



Olympic Data Feed



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

ODF/INT173- R-SOG-2016-v1.10 APP (SW)
01 June 2016



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1 Introduction

1.1 This document

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

1.2 Objective

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



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



2 Messages

2.1 Applicable Messages

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

- 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	<u>X</u>
DT_PARTIC_TEAMS DT_PARTIC_TEAMS_UPDATE	/ List of teams / List of teams update	<u>X</u>
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	<u>X</u>
DT_PHASE_RESULT	Phase Results	<u>X</u>
DT_RECORD	Records	<u>X</u>
DT_RANKING	Event Final Ranking	<u>X</u>
DT_COMMUNICATION	Official Communication	
DT_CONFIG	Configuration	<u>X</u>
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLIN	Medallists by discipline	



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E		
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.



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

2.2.1.3 Trigger and Frequency

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



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

2.2.1.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<u>Competition (1,1)</u>					
	Code				
	<u>Participant (1,N)</u>				
		Code			
		Parent			
		Status			
		GivenName			
		FamilyName			
		PrintName			
		PrintInitialName			
		TVName			
		TVInitialName			
		LocalFamilyName			
		LocalGivenName			
		Gender			
		Organisation			
		BirthDate			
		Height			
		Weight			
		PlaceofBirth			
		CountryofBirth			
		PlaceofResidence			
		CountryofResidence			
		Nationality			
		MainFunctionId			
		Current			
		OlympicSolidarity			



ModificationIndicator			
Discipline (1,1)			
Code			
IFId			
RegisteredEvent (0,N)			
Gender			
Event			
EventEntry (0,N)			
Code			
Type			
Pos			
Value			

2.2.1.5 Message Values

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

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



			start with "A" when it is an Athlete, "C" when Coach and "O" when Official.
Parent	M	S(20) with no leading zeroes	Participant's parent ID, which is used to link to the latest valid information for one participant. @Parent attribute should be linked to the latest participant's information, by retrieving that Athlete/Official whose @Code attribute is the same as @Parent. The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant. The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".
Status	O	CC @ParticStatus	Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false". To delete a participant, a specific value of the Status attribute is used.
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)
PrintInitialName	M	S(18)	Print Initial name (for the given name it is sent just the initial, without dot)
TVName	M	S(35)	TV name
TVInitialName	M	S(18)	TV initial name
LocalFamilyName	O	S(25)	Family name in the local language in the appropriate case for the local language (usually mixed case) Not for use in Rio 2016
LocalGivenName	O	S(25)	Given name in the local language in the appropriate case for the local language (usually mixed case). Not for use in Rio 2016
Gender	M	CC @PersonGender	Participant's gender
Organisation	M	CC @Organisation	Organisation ID
BirthDate	O	YYYY-MM-DD	Date of birth. This information may not be known at the very beginning, but it will be completed for all



			participants after successive updates
Height	O	S(3)	Height in centimetres. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
Weight	O	S(3)	Weight in kilograms. It will be included if this information is available. This information is not needed in the case of officials/referees. "- " may be used where the data is not available.
PlaceofBirth	O	S(75)	Place of Birth
CountryofBirth	O	CC @Country	Country ID of Birth
PlaceofResidence	O	S(75)	Place of Residence
CountryofResidence	O	CC @Country	Country ID of Residence
Nationality	O	CC @Country	Participant's nationality. Although this attribute is optional, in very exceptional situations it will not be known, and for this reason not ready to be sent.
MainFunctionId	O	CC @ResultsFunction	Main function In the Case of Current="true" this attribute is Mandatory.
Current	M	boolean	It defines if a participant is participating in the games (true) or is a Historical participant (false).
OlympicSolidarity	O	S(1)	'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	CC @Discipline	It is the discipline code used to fill the OdfBody @DocumentCode attribute.
IFId	O	S(16)	FINA Id of the athlete.

Element: Participant /Discipline /RegisteredEvent (0,N)
 All accredited athletes will be assigned to one or more events. There is one exception: in some sports, substitutes may be accredited without any associated event. Historical athletes are not registered to any event.

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

Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)
 Send if there are specific athlete's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	m:ss.ff
ENTRY	QUAL_DATE	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	YYYY-MM-DD
ENTRY	QUAL_CITY	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value
	Value	M	YYYY-MM-DD



	Value	M	S(25)	City (Location) of Athlete's Qualification
ENTRY		QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known (it can be sent in both messages).
	Attribute	M/O	Value	Description
	Value	M	CC @Country	Country ID of the Athlete's Qualification city (location)
ENTRY		STROKE	N/A	Element Expected: Only for relay only swimmers entered in the medley.
	Attribute	M/O	Value	Description
	Value	M	SC @Stroke	Stroke code

2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 List of teams / List of teams update

2.2.2.1 Description

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

A team is a type of competitor, being a group of two or more individual athletes participating together in one event. Pairs (tennis, figure skating, etc.) are also defined as team of two competitors. One team participates in one event of one discipline. When one team participates in multiple events, there will be one team for each event for the same group. Also when the same organisation participates in the same event twice, there will be different teams.

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

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

List of teams (DT_PARTIC_TEAMS) is a bulk message by discipline. The list is always complete. The arrival of this message resets all the previous participant teams' information for that discipline. It is assumed that all teams appearing in this list are valid, in the meaning that they are participating or they could participate in one event.

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

2.2.2.2 Header Values

The following table describes the message header attributes.

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



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

2.2.2.3 Trigger and Frequency

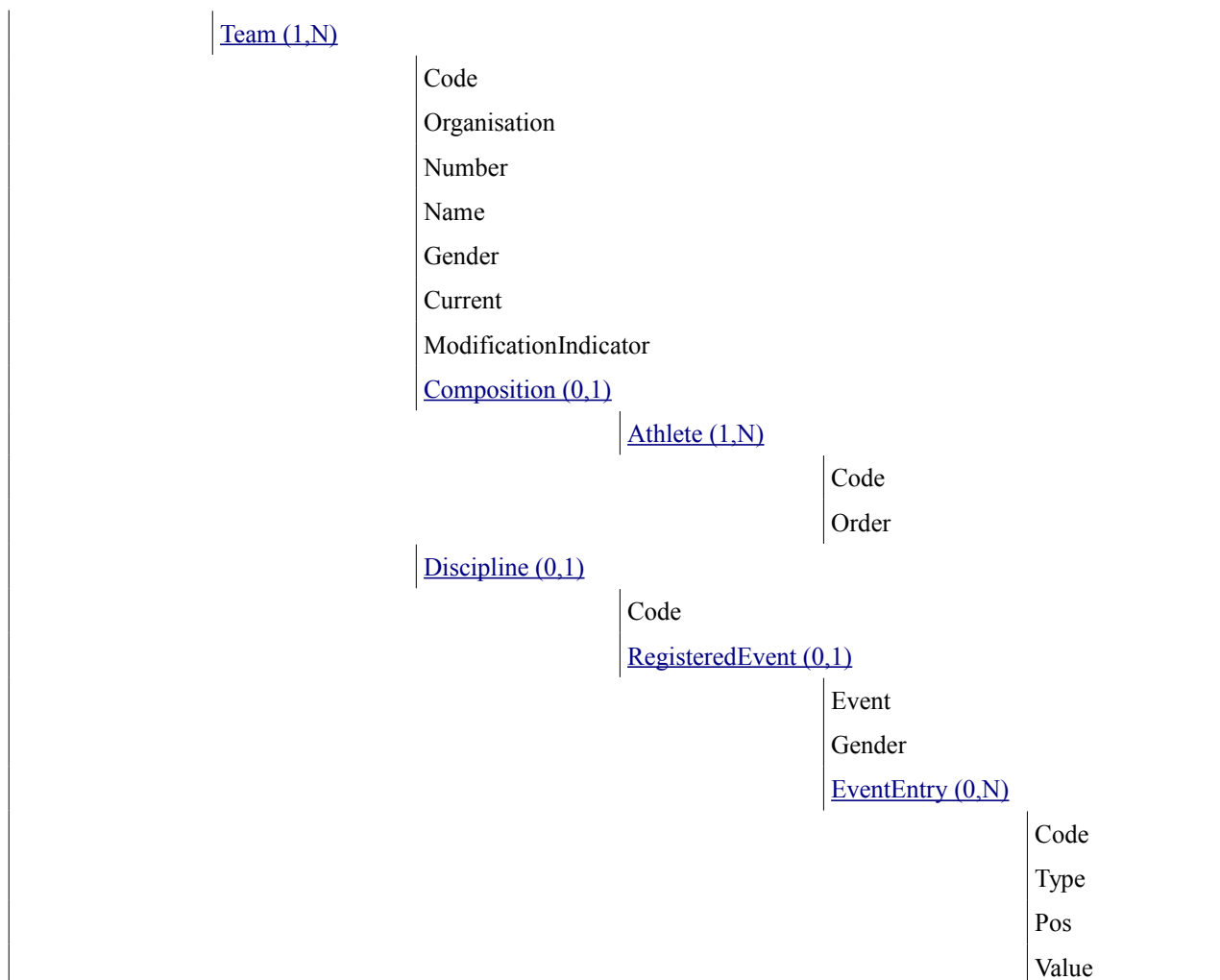
The DT_PARTIC_TEAMS message is sent as a bulk message approximately one month before the Games. It is sent several times up to the date of transfer of control to OVR after which only DT_PARTIC_TEAMS_UPDATE messages are sent.

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

2.2.2.4 Message Structure

The following table defines the structure of the message.

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



2.2.2.5 Message Values

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

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading	Team's ID (example SWW411RUS01, 393553)



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

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

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

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



			Therefore, he/she makes part of the team's composition.
Order	O	Numeric	Team member order

Element: Team /Discipline (0,1)

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

Attribute	M/O	Value	Description
Code	M	CC @Discipline	It must be the discipline code used to fill the OdfBody @DocumentCode attribute

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

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

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

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

Send if there are specific team's event entries.

Type	Code	Pos	Description
ENTRY	QUAL_BEST	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	mm:ss.ff
ENTRY	QUAL_DATE	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	YYYY-MM-DD
ENTRY	QUAL_CITY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
	Attribute	M/O	Value
	Value	M	S(25)
			Description
			City (Location) of Team's Qualification



ENTRY		QUAL_COUNTRY	N/A	Element Expected: Always, as soon as this information is known (this information can be sent in both messages).
Attribute	M/O	Value	Description	
Value	M	CC @Country	Country ID of the Team's Qualification city (location)	

2.2.2.6 Message Sort

The message is sorted by Team @Code.



2.2.3 Event Unit Start List and Results

2.2.3.1 Description

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

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

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

2.2.3.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	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 The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_RESULT	Event Unit Start List and Results message
DocumentSubtype	Not Used	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 UNOFFICIAL LIVE (used during the competition when nothing else applies).
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated,



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

2.2.3.3 Trigger and Frequency

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

* As soon as the start list is known and with any changes / IRMs before the start. (START_LIST)



This message is then sent with ResultStatus 'LIVE' as soon as the unit starts and continues to be triggered on all updates.

- * As soon as the competition starts (LIVE)
- * After any addition / change in any data (LIVE)

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

- * Unofficial / Official: After all competitors are finished the unit

Trigger also after any change.

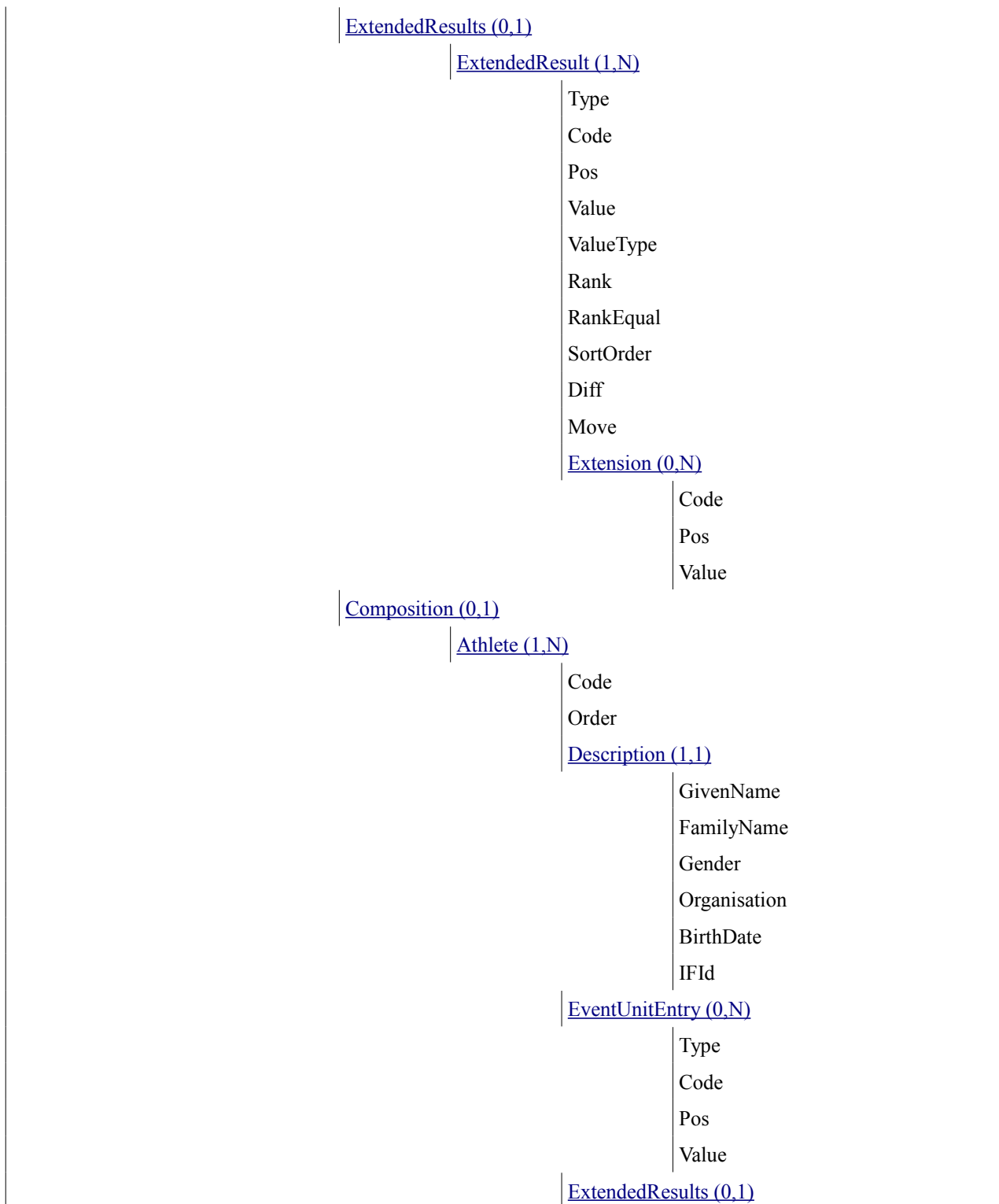
2.2.3.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		UnitDateTime (0,1)						
			StartDate					
			EndDate					
		ExtendedInfo (0,N)						
			Type					
			Code					
			Pos					
			Value					
			Extension (0,N)					
				Code				
				Pos				
				Value				
		SportDescription (0,1)						
			DisciplineName					
			EventName					
			Gender					



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





	ExtendedResult (1,N) Type Code Pos Value ValueType Rank RankEqual SortOrder Diff Move Extension (0,N) Code Pos Value
--	--

2.2.3.5 Message Values

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

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

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



DISPLAY	LEADER	Numeric #0	Pos Description: Send number of the intermediate point. Element Expected: For all events (except individual 50m) for each split except for the finish. Only when the unit is LIVE.
Attribute	M/O	Value	Description
Value	M	S(20)	Competitor's ID, to identify an athlete, for the leader at this split point.
Sub Element: ExtendedInfos /ExtendedInfo /Extension Expected: When available			
Attribute	Value	Description	
Code	DIFF_WC		
Pos	N/A	N/A	
Value	-/+s.ff	Time behind the WR (World Record) for leader at the intermediate point. + for slower, - for faster.	
DISPLAY	LAST_COMP	Numeric 0	Pos Description: Sent INTERMEDIATE @Pos for the last intermediate passed by the most recent competitor(s) to pass any intermediate point. Element Expected: When available and only when the unit is LIVE. Send all changes since last message.
Attribute	M/O	Value	Description
Value	M	S(20)	Send the competitor ID of the last competitor to pass the intermediate point @Pos

Element: ExtendedInfos /SportDescription (0,1)

Sport Descriptions in Text.

Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes
EventName	M	S(40)	Event name (not code) from Common Codes



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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor This attribute is optional because the competitor could get an invalid rank mark
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
Result	O	m:ss.ff	Total result for the particular event unit. Send just in the case @ResultType is TIME. Do not include leading zeros
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned Send just in the case @ResultType is IRM
SortOrder	M	Numeric #0	Used to sort all the results of an event unit Before the start of any event unit this will be the same as the StartSortOrder and is used as the primary sort except in the case where a Rank is available (from earlier event units) and in this case the SortOrder will consider Rank in the same way as if the competition had already started. During the event unit any sort order change from the initial start list order for any competitor will be provided in this attribute regardless the competitor is ranked or not. This attribute is a sequential number with the order of the



			results for the particular event unit, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank. Before the competition this will be the same as StartSortOrder
StartOrder	O	Numeric #0	Lane assignment of the competitor in the start list.
StartSortOrder	M	Numeric #0	Lane order starting from 1 Used to sort all start list competitors in an event unit.
ResultType	O	SC @ResultType	Type of the @Result attribute.
Diff	O	0.00 or m:ss.ff	Time behind leader m:ss.ff or 0.00 for leader. Do not send m if no minutes apply.

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

Result's record indicator (not expected for partial Records)

Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for reference).
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)

Competitor related to the result of one event unit.

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes or TBD or NOCOMP	Competitor's ID or TBD in case that the competitor is unknown at this time but will be available NOCOMP is sent when there is no competitor (and will not come later)
Type	M	T,A	T for team A for athlete
Organisation	O	CC @Organisation	Competitor's organisation

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



Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team. Only applies for teams / groups. Not usually for pairs (figure skating & beach volleyball are the exceptions).

Element: Result /Competitor /EventUnitEntry (0,N)				
For team event information (in the case of Relay event units)				
Type	Code	Pos	Description	
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (just for Semi-final and Final event units).	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the team is a reserve for Semi-final or Final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Qualifying Time of the Team. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for final).

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)				
Only for Relay event units				
Type	Code	Pos	Description	
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to n where n is the total number of intermediate points (including finish point). Element Expected: All Relays	
	Attribute	M/O	Value	Description



Value	O	mm:ss.ff	Time result from the start of the race up to this split point. It is a cumulative time for the team. Do not minutes if zeros
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value
Rank	O	Text	Rank of the competitor for this specific ExtendedResult(intermediate point)
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.
SortOrder	M	Numeric #0	Similar to rank but considering all competitors (those with IRM or no rank at this ExtendedResult) Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.
Diff	O	0.00 or m:ss.ff	Send the time behind the leader at the corresponding intermediate point. (m:ss.ff or 0.00 for leader) Do not send minutes if zero.
Move	O	Numeric	Send the rank progression in the current intermediate regarding previous intermediate (i.e: "2", "0", "-1", etc)

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

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description



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

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

Individual athletes entry information.
(This element is used in individual events)

Type	Code	Pos	Description	
EUE	SUBSTITUTE	N/A	Element Expected: Always, as soon as this information is known (just for Semi-final and Final event units).	
	Attribute	M/O	Value	Description
	Value	M	S(1)	Send "Y" if the competitor is a reserve for Semi-final or Final else do not send.
EUE	QUAL_TIME	N/A	Element Expected: Always, as soon as this information is known	
	Attribute	M/O	Value	Description
	Value	M	m:ss.ff	Competitor's Qualifying Time. According to the phase it could be: the entry qualification time (for the heats), the result time for the phase in which the tied occurred (for a swim-off), or the result time from the previous phase (for semifinal and final).

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

Team member or individual athlete's extended result (for all event units).

Type	Code	Pos	Description	
ER	REACT_TIME	N/A	Element Expected: Always (including all legs in the relay)	
	Attribute	M/O	Value	Description
	Value	M	s.ff	Reaction time of the athlete
	CURRENT	N/A	Element Expected:	



ER				Only for Relay events when LIVE
Attribute	M/O	Value	Description	
Value	M	S(1)	Send "Y" when this competitor is currently swimming else do not send.	
PROGRESS	INTERMEDIATE	Numeric #0	Pos Description: The number that identifies the split point, from 1 to n where n is the total number of intermediate points (including finish point). Element Expected: Individual event units (except for 50m), Relay event units	
Attribute	M/O	Value	Description	
Value	O	m:ss.ff	Time from the start of the race up to this split point or in the case of relays from the start of this leg. Is a cumulative result time. Do not send minutes if zeros.	
ValueType	O	SC @ResultType	ValueType should be used to describe the type of data @Value	
Rank	O	Text	Rank of the competitor for this specific ExtendedResult.	
RankEqual	O	Y	Send Y where Rank at this specific ExtendResult is equalled else not sent.	
SortOrder	M	Numeric #0	Index based on whole list (with the ones who have not reached the intermediate as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently and by order there (if none, then by start order)). For tied athletes, follow sport rules.	
Diff	O	m:ss.ff	Send the time behind the leader at the corresponding intermediate point. m:ss.ff or 0.00 for leader) Do not send minutes if zero. Do not send in relay events.	
Move	O	Numeric	Send the rank progression in the current intermediate regarding previous intermediate (i.e: "2", "0", "-1", etc)	
Sub Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult /Extension				



Expected: If applicable (for Individual event units and for the first leg of the Relay)				
Attribute		Value	Description	
Code		SPLIT_RECORD		
Pos		Numeric #	Send "1" for the current Record or incremental (send "2") for the handling of Olympic record that is also an Area (Continental) record.	
Value		CC @RecordType	Send the record broken at this split point (when swimmer's cumulative split time is a World or Olympic record respectively for Individual events, or a World, Olympic or Area/Continental record respectively for the first leg of the team in Relay events). If the cumulative time is an Olympic record, it may also be an Area (Continental) record; in this case send both.	
PROGRESS		SECTION	Numeric #0	<p>Pos Description: The number that identifies the intermediate point at the end of a section (lap). Do not send for intermediate point 1. For example 2 is the section (lap) from 50m to 100m.</p> <p>Element Expected: Only in individual events over 50m and Relay Events.</p>
Attribute		M/O	Value	Description
Value		M	ss.ff	Time for that section (lap)

Sample (Individual event)



```
....
<Result SortOrder="1" Rank="1" ResultType="TIME" Result="1:46.10" StartOrder="4" StartSortOrder="4"
Diff="0.00" >
  <Competitor Code="1122239" Type="A" Organisation="NZL" >
    <Composition>
      <Athlete Code="1122239" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1994-11-15" />
        <EventUnitEntry Type="EUE" Code="QUAL_TIME" Value="1:47.21" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.76" />
          <ExtendedResult Type="PROGRESS" Pos="1"
Code="INTERMEDIATE" Value="25.30" ValueType="TIME" Rank="5" Diff="0.39" SortOrder="5"/>
          <ExtendedResult Type="PROGRESS" Pos="2"
Code="INTERMEDIATE" Value="52.26" ValueType="TIME" Rank="2" Diff="0.24" SortOrder="2" Move="3"/>
          <ExtendedResult Type="PROGRESS" Pos="3"
Code="INTERMEDIATE" Value="1:19.54" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="1"/>
          <ExtendedResult Type="PROGRESS" Pos="4"
Code="INTERMEDIATE" Value="1:46.10" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
          <ExtendedResult Type="PROGRESS" Pos="2" Code="SECTION"
Value="26.96" />
          <ExtendedResult Type="PROGRESS" Pos="3" Code="SECTION"
Value="27.28" />
          <ExtendedResult Type="PROGRESS" Pos="4" Code="SECTION"
Value="26.56" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

Sample (Relay)



```

<Result SortOrder="1" Rank="1" ResultType="TIME" Result="3:52.05" StartOrder="4" StartSortOrder="4"
Diff="0.00" >
  <RecordIndicators>
    <RecordIndicator Order="1" Code="SWM451000" RecordType="OR" />
    <RecordIndicator Order="2" Code="SWM451000" RecordType="AM" />
  </RecordIndicators>
  <Competitor Code="213426" Type="T" Organisation="NZL" >
    <Description TeamName="New Zealand" />
    <EventUnitEntry Type="EUE" Code="QUAL_TIME" Value="3:54.02" />
    <ExtendedResults>
      <ExtendedResult Type="PROGRESS" Pos="1" Code="INTERMEDIATE" Value="28.81"
Value="1:29.34" ValueType="TIME" Rank="2" Diff="0.06" SortOrder="2"/>
      <ExtendedResult Type="PROGRESS" Pos="2" Code="INTERMEDIATE" Value="58.50"
Value="2:03.32" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="1"/>
      <ExtendedResult Type="PROGRESS" Pos="3" Code="INTERMEDIATE"
Value="1:29.34" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="4" Code="INTERMEDIATE"
Value="2:03.32" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="5" Code="INTERMEDIATE"
Value="2:29.25" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="6" Code="INTERMEDIATE"
Value="2:58.80" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="7" Code="INTERMEDIATE"
Value="3:24.48" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="8" Code="INTERMEDIATE"
Value="3:52.05" ValueType="TIME" Rank="1" Diff="0.00" SortOrder="1" Move="0"/>
      <ExtendedResult Type="PROGRESS" Pos="2" Code="SECTION" Value="30.31"/>
      <ExtendedResult Type="PROGRESS" Pos="3" Code="SECTION" Value="30.84"/>
      <ExtendedResult Type="PROGRESS" Pos="4" Code="SECTION" Value="33.98"/>
      <ExtendedResult Type="PROGRESS" Pos="5" Code="SECTION" Value="25.93"/>
      <ExtendedResult Type="PROGRESS" Pos="6" Code="SECTION" Value="28.55"/>
      <ExtendedResult Type="PROGRESS" Pos="7" Code="SECTION" Value="25.68"/>
      <ExtendedResult Type="PROGRESS" Pos="8" Code="SECTION" Value="27.57"/>
    </ExtendedResults>
    <Composition>
      <Athlete Code="1132902" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="REACT_TIME" Value="0.64" />
          <ExtendedResult Type="PROGRESS" Pos="1"
Code="INTERMEDIATE" Value="28.81" ValueType="TIME" Rank="2" SortOrder="2"/>
          <ExtendedResult Type="PROGRESS" Pos="2"
Code="INTERMEDIATE" Value="58.50" ValueType="TIME" Rank="2" SortOrder="2" Move="0"/>
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>

```



INTERNATIONAL OLYMPIC COMMITTEE

ODF/INT173- R-SOG-2016-v1.10 APP (SW)

2.2.3.6 Message Sort

Sort by Result @SortOrder



2.2.4 Phase Results

2.2.4.1 Description

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

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

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

This message is sent just for the different phases (Heats and Semi-finals) of Individual and Relay events.

2.2.4.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	DDGEEPUU	DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit (usually 00) The DocumentCode attribute in the ODF header will be sent according to the ODF Common Codes document (header values).
DocumentType	DT_PHASE_RESULT	Phase Results message
DocumentSubtype	CC @Unit	It is the RSC code up to the moment the phase message contains information: E.g.: DDGEEPUU would be phase results up to the end of the referenced event unit
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	It indicates whether the result is official or unofficial. INTERMEDIATE (used after each unit in the phase) OFFICIAL
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>

2.2.4.3 Trigger and Frequency

* Send after every unit is official (including the first) in all phases preceding the finals (INTERMEDIATE).

* Send after the last unit in a phase with status OFFICIAL

Trigger also after any change.

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	Level 6	Level 7	Level 8
Competition (1,1)							
	Code						
	ExtendedInfos (0,1)						



	<u>SportDescription (0,1)</u>	
		DisciplineName
		EventName
		SubEventName
		Gender
	<u>VenueDescription (0,1)</u>	
		Venue
		VenueName
		Location
		LocationName
<u>Result (1,N)</u>		
	Rank	
	RankEqual	
	ResultType	
	Result	
	IRM	
	Diff	
	QualificationMark	
	SortOrder	
	<u>RecordIndicators (0,1)</u>	
		<u>RecordIndicator (1,N)</u>
		Order
		Code
		RecordType
		Equalled
	<u>Competitor (1,1)</u>	
		Code
		Type
		Organisation
		<u>Description (0,1)</u>
		TeamName
		<u>ExtendedResults (0,1)</u>
		<u>ExtendedResult (1,N)</u>



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 /SportDescription (0,1)			
Sport Descriptions in Text.			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Discipline name (not code) from Common Codes



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

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the phase.
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss:ff	The result of the competitor in the phase. Send just in the case @ResultType is TIME
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned. Send just in the case @ResultType is IRM
Diff	O	m:ss.ff or 0.00	Time behind leader m:ss.ff or 0.00 for leader. Do not send m if no minutes apply.
QualificationMark	O	SC @QualificationMark	The code which gives an indication on the qualification of the competitor for the next round of the competition Only send if it applies.
SortOrder	M	Numeric	Used to sort all results in a phase, based on rank, but to break rank ties, etc. It is mainly used for display purposes. This attribute is a sequential number with the order of the results for the particular phase, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.



Element: Result /RecordIndicators /RecordIndicator (1,N)			
Phase result's record indicator.			
Attribute	M/O	Value	Description
Order	M	Numeric	The hierarchy (priority) for types of record from 1 to n.
Code	M	CC @RecordCode	Code which describes the record broken by the result value.
RecordType	M	CC @RecordType	Code which specifies the level at which the record is broken.
Equalled	O	S(1)	Send "Y" in the case that the record has been equalled else do not send.

Element: Result /Competitor (1,1)			
Competitor related to one phase result.			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	T,A	T for team A for athlete
Organisation	M	CC @Organisation	Competitor's organisation

Element: Result /Competitor /Description (0,1)			
Competitors extended information.			
Attribute	M/O	Value	Description
TeamName	O	S(73)	Name of the team.

Element: Result /Competitor /ExtendedResults /ExtendedResult (1,N)			
Team competitor's extended results (only for Relay event units)			
Type	Code	Pos	Description
ER	LAST_QUAL	N/A	Element Expected: Always in phases before the final if it applies. Send before final qualification marks are known.
	Attribute	M/O	Value
	Value	M	S(1)
			Description
			Send "Y" if this competitor is currently in the last qualifying place else do not send.
	UNIT_NUM	N/A	Element Expected:



ER				Always
	Attribute	M/O	Value	Description
	Value	M	S(2)	Send the heat number
ER		UNIT_RANK	N/A	Element Expected: Always when not null
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank of the competitor within the event unit.
ER		UNIT_ERANK	N/A	Element Expected: Only when Rank for the unit is equalled.
	Attribute	M/O	Value	Description
	Value	O	S(1)	Send Y where Rank at this specific Unit is equalled.
ER		UNIT_LANE	N/A	Element Expected: Always
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the lane/order number for the competitor in the unit.

Sample (Relay)



```

....
<Result ResultType="TIME" Rank="2" Result="3:33.44" SortOrder="2" Diff="0.79" QualificationMark="Q">
  <RecordIndicators>
    <RecordIndicator Order="1" Code="SWM451000" RecordType="OR" />
    <RecordIndicator Order="2" Code="SWM451000" RecordType="AM" />
  </RecordIndicators>
  <Competitor Code="435157" Type="T" Organisation="NZL" >
    <Description TeamName="New Zealand" />
    <ExtendedResults>
      <ExtendedResult Type="ER" Code="UNIT_NUM" Value="2" />
      <ExtendedResult Type="ER" Code="UNIT_RANK" Value="1" />
      <ExtendedResult Type="ER" Code="UNIT_LANE" Value="5" />
    </ExtendedResults>
    <Composition>
      <Athlete Code="1098570" Order="1" >
        <Description FamilyName="Jones" GivenName="Barry" Gender="M"
Organisation="NZL" BirthDate="1990-11-15" />
      </Athlete>
      <Athlete Code="1098533" Order="2" >
        <Description FamilyName="Jones" GivenName="Bob" Gender="M"
Organisation="NZL" BirthDate="1995-11-15" />
      </Athlete>
      <Athlete Code="1102186" Order="3" >
        <Description FamilyName="Smith" GivenName="Barry" Gender="M"
Organisation="NZL" BirthDate="1991-11-15" />
      </Athlete>
      <Athlete Code="1127156" Order="4" >
        <Description FamilyName="Black" GivenName="Barry" Gender="M"
Organisation="NZL" BirthDate="1992-11-15" />
      </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, corresponding to either a team member or a single athlete
Order	M	Numeric	Order attribute used to sort team members in a team (if Competitor @Type="T") or 1 if Competitor @Type="A".

Element: Result /Competitor /Composition /Athlete /Description (1,1)			
Athletes extended information.			
Attribute	M/O	Value	Description



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

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

Team member's or individual athlete's extended result, depending on whether Competitor @Type="T" or Competitor @Type="A" (for all event units except for Relay)

Type	Code	Pos	Description
ER	LAST_QUAL	N/A	Element Expected: Always in phases before the final if it applies. Send before final qualification marks are known.
	Attribute	M/O	Value
	Value	M	S(1)
			Description
	Value	M	Send "Y" if this competitor is in the last qualifying place else do not send.
ER	UNIT_NUM	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	S(2)
			Description
	Value	M	Send the heat number
ER	UNIT_RANK	N/A	Element Expected: Always when not null
	Attribute	M/O	Value
	Value	M	Numeric #0
			Description
	Value	M	Send the rank of the competitor within the event unit.
ER	UNIT_ERANK	N/A	Element Expected: Only when Rank for the unit is equalled.
	Attribute	M/O	Value
	Value	O	S(1)
			Description
	Value	O	Send Y where Rank at this specific Unit is equalled.
ER	UNIT_LANE	N/A	Element Expected: Always
	Attribute	M/O	Value
	Value	M	Numeric
			Description
	Value	M	Send the lane/order number for the



		#0	competitor in the unit.
--	--	----	-------------------------

Sample (Individual)

```
....
<Result ResultType="TIME" Rank="2" Result="2:08.98" SortOrder="2" QualificationMark="Q" Diff="0.27" >
  <Competitor Code="1098548" Type="A" Organisation="NZL">
    <Composition>
      <Athlete Code="1098548" Order="1">
        <Description FamilyName="Smith" GivenName="John" Gender="M"
Organisation="NZL" BirthDate="1994-11-15" />
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="UNIT_NUM" Value="2" />
          <ExtendedResult Type="ER" Code="UNIT_RANK" Value="1" />
          <ExtendedResult Type="ER" Code="UNIT_LANE" Value="5" />
        </ExtendedResults>
      </Athlete>
    </Composition>
  </Competitor>
</Result>
....
```

2.2.4.6 Message Sort

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



2.2.5 Records

2.2.5.1 Description

This message applies for all records depending on the sport.

The message contains the list of all records from the start of the Games (events depending on header).

Special Situations - Not Established Records:

There are some situations where there are no records for a particular event. This can happen, for example, when the sport rules change (different weights or distances) or new events are introduced. If this occurs then the NotEstablished flag is used to indicate this situation.

If a record is established for this event in the current competition then the NotEstablished flag and description will not be sent when a new record is established.

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	DD0000000	DD according to CC @Discipline
DocumentSubcode	CC @RecordCode	If the message is sent as a result of a record being modified (broken, equalled or re-instated) then this attribute will be included and is the Record Event for the modification.
DocumentType	DT_RECORD	Records message
DocumentSubtype	FULL, PARTIAL	Send "FULL" if all records included. Send "PARTIAL" if only one record code is included.
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages



		<p>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

The DT_RECORD (without DocumentSubcode) message is sent as a bulk message (all records in a discipline) prior to the competition. Any new version of the DT_RECORD message should replace all previous record information, either for the RecordCode specified in DocumentSubcode or all if no DocumentSubcode is specified.

* As soon as a record has been officialised and at any change

2.2.5.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8	Level 9
Competition (1,1)								
	Code							
	ExtendedInfos (0,1)							
		SportDescription (0,1)						
			DisciplineName					
	Record (1,N)							
		Code						
		Description (1,1)						
			Name					
		RecordType (1,N)						
			Order					



RecordType
Subcode
Shared
NotEstablished
NotEstablishedLabel
<u>RecordData (0,N)</u>
Order
ResultType
Result
Unit
Country
Place
Date
Time
Equalled
Unconfirmed
Competition
Historical
Current
ModificationIndicator
<u>Extension (0,N)</u>
Code
Pos
Value
Type
<u>Competitor (0,1)</u>
Code
Type
Organisation
<u>Description (0,1)</u>
TeamName
<u>Composition (0,1)</u>
<u>Athlete (1,N)</u>



	Code
	Order
	Description (0,1)
	GivenName
	FamilyName
	Gender
	Organisation
	BirthDate
	IFId

2.2.5.5 Message Values

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

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

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

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

Element: Record /RecordType (1,N)
It is possible to have more than one element with the same type (as in the case of National Records).



Attribute	M/O	Value	Description
Order	M	Numeric #0	The hierarchy (priority) for types of record from 1 to n. (Can use the Order column from CC @RecordType for to assist in case several records are broken, from high priority to low priority but must still use 1 to n).
RecordType	M	CC @RecordType	Record type.
Subcode	O	- Rank if RecordType = "ALL" or "SBP" - WRC order if RecordType = "WRC"	It will be mandatory in case of RecordType = "WRC", "ALL" and "SBP".
Shared	M	S(1)	Y-There is more than one competitor sharing the record N-There is just one competitor holding the record
NotEstablished	O	S(1)	Send "Y" in the case there is no record in this category else do not send.
NotEstablishedLabel	O	S(25)	The description to be used in the case that NotEstablished="Y".

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

RecordData is not sent for NotEstablished Records

Attribute	M/O	Value	Description
Order	M	Numeric #0	In the case that a record (RecordType) is provided several times in the message, then Order is the chronological order for the records (1,N). 1 will be usually the historical record and for each record broken during the competition a new order value will be provided. Usually first time the record is broken will have Order="2", second time Order="3" etc. Send 1 for records (RecordType) not shared (historical records)
ResultType	M	SC @ResultType	"TIME" Indicate that the result type for the record is a time.
Result	M	m:ss.ff	Send always unless the record is not established. The performance of the competitor for the record. The result of the competitor for the record.
Unit	O	Concatenation of the following: CC @Discipline CC @DisciplineGender	Include the event unit in the current competition where the record was broken. It is the full RSC in the format DDGEEPUU.



		CC @Event CC @Phase CC @Unit	Send always (Mandatory) in the case Historical="N"(current competition).
Country	O	CC @Country	Send always unless the record is not established. Country code where the record was broken
Place	O	S(40)	Send always unless the record is not established. Place (town or city) where the record was broken (example: "Salt Lake City").
Date	O	YYYY-MM-DD	Send always unless the record is not established. Date when the record was broken (for the current competition, the date will be assumed to be the date scheduled for the @Unit attribute)
Time	O	Time	Time the record was set. Send always (Mandatory) in the case of Historical="N".
Equalled	O	S(1)	Send "Y" if the existing record is equalled. Do not send if the record is not equalled.
Unconfirmed	O	S(1)	Send only in the case that Historical="Y" and if it is required in the specific discipline, since some historical records / record types may not be confirmed. Send "Y" if the record is Unconfirmed else do not send. The normal situation is do not send.
Competition	O	S(40)	Send the text of the competition name where the record was broken (example: "2008 Olympic Games". , etc.).
Historical	M	S(1)	Send "Y" if the record for competitor being listed in the message was not achieved during the current competition. Send "N" if the record for the competitor being listed in the message was achieved during the current competition.
Current	O	S(1)	Send "Y" in the case that this is the current record else do not send (may be multiple in the case of a shared record).
ModificationIndicator	O	S(1)	The possible values are: "N" = New broken record (not provided in a previous message) "R" = This record is re-instated/re-established as the current record in this message (following an invalidation or similar). Do not send this attribute for other records included in the message (not broken or not re-instated)

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

for Relay event units

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



ER	INTERMEDIATE	Numeric ##	Pos Description: Sequential number from 1 to 99 for each intermediate point in the record, to indicate its number. It can be one or more (depending on the distance of the event unit). Element Expected: If it applies. Just for events units which have splits time in the record.
Attribute	M/O	Value	Description
Value	M	m:ss.ff	Split Time in the record

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

Competitor to whom the record is assigned.

Athlete's or team's information should be in DT_PARTIC (Historic) if Competitor @Type="A" or DT_PARTIC_TEAMS (Historic) if Competitor @Type="T".

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Competitor's ID
Type	M	S(1)	"T" for team "A" for athlete
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Competitors extended information.

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

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

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

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

Athletes extended information.

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



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

2.2.5.6 Message Sort

The following order applies:

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



2.2.6 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.

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

Depending on the sport rules include all competitors in the competition as all can be ranked (as in Marathon) or only include those with a final ranking as other are unranked (as in tennis).

2.2.6.2 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 . OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will 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>

2.2.6.3 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.

* Send after the last unit of the event with status OFFICIAL.

Trigger also after any major 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
Competition (1,1)	Code					
	ExtendedInfos (0,1)					
		SportDescription (0,1)				
			DisciplineName			
			EventName			
			Gender			
		VenueDescription (0,1)				
			Venue			
			VenueName			
	Result (1,N)					
		Rank				
		RankEqual				
		ResultType				



2.2.6.5 Message Values

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

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



		@DisciplineGender	single gender
--	--	-----------------------------------	---------------

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in text

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

Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	M	Text	Final rank of the competitor in the corresponding event
RankEqual	O	Y	Identifies if a rank has been equalled. Only send if applicable
ResultType	O	SC @ResultType	Type of the @Result attribute
Result	O	m:ss:ff	The result of the competitor in the event Send just if ResultType is different from IRM
IRM	O	SC @IRM	The invalid rank mark, in case it is assigned
SortOrder	M	Numeric	Unique sort order for all results based on rank to break rank ties. This attribute is a sequential number with the order of the results for the final unit of an event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

Element: Result /Competitor (1,1)

Competitor related to one final event result.

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



Element: Result /Competitor /Description (0,1)			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team. Only applies for teams / groups.

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

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

2.2.6.6 Message Sort

Sort by Result @SortOrder



2.2.7 Configuration

2.2.7.1 Description

The Configuration is a message containing general configuration.

Ideally the configuration should be provided before competition. However it may be possible that the configuration for one particular event, phase or event unit is not known in advance. In that case send the unknown attributes blank (Value="").

2.2.7.2 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 This message is expected that the message is sent at Phase level (SWGEEEP00).
DocumentType	DT_CONFIG	Configuration message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).



		<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 is sent prior to any ODF Sports message.

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

2.2.7.4 Message Structure

The following table defines the structure of the message.

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Competition (1,1)	Code Configs (1,1)	Config (1,N)	Gender Event Phase ExtendedConfig (1,N)	Type Code Pos Value ExtendedConfigItem (0,N)	Code Pos Value



2.2.7.5 Message Values

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

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Gender	M	CC @DisciplineGender	Gender code of the RSC. Include if information is by Gender, by Event, by Phase or by Event Unit. Otherwise, do not include.
Event	M	CC @Event	Event code of the RSC. Include if information is by Event, by Phase or by Event Unit. Otherwise, do not include.
Phase	M	CC @Phase	Phase code of the RSC. There are the following phases for: (9) Heats (2) Semi-finals (1) Final

Element: Configs /Config /ExtendedConfig (1,N)				
Type	Code	Pos	Description	
EC	EVENT_NO	N/A	Element Expected: Send by event, always that the information is available	
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Event Number to identify whole event
EC	INTERMEDIATE	Numeric 0	Pos Description: Send the number that identifies each of the split points (according to the Individual/Relay event and Marathon event distance, from 1 to n, where n is when the race finishes). (e.g.: for 100m events, 2 splits: (1): 50m, (2): 100m -the finish Element Expected: Always (Including 50m event)	



Attribute	M/O	Value	Description
Value	M	Numeric ###0	Send distance in metres at this intermediate point
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Only in relay events			
Attribute	Value	Description	
Code	END_LEG		
Pos	N/A	N/A	
Value	Numeric 0	Send 1,2,3 or 4 to indicate if this intermediate point is the end of the leg indicated by the number.	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always, send by event (except for 50m Individual events).			
Attribute	Value	Description	
Code	IS_LAST		
Pos	N/A		
Value	S(1)	Send 'Y' for the last split point (the finish).	
Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always, send by event (just for Individual Medley events).			
Attribute	Value	Description	
Code	STROKE		
Pos	N/A	N/A	
Value	SC @Stroke	Stroke for the split in Individual Medley events (for the section immediately before the intermediate point).	
EC	INTERMEDIATES_T OTAL	N/A	Pos Description: Do not send anything Element Expected: When available
Attribute	M/O	Value	Description
Value	M	Numeric	Send the total number of intermediate



			#0	points not including the start or finish.
EC_QUALIFICATION	QUAL_RANK		Numeric #	Pos Description: Send 1 to indicate first rank included in the @Code rule. Send 2 to indicate last rank included in the @Code rule Element Expected: Send always if the rule applies to the competition. (except for Finals)
	Attribute	M/O	Value	Description
	Value	M	Numeric #0	Send the rank according to @Code rule and @Pos (i.e.: for Individual - heats phase, will be: Pos=1, Value=1 Pos=2, Value=16 It means 1-16 ranks from the current phase will qualify to the next phase).
EC_QUALIFICATION	QUAL_RULE (Send by phase)		N/A	Element Expected: Always, if the rule applies to the competition
	Attribute	M/O	Value	Description
	Value	M	String	Qualification rule text (long version).

Sample (Relay, SWM412900)



```
....
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="19" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="8" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RULE" Value="Best 8 Teams
progress to the Final" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="100"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="3" Value="150"/>
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="4" Value="200"/>
      <ExtendedConfigItem Code="END_LEG" Value="Y" />
    </ExtendedConfig>
  ....
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="15" Value="750"/>
  <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="16" Value="800" >
    <ExtendedConfigItem Code="IS_LAST" Value="Y" />
    <ExtendedConfigItem Code="END_LEG" Value="Y" />
  </ExtendedConfig>
  <ExtendedConfig Type="EC" Code="INTERMEDIATES_TOTAL" Value="15" >
</Config>
....
```

Sample (Individual Event, SWW021900)

```
....
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="EVENT_NO" Value="2" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RANK" Pos="1" Value="1" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RANK" Pos="2" Value="16" />
    <ExtendedConfig Type="EC_QUALIFICATION" Code="QUAL_RULE" Value="Best 16 athletes
progress to next phase" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="1" Value="50" />
    <ExtendedConfig Type="EC" Code="INTERMEDIATE" Pos="2" Value="100" >
      <ExtendedConfigItem Code="IS_LAST" Value="Y" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="INTERMEDIATES_TOTAL" Value="1" >
</Config>
....
```

2.2.7.6 Message Sort

There is no general message sorting rule.



3 Document Control

Version history		
Version	Date	Comments
v1.0	19 December 2014	Submitted for review version
v1.01	30 January 2015	Submitted for approval version
v1.02	5 March 2015	Updated version
v1.03	24 March 2015	Updated version
v1.04	14 May 2015	Approved version
v1.05	05 November 2015	Updated version CR007795, CR008567
v1.06	18 December 2015	Minor changes (CR008618)
v1.07	05 February 2016	Minor changes (CR009411 and CR009427)
v1.08	24 March 2016	Version updated
v1.09	05 May 2016	Version updated
v1.10	01 June 2016	Version updated

File Reference: ODF/INT173- R-SOG-2016-v1.10 APP (SW)

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
v1.01	SFA	- CR4550: Remove message DT_HISTORIC_RECORD and update DT_RECORD with new structure as approved. - (DT_RESULT) remove status Unofficial in Trigger definition
v1.02	SFA	-(DT_PARTIC_TEAMS) QUAL_MARK replaced by QUAL_BEST, to use the same attribute for PARTIC and TEAMS - (DT_CONFIG) Clarified that INTERMEDIATE should to be received also for 50m events. - (DT_RESULT) SPLIT_PROGRESS attribute definition clarified, to know level should to be used in Relay or Individual events. - (DT_RESULT) SUBSTITUTE attribute definition has been updated to clarify how will be used. - (DT_RANKING) Message definition added to clarify differences between General ODF and specific rules for Swimming



		- (DT_RECORD) Trigger definition updated, to send only when new records are officialised.
v1.03	SFA	- (DT_RESULT) SUBSTITUTE attribute definition has been updated to follow the first definition. - (DT_CONFIG) CYCLE definition modified to receive at the same level than INTERMEDIATE and simplify how to manage.
v1.04	APP	- (DT_RESULT) Updated the Result/@Rank Description - (DT_RESULT) Updated the Result/@ResultType attribute from Mandatory to Optional - (DT_PHASE_RESULT) Updated the Result/@ResultType attribute from Mandatory to Optional - (DT_RECORD) Updated the Record/RecordType/@Code attribute to the Record/RecordType/@RecordType attribute - (DT_RECORD) Added the Record/@RecordType/@Order and @Shared attributes - (DT_RECORD) Updated the Record/RecordType/RecordEntries/RecordEntry/RecordData element to the Record/RecordType/RecordData element - (DT_RECORD) Added the Record/RecordType/RecordData/@Equalled attribute - (DT_RECORD) Removed the Record/RecordType/RecordData/Competitor/Composition /Athlete/ExtRecords/ExtRecord element
v1.05	APP	- (DT_RESULT) CR007795 Attribute "Move" added to Results /Competitor /ExtendedResults /ExtendedResult and Results /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult . SPLIT_PROGRESS extension removed. - (DT_RESULT) CR008567 PROGRESS/SECTION information expected also for Relay events.
v1.06	APP	- (DT_PHASE_RESULT) UNIT_ERANK added to allow manage equalled Ranks in the same unit at phase level.
v1.07	APP	- (DT_RESULT) LEADER definition updated to be received also for Teams (CR009411) - (DT_CONFIG) CYCLE element removed (CR009427)
v1.08	APP	- (DT_RESULT) ExtendedInfo LEADER definition clarified to be received with LIVE messages - (DT_RESULT) QualificationMark removed. Only received in DT_PHASE_RESULT message
v1.09	APP	- (DT_PHASE_RESULT) UNIT_ERANK added (at Athlete/ExtendedResults/ExtendedResult level) to allow manage equalled Ranks in the same unit at phase level.
v1.10	APP	- (DT_RESULT) SPLIT_RECORD extension defined correctly according message structure