EventName	O	S(40)	Event name (not code) from Common Codes.
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes. Only include if single unit affected
Gender	O	CC @DisciplineGender	Gender code for the event unit

Element: OfficialCommunication (1,1)			
Attribute	M/O	Value	Description
DateTime	M	DateTime	Date and time in which the official communication is published. Example: 2006-02-26T10:00:00+01:00

Element: OfficialCommunication /JuryDecision (0,1)			
Mandatory for DocumentSubcode NOTICE and SPORT_NOTICE.			
Attribute	M/O	Value	Description
NewsItem	O	Numeric	Item number
AffectsRES	M	Y, N	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results
AffectsSCH	M	Y, N	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules
AffectsOTH	M	Y, N	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas



Element: OfficialCommunication /JuryDecision /Subtitle (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"

Element: OfficialCommunication /JuryDecision /Heading (0,1)			
Attribute	M/O	Value	Description
-	O	Free Text	Heading of the Official communication. Should contain the event description.

Element: OfficialCommunication /JuryDecision /EventUnit (0,1)			
Do not send if official communication is used at discipline level.			
Attribute	M/O	Value	Description
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

Element: OfficialCommunication /JuryDecision /Decision (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Body of the Official communication. Include the description.

Element: OfficialCommunication /JuryDecision /IssuedBy (1,1)			
Attribute	M/O	Value	Description
-	M	Free Text	Communication author

Element: OfficialCommunication /JuryDecision /IssuedOn (1,1)



Attribute	M/O	Value	Description
DateTime	M	DateTime	Decision date and time. Example: 2006-02-26T10:00:00+01:00

Element: OfficialCommunication /JuryDecision /SignedBy (0,2)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	CC @ResultsFunction	Function of the Signed person
Order	M	Numeric	Send official order

Element: OfficialCommunication /Protest (0,1) (just in case of DocumentSubcode PROTEST)			
Attribute	M/O	Value	Description
Status	M	SC @ProtestStatus	Status of protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
Protestor	O	Free text	
Protestee	O	Free text	
Witness	O	Free text	
Interpreter	M	Y or N	Interpreter required
Rule	M	String	Rule applicable
DecisionTime	O	DateTime	Decision time Example: 2012-07-26T10:00:00+01:00

Element: OfficialCommunication /Protest /EventUnit (0,1)			
Attribute	M/O	Value	Description
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the



			whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

Element: OfficialCommunication /Protest /Details (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Protest details

Element: OfficialCommunication /Protest /DecisionShort (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: OfficialCommunication /Protest /DecisionLong (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: OfficialCommunication /Protest /FactsFound (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: OfficialCommunication /ProtestR42 (0,N)

(just in case of DocumentSubcode PROTEST42)

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor ID
Infringement	M	Numeric	Infringement number
Rule	M	String	Rule applicable

Element: OfficialCommunication /ProtestR42 /EventUnit (0,1)



Attribute	M/O	Value	Description
Gender	O	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	O	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.
Phase	O	CC @Phase	Phase ID It will be sent if the official communication applies to the whole discipline, gender, event, and phase or to a lower level.
Unit	O	CC @Unit	Unit ID It will be sent if the official communication applies to the whole discipline, gender, event, phase, and unit.

Element: OfficialCommunication /ProtestR42 /CompAction (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Competitor action

Element: OfficialCommunication /ProtestR42 /JuryAction (1,1)

Attribute	M/O	Value	Description
-	M	Free text	Jury action

Element: OfficialCommunication /Limit (0,N)

(just in case of DocumentSubcode LIMIT)

Attribute	M/O	Value	Description
DateTime	O	DateTime	Time Limit for the filing of protest

Element: OfficialCommunication /Limit /EventUnit (1,1)

Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Discipline Gender ID It will be sent if the official communication applies to the whole discipline and gender or to a lower level.
Event	M	CC @Event	Event ID It will be sent if the official communication applies to the whole discipline, gender, and event or to a lower level.

2.2.7.6 Message Sort

There are not specific sorting requirements



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2.2.8 Configuration

2.2.8.1 Description

The Configuration is a message containing general configuration.

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	DD0000000	DD according to CC @Discipline
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	<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	Sequence number (positive integer) for ODF messages. Serial starts with 1 each day for each Source.
--------	---------	--

2.2.8.3 Trigger and Frequency

The message is sent prior to any other ODF Sports message

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
Competition (1,1)	Code Configs (1,1)	Config (1,N)	Gender Event Phase ExtendedConfig (1,N)	Type Code Pos Value

2.2.8.5 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	O	CC @DisciplineGender	Gender code of the RSC.
Event	M	CC @Event	Event code of the RSC.
Phase	M	CC @Phase	Phase code of the RSC.



Element: Configs /Config /ExtendedConfig (1,N)				
Type		Code	Pos	Description
EC		RACES_NUM	N/A	Pos Description: Do not send anything Element Expected: If available; Send by phase
	Attribute	M/O	Value	Description
	Value	O	Numeric #0	Send the total number of races by phase.

Sample (All events)

```

<Configs>
  <Config Gender="M" Event="002" Phase="9">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="10" />
  </Config>
  ...
  <Config Gender="M" Event="004" Phase="9">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="10" />
  </Config>
  <Config Gender="M" Event="004" Phase="1">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="1" />
  </Config>
  <Config Gender="M" Event="005" Phase="9">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="10" />
  </Config>
  ....

```

2.2.8.6 Message Sort

There is no general message sorting rule.



2.2.9 Event Unit Weather conditions

2.2.9.1 Description

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

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
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	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 whenever available.

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
Competition (1,1)	Code Weather (1,1)	Conditions (1,N)	Code Humidity Condition (0,3)	Code Value
			Temperature (0,N)	Code Unit 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: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description



Code	M	SC @WeatherPoint	Weather Points (General only) (for temperature, humidity and conditions at a race)
Humidity	O	Numeric ##0	Humidity in %

Element: Weather /Conditions /Condition (0,3)

Send three times in the case of Winter conditions.

Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the SKY Weather Condition

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	Air temperature
Unit	M	SC @TemperatureUnit	Celsius degrees metric system unit
Value	M	Numeric -##0.0 Or ##0.0	Temperature of the @Code (in case of positive temperature, do not send '+')

2.2.9.6 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
v0	16 Jan 2014	First version in ODF2 (DRAFT)
v0.1	23 Feb 2014	Minor Updates
v1.0	28 Mar 2014	First version - (SFR version)
v1.1	09 May 2014	Comments included after IDM and minor corrections - (SFA version)
v1.2	20 Jun 2014	Some issues and Pre-integration comments (PT0)/ODF issues included
v1.3	22 Jul 2014	Pre-integration comments (PT1) applied
v1.4	13 Nov 2014	First version as a full document and minor corrections - (APP version)
v1.5	12 Feb 2015	Some corrections - (external delivery)
v1.6	15 May 2015	Minor corrections - (external delivery)
v1.7	06 Aug 2015	Some corrections - (external delivery)
v1.8	01 Oct 2015	Minor corrections - (external delivery)
v1.9	05 Nov 2015	CR7795, CR8499 applied and minor corrections - (external delivery)
v2.0	18 Dec 2015	CR8791 applied and minor issues/corrections - (external delivery)
v2.1	05 Feb 2016	Minor corrections - (external delivery)
v2.2	05 May 2016	CR9786 applied - (external delivery)

File Reference: ODF/INT171- R-SOG-2016-v2.2 APP (SA)

Change Log		
Version	Status	Changes on version
v0	Draft	First version in ODF2
v0.1	Draft	Minor Updates
v1.0	SFR	Submitted for Review version
v1.1	SFA	-Submitted for Approval version -Some typos corrected (in section numbers) -(DT_PARTIC / DT_PARTIC_UPDATE): Updated the POSITION code value to the code set CC @Position (instead of CC @Positions). -(DT_RESULT): Changed the @Type attribute from "EI" to "UI" (in all sports) (at ExtendedInfos /ExtendedInfo element). Updated sample of the message element. -(DT_RESULT): Updated the MARK code to include the @ValueType attribute for the result type as TIME value, in both elements Result /Competitor /ExtendedResults /ExtendedResult (for Team events), and, Result /Competitor /Composition /Athlete /ExtendedResults



		<p>/ExtendedResult (for Individual events). Updated samples of these message elements. -(DT_RESULT): Updated the POSITION code value to the code set CC @Position (instead of CC @Positions) (at Result /Competitor /Composition /Athlete /EventUnitEntry element) for Team events.</p> <p>(After IDM): -(DT_RESULT): Added the TOTAL_PTS extension code, and included the IRM attribute in the EST_OVERALL code, in both elements Result /Competitor /ExtendedResults /ExtendedResult (for Team events), and, Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Individual events). Updated samples of these message elements. -(DT_CURRENT): Updated the @Pos attribute of the EVENT code to change the order of the events as Course Area and then by Event (as in C70 ORIS report). -(DT_CUMULATIVE_RESULT): Updated the DocumentSubtype attribute in the Header Values to be sent only at the unit level (DDGEEPUU) for all races (regardless of the last completed race -opening series or medal race-). -(DT_CUMULATIVE_RESULT): Updated the Trigger and Frequency to remove message as LIVE and the UNCONFIRMED. -(DT_CUMULATIVE_RESULT): Removed the IRM code (from the Result /ResultItems /ResultItem /Result /Extension element). It is redundant already exists the @IRM attribute. Updated sample of message element. -(DT_RANKING): Added the TOTAL_PTS code, in both elements Result /Competitor /ExtendedResults /ExtendedResult (for Team events), and, Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (for Individual events). Included sample of message elements. -(DT_CONFIG): Updated the RACES_NUM code to be sent just in the Opening Series, and removed the comment of "one time at the beginning..." (It will be sent if changes). -(DT_CONFIG): Updated the DocumentCode attribute in the Header Values, the message at event unit by day has been removed. -(DT_CONFIG): Removed the @Unit attribute (at the Configs /Config element), as well as the UNIT code defined at this level (at the Configs /Config/ ExtendedConfig element). Updated sample of message element.</p>
v1.2	SFA	<p>-(DT_RESULT): Updated the samples of message (in the Result element, is missing the mandatory attribute @StartSortOrder). -(DT_CUMULATIVE_RESULT): Updated the Trigger and Frequency to include the INTERMEDIATE result status to be sent after each event unit, and after the last unit of the event the UNOFFICIAL/OFFICIAL.</p> <p>(Pre-integration comments-PT0 and ODF2-Issue-Tracker applied): -(DT_CUMULATIVE_RESULT): Removed the PTS_NET code (from the Result /ResultItems /ResultItem /Result /Extension element), it is not necessary. Updated the sample of message element as well. -(DT_COMMUNICATION)-Header Values: Removed REQUEST communication from the DocumentSubcode, it is not defined for SA. Also has been removed the corresponding element from the Message Structure. -(#15) 2.1.5 Cumulative Results: (DT_CUMULATIVE_RESULT)-Header Values: Updated the sentence DDGEEPUU would be cumulative results up to the referenced unit" by DDGEEPUU would be ... up to latest finished unit."</p>



		<p>-(Related to #30): Suggestion to include usages of IFId attribute: (DT_RESULT / DT_PLAY_BY_PLAY / DT_CUMULATIVE_RESULT / DT_RANKING): Included the IFId of athletes in all samples (if applies) of these messages.</p> <p>-(#31) 2.1.7.5 Official Communication - Message Values: (DT_COMMUNICATION): Updated the attributes (EventName and Gender as optional, and added SubEventName) at the ExtendedInfos /SportDescription element.</p> <p>-(#32) 2.1.7.4 Official Communication - Message Structure: (DT_COMMUNICATION): Included the element ExtendedInfos/SportDescription for SPORT_NOTICE communication.</p> <p>-(#33) 2.1.5.5 Cumulative Results - Message Values: (DT_CUMULATIVE_RESULT): Removed attribute @Type from the element Result /ResultItems /ResultItem /Result /Extension (it is not defined). Updated the sample as well.</p> <p>-(#34) 2.1.5.5 Cumulative Results - Message Values - VenueDescription: (DT_CUMULATIVE_RESULT): Removed attributes Location and LocationName from the element ExtendedInfos/VenueDescription.</p> <p>-(#35) 2.1.3 Play by Play: (DT_PLAY_BY_PLAY): Added the UnitActions/UnitAction/ExtendedAction element (with Code="WHEN" and Value=FreeText), and redefined the existing attributes from the UnitActions/UnitAction element (as @Code="INCIDENT" and removed @Time). Updated the sample as well.</p> <p>-(#36) 2.1.3 Play by Play before the unit started (DT_PLAY_BY_PLAY)-Trigger and Frequency: Included ResultStatus="START_LIST" as possible value (for items before the unit has been started).</p> <p>-(#37) 2.1.4.5 Current Information Message Values: (DT_CURRENT): Updated the EST_NEXT_START code (at the ExtendedInfos /ExtendedInfo element) to change when it is expected.</p>
v1.3	SFA	<p>-(Pre-integration comments - PT1):</p> <p>-(DT_CONFIG): Updated the RACES_NUM code to remove the comment (just in Opening Series) on when expected. Updated sample.</p> <p>-(DT_CURRENT / DT_RESULT): Updated the value of the UNIT_NUM code to text (instead of numeric). It could be 1, 2 for the race number for non-medal races, or "M" for the medal race.</p> <p>-(DT_RESULT / DT_PLAY_BY_PLAY)-Trigger and Frequency: The result status used for finished races will be (UNCONFIRMED / OFFICIAL), so the UNOFFICIAL status has been removed.</p> <p>-(DT_RESULT)-Trigger and Frequency: Updated to add a comment in LIVE message related to an exceptional situation: "Note that, the message will stay LIVE until results are available", because there is a possibility that it can have a race far outside with no tracking and results so can happen the race is finished but we have to wait until the jury is back with the results.</p> <p>-(DT_RESULT): Removed the extension code CHANGE of the code EST_OVERALL (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete). Updated samples.</p>
v1.4	APP	<p>-Approved version.</p> <p>-First version as a full document</p> <p>-(DT_CUMULATIVE_RESULT): Removed references to the attribute @Type from the element Result /ResultItems /ResultItem /Result /Extension (it is not defined).</p>
v1.5	APP	<p>-Description element for Athletes/Teams fixed to follow general definition.</p>
v1.6	APP	<p>-(DT_CUMULATIVE_RESULT): Included the Result /ResultItems element that was removed</p>



		by error in a previous version (full document mistake).
v1.7	APP	(def.#115585/def.#115648 - Sort by MARK): -(DT_RESULT): Updated the @SortOrder attribute of the code MARK to be mandatory (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete).
v1.8	APP	-(DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE): Included the attributes @Name and @Number to the Team element (missing by mistake in a previous version, full document). -(DT_WEATHER): Updated the description of the @Code attribute (at the Weather /Conditions element) to clarify it is the General only. The Trigger and Frequency section has also been updated to send the message whenever available.
v1.9	APP	(CR7795 applied): -(DT_RESULT): Added the @Move attribute to the MARK code to show the change in rank between two different marks (in both elements ExtendedResults /ExtendedResult of Competitor and Athlete). Updated samples of these message elements. (CR8499 applied): -(DT_RESULT): Updated when is expected the EST_OVERALL code to include this clarification, when LIVE in a race, "after that boat has passed the first mark" (not as now when the first boat passes the first mark) (from both elements ExtendedResults /ExtendedResult of Competitor and Athlete). (def.#120419): -(DT_PLAY_BY_PLAY): Updated the UnitActions element to (0,1) to allow for empty actions, that is in the situation that an unit was without any incident.
v2.0	APP	(CR8791 applied): -(DT_COMMUNICATION): Added the "DecisionTime" attribute to the OfficialCommunication / Protest element, to support new ORIS report. (def.#119902): -(DT_CURRENT): Updated the extension code EST_NEXT_START of the EVENT code (at the ExtendedInfos /ExtendedInfo element) to include the "-" as possible value. -(DT_COMMUNICATION)-Header Values: Updated the @DocumentSubtype attribute to send the protest number when the DocumentSubcode is PROTEST. -(DT_COMMUNICATION): The attributes @Phase and @Unit have been removed from the OfficialCommunication / Limit /EventUnit element, do not apply in this communication.
v2.1	APP	(def.#115368): -(DT_RESULT): Updated the description of the ExtendedInfos /UnitDateTime element (for the @StartDate attribute) to indicate this element will not be sent in the START_LIST message. (def.#124200): -(DT_COMMUNICATION): Included the @NewsItem attribute (at the OfficialCommunication /JuryDecision element), and the elements Heading, EventUnit and SignedBy (to the OfficialCommunication /JuryDecision element), for DocumentSubcode NOTICE and SPORT_NOTICE. Included the attributes @HearingTime, @Protestor, @Protestee and @Witness (at the OfficialCommunication /Protest element), and the OfficialCommunication /Protest /EventUnit element (to the OfficialCommunication /Protest element), for DocumentSubcode PROTEST.



		Included the OfficialCommunication /ProtestR42 /EventUnit element (to the OfficialCommunication /ProtestR42 element), for DocumentSubcode PROTEST42.
v2.2	APP	(CR9786 applied): -Updated the Applicable Messages section to remove "Play by Play" message (it will not be used in this discipline). -Removed the DT_PLAY_BY_PLAY message.