



Olympic Data Feed



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

ODF/INT177- R-SOG-2016-v1.9 APP (TR)
30 June 2016



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1 Introduction

1.1 This document

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

1.2 Objective

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

- 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_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_PLAY_BY_PLAY | Play by Play | X |
| DT_IMAGE | Image | X |
| DT_PRESSPHOTOFINISH_LK | Press Photofinish | |
| DT_RANKING | Event Final Ranking | |
| DT_COMMUNICATION | Official Communication | |
| DT_CONFIG | Configuration | X |
| DT_WEATHER | Event Unit Weather conditions | X |
| DT_MEDALLISTS | Event's Medallists | |



| | | |
|--------------------------|-------------------------------------|--|
| DT_MEDALLISTS_DISCIPLINE | Medallists by discipline | |
| DT_LOCAL_OFF | Discipline/venue stop transmission | |
| DT_LOCAL_ON | Discipline/venue start transmission | |
| DT_KA | Keep Alive | |



2.2 Messages

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

2.2.1.1 Description

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

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

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

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

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

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

2.2.1.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|---------------------------|
| CompetitionCode | CC @Competition | Unique ID for competition |



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

2.2.1.3 Trigger and Frequency

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

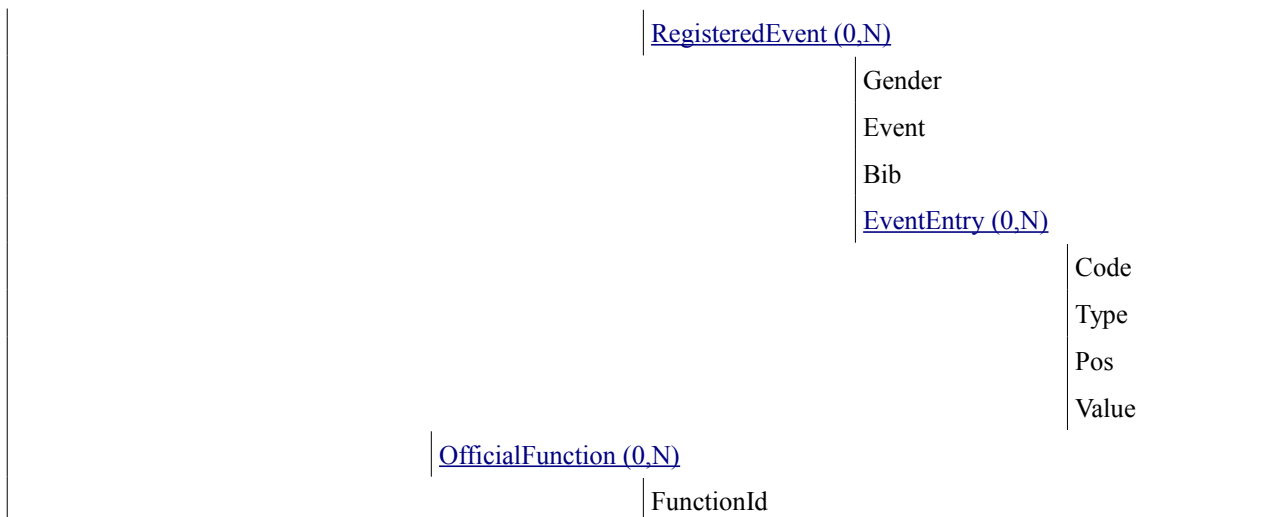
The DT_PARTIC_UPDATE message is triggered when there is a modification in the data for any individual after the transfer of control to OVR.



2.2.1.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|-----------------------------------|-----------------------------------|----------------------------------|---------|---------|---------|
| Competition (1,1) | | | | | |
| | Code | | | | |
| | Participant (1,N) | | | | |
| | | Code | | | |
| | | Parent | | | |
| | | Status | | | |
| | | GivenName | | | |
| | | FamilyName | | | |
| | | PrintName | | | |
| | | PrintInitialName | | | |
| | | TVName | | | |
| | | TVInitialName | | | |
| | | Gender | | | |
| | | Organisation | | | |
| | | BirthDate | | | |
| | | Height | | | |
| | | Weight | | | |
| | | PlaceofBirth | | | |
| | | CountryofBirth | | | |
| | | PlaceofResidence | | | |
| | | CountryofResidence | | | |
| | | Nationality | | | |
| | | MainFunctionId | | | |
| | | Current | | | |
| | | OlympicSolidarity | | | |
| | | ModificationIndicator | | | |
| | | Discipline (1,1) | | | |
| | | | Code | | |
| | | | IFId | | |



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 | <p>Participant's ID.</p> <p>It identifies an athlete or an official and the holding participant's valid information for one particular period of time.</p> <p>It is used to link other messages to the participant's information.</p> <p>Participant's information (example @Organisation) will not be the latest for the athlete/official, unless the @Code attribute is the same as the @Parent attribute. However, this information could be the one being valid in the particular moment of a start list, event unit results, etc.</p> <p>When the participant is an historical one, then this ID will start with "A" when it is an Athlete, "C" when Coach and "O" when Official.</p> |



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



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

Element: Participant /Discipline (1,1)

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

| Attribute | M/O | Value | Description |
|-----------|-----|--------------------------------|---|
| Code | M | CC @Discipline | It is the discipline code used to fill the OdfBody @DocumentCode attribute. |



| | | | |
|------|---|-------|---|
| IFId | O | S(16) | Competitor's federation number. It will be included when data available. May not be available for some athletes also |
|------|---|-------|---|

| 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 |
| Bib | O | S(2) | Athlete race number. Although this attribute is optional, it will be updated and informed as soon as this information is known. Example: 8, 10,... |

| Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N) | | | | |
|--|------------------|------------|------------------------------------|---------------------------------|
| Send if there are specific athlete's event entries. | | | | |
| Type | Code | Pos | Description | |
| ENTRY | QUAL_RANK | N/A | Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric ### | Olympic Qualification List Rank |
| ENTRY | QUAL_TYPE | N/A | Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | M | SC @QualifyingType | Olympic Qualification Type |

| 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 |



INTERNATIONAL OLYMPIC COMMITTEE

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2.2.1.6 Message Sort

The message is sorted by Participant @Code



2.2.2 Event Unit Start List and Results

2.2.2.1 Description

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

When an athlete receives an IRM, his Rank should be removed and SortOrder updated in the same message that is send the IRM.

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 | DDGEEPUU | DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit |
| DocumentType | DT_RESULT | Event Unit Start List and Results message |
| DocumentSubtype | Not used in TR | Not used in TR |
| 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). Possible status: START_LIST LIVE (used during the competition when nothing else applies). UNCONFIRMED (After the race is over, in the case of pending photo finish) UNOFFICIAL or 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. |



| | | |
|--------------|----------------------------|--|
| | | <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> |

2.2.2.3 Trigger and Frequency

As soon as the start list is available and any changes [inc. IRMs] (START_LIST)

When the competition starts and all changes/additions in data included in the report (LIVE). This is generally as each athlete reaches an intermediate point or completes a segment.

After the race is over: in the case of pending photo finish (UNCONFIRMED), then (UNOFFICIAL / OFFICIAL)



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 | Level 7 | Level 8 |
|--------------------------|----------------------------|-------------------------------|------------------------|---------|---------|---------|---------|
| <u>Competition (1,1)</u> | | | | | | | |
| | Code | | | | | | |
| | <u>ExtendedInfos (0,1)</u> | | | | | | |
| | | <u>UnitDateTime (0,1)</u> | | | | | |
| | | | StartDate | | | | |
| | | <u>ExtendedInfo (0,N)</u> | | | | | |
| | | | Type | | | | |
| | | | Code | | | | |
| | | | Pos | | | | |
| | | | Value | | | | |
| | | | <u>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 | | | | | |



| |
|------------------------------|
| StartOrder |
| StartSortOrder |
| ResultType |
| Diff |
| <u>Competitor (1,1)</u> |
| Code |
| Type |
| Organisation |
| <u>Composition (0,1)</u> |
| <u>Athlete (1,N)</u> |
| Code |
| Order |
| Bib |
| <u>Description (1,1)</u> |
| GivenName |
| FamilyName |
| Gender |
| Organisation |
| BirthDate |
| IFId |
| <u>EventUnitEntry (0,N)</u> |
| Type |
| Code |
| Pos |
| Value |
| <u>ExtendedResults (0,1)</u> |
| <u>ExtendedResult (1,N)</u> |
| Type |
| Code |
| Pos |
| Value |
| ValueType |



| | |
|--|-----------|
| | Rank |
| | RankEqual |
| | SortOrder |
| | Diff |
| | Move |

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: 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. |

| Element: ExtendedInfos /ExtendedInfo (0,N) | | | |
|--|------------------|------------|---|
| Type | Code | Pos | Description |
| DISPLAY | LAST_COMP | Numeric #0 | Pos Description: Sent SECTOR @Pos in DT_CONFIG for the last sector completed by the most recent athlete to complete any sector point. Send LAST_COMP for every segment where at least one athlete has finished. Element Expected: When available and only when the unit is LIVE |
| | Attribute | M/O | Value |
| | Value | O | S(20) |
| | | | Description |
| | CURR_SECTOR | N/A | Element Expected: |



| | | | | |
|--|------------------|-------------------|-----------------------------|--|
| UI | | | | Always |
| | Attribute | M/O | Value | Description |
| | Value | O | SC @Segment | Send the current segment for the leader |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension | | | | |
| Expected: Always | | | | |
| | Attribute | Value | Description | |
| | Code | CURR_INTERMEDIATE | | |
| | Pos | N/A | N/A | |
| | Value | Numeric 0 | | Send the current intermediate point of the CURR_SECTOR for the leader. |
| UI | | ENTRIES | N/A | Element Expected: Always |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 | Send the total participating athletes |
| UI | | FINISHED | N/A | Element Expected: Always when available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 | Send the participating athletes that have completed the race |
| Sub Element: ExtendedInfos /ExtendedInfo /Extension | | | | |
| Expected: Always when available except transitions and last sector. | | | | |
| | Attribute | Value | Description | |
| | Code | CC @Segment | | |
| | Pos | N/A | N/A | |
| | Value | Numeric ##0 | | Send number of athletes completed the sector. (including the athletes that received a IRM during the SECTOR) (do not send for transitions or last sector) |



| | | | | |
|----|------------------|------------|--------------|--|
| UI | | NOCS | N/A | Element Expected: When was available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric | Send the number of NOCs |
| UI | | SC@IRM | N/A | Element Expected: When was available |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric | Send number of riders who have an IRM. |
| UI | | WET_SUIT | N/A | Element Expected: When available |
| | Attribute | M/O | Value | Description |
| | Value | O | S(1) | Send Y if wet suits are allowed, N if not allowed. |

Sample (An athlete be DSQ/DNS at any time before the start)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="ENTRIES" Value="55" />
  <ExtendedInfo Type="UI" Code="NOCS" Value="22" />
  <ExtendedInfo Type="UI" Code="DNS" Value="1" />
  <ExtendedInfo Type="UI" Code="WET_SUIT" Value="N" />
  <ExtendedInfo Type="UI" Code="CURR_SECTOR" Value="SWIM" >
  <ExtendedInfo Type="UI" Code="FINISHED" >
    <Extension Code="SWIM" Value="1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="CURR_SECTOR" Value="TRANS1" >
    <Extension Code="CURR_INTERMEDIATE" Value="1" />
  </ExtendedInfo>
</ExtendedInfos>

```

Sample (someone received an IRM during swim sector)

```

<ExtendedInfos>
  ...
  <ExtendedInfo Type="UI" Code="DSQ" Value="1" />
  <ExtendedInfo Type="UI" Code="DNS" Value="1" />
  <ExtendedInfo Type="UI" Code="CURR_SECTOR" Value="TRANS1" >
    <Extension Code="CURR_INTERMEDIATE" Value="1" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="FINISHED" >
    <Extension Code="SWIM" Value="24" />
  </ExtendedInfo>
  <ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="1106828" />
</ExtendedInfos>

```

**Sample (after 30 athletes completes Bike)**

```

<ExtendedInfos>
...
<ExtendedInfo Type="UI" Code="DNF" Value="1" />
<ExtendedInfo Type="UI" Code="LAP" Value="2" />
<ExtendedInfo Type="UI" Code="DSQ" Value="1" />
<ExtendedInfo Type="UI" Code="DNS" Value="1" />
<ExtendedInfo Type="UI" Code="FINISHED" >
  <Extension Code="SWIM" Value="55" />
  <Extension Code="BIKE" Value="30" />
</ExtendedInfo>
<ExtendedInfo Type="UI" Code="CURR_SECTOR" Value="BIKE" >
  <Extension Code="CURR_INTERMEDIATE" Value="7" />
</ExtendedInfo>
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="1" Value="11068281" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="2" Value="11068288" />
<ExtendedInfo Type="DISPLAY" Code="LAST_COMP" Pos="3" Value="11068289" />
</ExtendedInfo>

```

Sample (when the race is official)

```

<ExtendedInfos>
  <UnitDateTime StartDate="2012-08-11T12:30:00+01:00" />
  <ExtendedInfo Type="UI" Code="ENTRIES" Value="55" />
  <ExtendedInfo Type="UI" Code="NOCS" Value="22" />
  <ExtendedInfo Type="UI" Code="FINISHED" Value="50" >
    <Extension Code="SWIM" Value="55" />
    <Extension Code="BIKE" Value="53" />
  </ExtendedInfo>
  <ExtendedInfo Type="UI" Code="WET_SUIT" Value="N" />
  <ExtendedInfo Type="UI" Code="DNF" Value="1" />
  <ExtendedInfo Type="UI" Code="LAP" Value="2" />
  <ExtendedInfo Type="UI" Code="DSQ" Value="1" />
  <ExtendedInfo Type="UI" Code="DNS" Value="1" />
  <ExtendedInfo Type="UI" Code="CURR_SECTOR" Value="RUN" >
    <Extension Code="CURR_INTERMEDIATE" Value="4" />
  </ExtendedInfo>
</ExtendedInfos>

```

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

| Attribute | M/O | Value | Description |
|----------------|-----|---|--|
| DisciplineName | M | S(40) | Discipline name (not code) from Common Codes |
| EventName | M | S(40) | Event name (not code) from Common Codes |
| Gender | M | CC @DisciplineGender | Gender code for the event unit |



| | | | |
|--------------|---|-------|---|
| SubEventName | M | S(40) | EventUnit short name (not code) from Common Codes |
|--------------|---|-------|---|

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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

Element: Result (1,N)

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

| Attribute | M/O | Value | Description |
|----------------|-----|--------------------------------|--|
| Rank | O | Numeric | Rank of the competitor in the corresponding event unit. |
| RankEqual | O | S(1) | Send Y in case of the Rank has been equalled else do not send. |
| Result | O | h:mm:ss | Result for the particular event unit. |
| IRM | O | SC @IRM | IRM for the event unit. Send just in the case @ResultType is IRM (see codes section) |
| SortOrder | M | Numeric | This attribute is a sequential number with the order of the results, 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 start it is the same as StartSortOrder. |
| StartOrder | O | Numeric #0 | Start Position |
| StartSortOrder | M | Numeric #0 | Order as in the start list |
| ResultType | O | SC @ResultType | Result type. |
| Diff | O | +m:ss or 0:00 for the leader | Time behind the leader |

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 |
| Type | M | A | A for athlete |
| Organisation | O | CC @Organisation | Competitor's organisation |

| 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 | Send 1 |
| Bib | M | S(2) | Athlete race number |

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

| Element: Result /Competitor /Composition /Athlete /EventUnitEntry (0,N) | | | | |
|--|------------------|------------|--|---------------------------------|
| Individual athletes entry information. | | | | |
| Type | Code | Pos | Description | |
| EUE | RANK | N/A | Element Expected: Always when known | |
| | Attribute | M/O | Value | Description |
| | Value | O | Numeric ##0 | Olympic Qualification List Rank |



| | | | | |
|-----|------------------|------------|-----------------------------|--------------------|
| EUE | START_POSITION | N/A | Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | M | Numeric #0 | Start position |

Sample (Olympic Qualification List Rank)

```
<EventUnitEntry Type="EUE" Code="RANK" Value="4" />
```

| Element: Result /Competitor /Composition /Athlete /ExtendedResults /ExtendedResult (1,N) | | | | |
|---|------------------|---------------|--|--|
| Team member or individual athlete's extended result. | | | | |
| Type | Code | Pos | Description | |
| CC @Segment | INTERMEDIATE | Numeric #0 | Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Always when available | |
| | Attribute | M/O | Value | Description |
| | Value | O | h:mm:ss | Time at the intermediate point. The time is cumulative. Do not send leading h if zero. |
| | ValueType | O | SC @ResultType | Send CC @ResultType |
| | Rank | O | Numeric | Send the rank of the competitor at the end of the intermediate point. |
| | RankEqual | O | S(1) | Send "Y" if rank is equalled, otherwise do not send. |
| | SortOrder | O | Numeric | Index based on whole list (with the ones who have not reached the end of the intermediate point 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). |
| | Diff | O | +m:ss or 0:00 for the leader | Send the time behind the fastest at the intermediate point. (Format +m:ss or 0:00 for the leader. Do not send h if it is zero) |
| | Move | O | Numeric | Change in rank compared to the previous Intermediate Point. For example if one competitor is moving from rank =9 to rank =15 then Move is |



| | | | | |
|-------------|------------------|------------|--------------------------------|---|
| | | | | -6. |
| CC @Segment | | LAP | Numeric #0 | Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Only if there is more than one lap in the sector |
| | Attribute | M/O | Value | Description |
| | Value | O | m:ss | Time for this lap |
| | ValueType | O | SC @ResultType | Send CC @ResultType |
| | Rank | O | Numeric | Send the rank of the competitor in the lap |
| | RankEqual | O | S(1) | Send "Y" if rank is equalled, otherwise do not send. |
| | Diff | O | +m:ss or 0:00 for the leader | Send the time behind the fastest at the current lap. (Format +m:ss or 0:00 for the leader. Do not send h if it is zero) |
| | Move | O | Numeric | Change in rank compared to the previous Lap. For example if one competitor is moving from rank =9 to rank =15 then Move is -6. |
| CC @Segment | | SECTION | Numeric #0 | Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Only send if the number of intermediates in a sector is bigger than the number of laps in this sector |
| | Attribute | M/O | Value | Description |
| | Value | O | m:ss | Time elapsed from the last (overall) intermediate point to this intermediate point. |
| | ValueType | O | SC @ResultType | Send CC @ResultType |
| | Rank | O | Numeric | Send the rank of the competitor in the section |
| | RankEqual | O | S(1) | Send "Y" if rank is equalled, otherwise do not send. |
| | Diff | O | +m:ss or 0:00 for the leader | Send the time behind the fastest at the current intermediate point. (Format +m:ss or 0:00 for the leader. Do not |



| | | | | |
|-------------|------------------|------------|--------------------------------|--|
| | | | | send h if it is zero) |
| CC @Segment | SECTOR | Numeric #0 | | Pos Description: Intermediate no. as defined in DT_CONFIG. Element Expected: Always when available |
| | Attribute | M/O | Value | Description |
| | Value | O | h:mm:ss | Time elapsed from the start of the current sector to the current intermediate point. Do not send leading h if zero. |
| | ValueType | O | SC @ResultType | Send CC @ResultType |
| | Rank | O | Numeric | Send the rank of the competitor in the sector |
| | RankEqual | O | S(1) | Send "Y" if rank is equalled, otherwise do not send. |
| | SortOrder | O | Numeric | Index based on whole list (with the ones who have not reached the end of the current sector as well - after the ones who have, but before the IRMs. Sorted by the intermediate passed most recently in current sector and by order there (if none, then by start order). |
| | Diff | O | +m:ss or 0:00 for the leader | Send the time behind the fastest at the current sector. (Format +m:ss or 0:00 for the leader. Do not send h if it is zero) |
| ER | PENALTIES | N/A | | Element Expected: Only for competitors who receive penalties. |
| | Attribute | M/O | Value | Description |
| | Value | O | S(2) | Send number of penalties given (eg. 1P) |
| ER | PHOTO | N/A | | Element Expected: At the end of the race. Only send for applicable competitors. |
| | Attribute | M/O | Value | Description |
| | Value | O | S(1) | To know if the competitor's final result was decided by photo. Send P for Pending Status for the Photo |



| | | | | |
|--|--|--|--|---|
| | | | | <p>finish, do not send when Evaluated Status</p> <p>If PHOTO is sent as pending then those pending competitors will not have rank but will still be sorted in the correct place (as well as is known). For example: Rank = 1,2,,,5,6,7... and SortOrder = 1,2,3,4,5,6,7</p> |
|--|--|--|--|---|

Sample (General)

```

<ExtendedResults>
  <ExtendedResult Type="ER" Code="PENALTIES" Value="1P" />
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="1" Value="9:00" ValueType="TIME"
Rank="30" SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="1" Value="9:00" ValueType="TIME" Rank="30"
Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="1" Value="9:00" ValueType="TIME" Rank="30"
SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="2" Value="17:56" ValueType="TIME"
Rank="28" SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="2" Value="8:56" ValueType="TIME" Rank="14"
Diff="+0:15" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="2" Value="17:56" ValueType="TIME" Rank="28"
SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="TRANS1" Code="INTERMEDIATE" Pos="1" Value="18:18" ValueType="TIME"
Rank="27" SortOrder="27" Diff="+1:02" />
  <ExtendedResult Type="TRANS1" Code="SECTOR" Pos="1" Value="0:22" ValueType="TIME" Rank="9"
SortOrder="9" Diff="+0:04" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="1" Value="28:31" ValueType="TIME"
Rank="29" SortOrder="29" Diff="+1:02" />
  <ExtendedResult Type="BIKE" Code="LAP" Pos="1" Value="10:13" ValueType="TIME" Rank="26"
Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="1" Value="10:13" ValueType="TIME" Rank="26"
SortOrder="26" Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="2" Value="38:17" ValueType="TIME"
Rank="27" SortOrder="27" Diff="+1:03" />
  <ExtendedResult Type="BIKE" Code="LAP" Pos="2" Value="9:46" ValueType="TIME" Rank="9"
Diff="+0:07" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="2" Value="19:59" ValueType="TIME" Rank="9"
SortOrder="9" Diff="+0:29" />
</ExtendedResults>

```

**Sample (with 2 intermediate points per lap in Bike)**

```
<ExtendedResults>
  <ExtendedResult Type="ER" Code="PENALTIES" Value="1P" />
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="1" Value="9:00" ValueType="TIME"
Rank="30" SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="1" Value="9:00" ValueType="TIME" Rank="30"
Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="1" Value="9:00" ValueType="TIME" Rank="30"
SortOrder="30" Diff="+1:07" />
  <ExtendedResult Type="SWIM" Code="INTERMEDIATE" Pos="2" Value="17:56" ValueType="TIME"
Rank="28" SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="SWIM" Code="LAP" Pos="2" Value="8:56" ValueType="TIME" Rank="14"
Diff="+0:15" />
  <ExtendedResult Type="SWIM" Code="SECTOR" Pos="2" Value="17:56" ValueType="TIME" Rank="28"
SortOrder="28" Diff="+1:22" />
  <ExtendedResult Type="TRANS1" Code="INTERMEDIATE" Pos="1" Value="18:18" ValueType="TIME"
Rank="27" SortOrder="27" Diff="+1:02" />
  <ExtendedResult Type="TRANS1" Code="SECTOR" Pos="1" Value="0:22" ValueType="TIME" Rank="9"
SortOrder="9" Diff="+0:04" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="1" Value="28:31" ValueType="TIME"
Rank="29" SortOrder="29" Diff="+1:02" />
  <ExtendedResult Type="BIKE" Code="SECTION" Pos="1" Value="10:13" ValueType="TIME" Rank="26"
Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="1" Value="10:13" ValueType="TIME" Rank="26"
SortOrder="26" Diff="+0:22" />
  <ExtendedResult Type="BIKE" Code="INTERMEDIATE" Pos="2" Value="38:17" ValueType="TIME"
Rank="27" SortOrder="27" Diff="+1:03" />
  <ExtendedResult Type="BIKE" Code="LAP" Pos="2" Value="19:59" ValueType="TIME" Rank="9"
Diff="+0:29" />
  <ExtendedResult Type="BIKE" Code="SECTION" Pos="2" Value="9:46" ValueType="TIME" Rank="9"
Diff="+0:07" />
  <ExtendedResult Type="BIKE" Code="SECTOR" Pos="2" Value="19:59" ValueType="TIME" Rank="9"
SortOrder="9" Diff="+0:29" />
</ExtendedResults>
```

2.2.2.6 Message Sort

Sort by Result @SortOrder



2.2.3 Play by Play

2.2.3.1 Description

The Play by Play is a message containing official raw data from the results provider.

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 |
| DocumentSubcode | Not used in TR | Not used in TR |
| DocumentType | DT_PLAY_BY_PLAY | Play by Play message |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Status of the message. Possible values are: LIVE (used during the competition when nothing else applies). UNCONFIRMED (After the race is over, in the case of pending photo finish) UNOFFICIAL or OFFICIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced. |
| LogicalDate | Date | Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight. If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will |



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

2.2.3.3 Trigger and Frequency

After every race incident
 After the race (unit).

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 |
|-----------------------------------|-------------------------------------|--|----------------|---------|---------|---------|---------|
| Competition (1,1) | | | | | | | |
| | Code | | | | | | |
| | ExtendedInfos (0,1) | | | | | | |
| | | SportDescription (0,1) | | | | | |
| | | | DisciplineName | | | | |
| | | | EventName | | | | |
| | | | SubEventName | | | | |
| | | | Gender | | | | |
| | | VenueDescription (0,1) | | | | | |
| | | | Venue | | | | |
| | | | VenueName | | | | |
| | | | Location | | | | |
| | | | LocationName | | | | |
| | UnitActions (0,1) | | | | | | |
| | | UnitAction (1,N) | | | | | |



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 /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) | EventUnit 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: UnitActions /UnitAction (1,N)

| Type | Code | Pos | Description |
|------|------------------|------------|---|
| UAC | CC @Segment | Numeric #0 | Pos Description: Unique sequential number for all the incidents from 1 to n (from the first incident to the last one). Element Expected: For each new incident |
| | Attribute | M/O | Value |
| | Value | O | String Lap information. Do not send for segments without laps, for instance transitions. |
| | Result | O | Text Incident Description |



Sample (Full example)

```

<ExtendedInfos>
  <SportDescription DisciplineName="Triathlon" EventName="Women's Triathlon"
SubEventName="Women's Mountain Bike" Gender="W" />
  <VenueDescription Venue="CTY" VenueName="The City" Location="CTY" LocationName="The City"/>
</ExtendedInfos>

<UnitActions>
<UnitAction Type="UAC" Code="SWIM" Pos="3" Value="1" Result="REHULA Jane (CZE), Race number 26,
disqualified because of violence">
  <Competitor Code="1008743" Type="A" Organisation="SUI" Order="1">
    <Composition>
      <Athlete Code="1008743" Order="1" Bib="26" >
        <Description GivenName="Jane" FamilyName="Rehula" Gender="W"
Organisation="CZE" BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
</UnitActions>

```

Element: UnitActions /UnitAction /Competitor (0,N)

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

| Attribute | M/O | Value | Description |
|--------------|-----|----------------------------------|--|
| Code | M | S(20) with no leading zeroes | Competitor's ID |
| Type | M | A | A for athlete |
| Order | O | Numeric | Order in which the competitor should appear for the action, if there is more than one competitor |
| Organisation | M | CC @Organisation | Competitors' organisation |

Element: UnitActions /UnitAction /Competitor /Composition /Athlete (1,N)

| Attribute | M/O | Value | Description |
|-----------|-----|------------------------------|---|
| Code | M | S(20) with no leading zeroes | Athlete's ID (individual athlete or team member) related to the action |
| Order | O | Numeric | Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. |
| Bib | O | S(2) | Athlete race number. |

Element: UnitActions /UnitAction /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 |

2.2.3.6 Message Sort

UnitActions /UnitAction @Code followed by @Pos will be used to sort actions (if actions are requested).



2.2.4 Image

2.2.4.1 Description

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

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

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

When the DocumentSubtype is PHOTOFINISH then no extensions are to be used to have all disciplines use the same structure.

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 | @ RSC | Depending on the message, the RSC could be: DD000000 (sent at discipline level) DDG000000 (sent at gender level) DDGEEEE000 (sent at event level) DDGEEEP00 (sent at phase level) DDGEEEP000 (sent at event unit level) |
| DocumentSubcode | S(10) | Picture number |
| DocumentType | DT_IMAGE | Image message |
| DocumentSubtype | PHOTOFINISH | Send PHOTOFINISH |
| Version | 1..V | Version number associated to the message's content. Ascendant number |
| ResultStatus | SC @ResultStatus | Only applicable status is OFFICIAL |
| FeedFlag | "P"-Production "T"-Test | Test message or production message. |
| Date | Date | Date when the message is generated, expressed in the local time zone where the message was produced. |
| Time | Time | Time up to milliseconds when the message is generated, |



| | | |
|-------------|----------------------------|---|
| | | expressed in the local time zone where the message was produced. |
| LogicalDate | Date | <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

Trigger and frequency defined in ORIS (or PRIS) or may be varied in the sport specific data dictionary.

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 |
|-----------------------------------|-------------------------------------|---|---------|
| Competition (1,1) | Code Image (1,N) | Pos Version Revision ImageType | |



| | |
|---------------------------------|---|
| ImageData (1,1) | - |
|---------------------------------|---|

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: Competition /Image (1,N) | | | |
|-----------------------------------|-----|------------|---|
| Attribute | M/O | Value | Description |
| Pos | M | Numeric #0 | Used as differentiator if there are multiple images in the message. |
| Version | M | Numeric #0 | Document Version |
| Revision | M | Numeric #0 | Document Revision |
| ImageType | M | S(3) | Image type extension, jpg or png |

| Element: Competition /Image /ImageData (1,1) | | | |
|--|-----|-----------|---|
| Attribute | M/O | Value | Description |
| - | M | Free Text | The ImageData element has a body consisting of one Base64-encoded report (a jpeg or png file) |

2.2.4.6 Message Sort

Sort by Competition /Image /Pos



2.2.5 Configuration

2.2.5.1 Description

The Configuration is a message containing general configuration.

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 | DDGEEPUU | Send one message per event unit with the header TRg001101. |
| 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 | <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 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.

2.2.5.4 Message Structure

The following table defines the structure of the message.

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|--------------------------|----------------------|---------------------|-----------------------------|---------------------------------|---------|
| <u>Competition (1,1)</u> | | | | | |
| | Code | | | | |
| | <u>Configs (1,1)</u> | | | | |
| | | <u>Config (1,N)</u> | | | |
| | | | <u>ExtendedConfig (1,N)</u> | | |
| | | | | Type | |
| | | | | Code | |
| | | | | Pos | |
| | | | | Value | |
| | | | | <u>ExtendedConfigItem (0,N)</u> | |
| | | | | | Code |
| | | | | | Pos |
| | | | | | Value |

2.2.5.5 Message Values

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

| Element: Configs /Config /ExtendedConfig (1,N) | | | |
|--|-------------|--------------|---|
| Type | Code | Pos | Description |
| EC | CC @Segment | Numeric 0 | Pos Description: Send the segment number from the start. The normal order is swim (Pos#1), transition1, bike, transition2 and finally run with Pos#5 |



| | | | |
|---|--------------------|---|---|
| | | | <p>In case of duathlon the order is run (Pos #1), transition1, bike, transition2, run(Pos #5)</p> <p>Element Expected: Always</p> |
| Attribute | M/O | Value | Description |
| Value | O | Numeric ##0.0## | The distance in km of the sector, do not send for transitions. |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always | | | |
| Attribute | Value | Description | |
| Code | INTERMEDIATE | | |
| Pos | Numeric 0 | Each intermediate point in the race where results are taken starting at 1 in each sector. | |
| Value | Numeric ##0.0## | Send distance in km at this intermediate point from the start of the sector. | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When applicable | | | |
| Attribute | Value | Description | |
| Code | LAP | | |
| Pos | Numeric 0 | Lap number | |
| Value | Numeric #0 | Send the number of the intermediate point corresponding with this lap | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always except transitions | | | |
| Attribute | Value | Description | |
| Code | LAP_DISTANCE | | |
| Pos | N/A | N/A | |



| | | | | |
|---|--------------------|---|--|-----------------------|
| | | | | |
| Value | Numeric ##0.0## | Send the distance in km for each lap within the sector. | | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: When applicable | | | | |
| Attribute | Value | Description | | |
| Code | LAPS | | | |
| Pos | N/A | N/A | | |
| Value | Numeric #0 | Send the number of laps | | |
| Sub Element: Configs /Config /ExtendedConfig /ExtendedConfigItem Expected: Always | | | | |
| Attribute | Value | Description | | |
| Code | LAST | | | |
| Pos | N/A | N/A | | |
| Value | Numeric #0 | Send the @Pos of the last intermediate in the sector. | | |
| EC | FED_RANKING_DATE | N/A | Pos Description: Do not send anything. Element Expected: Always | |
| | Attribute | M/O | Value | Description |
| | Value | O | YYYY-MM-DD | Send the date for OQL |

**Sample (in case of Duathlon format)**

```
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2016-07-15" />
    <ExtendedConfig Type="EC" Code="RUN1" Pos="1" Value="10.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="2.5" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
      <ExtendedConfigItem Code="LAP" Pos="2" Value="2" />
      <ExtendedConfigItem Code="LAP" Pos="3" Value="3" />
      <ExtendedConfigItem Code="LAP" Pos="4" Value="4" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="2.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="5.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="7.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="4" Value="10.0" />
      <ExtendedConfigItem Code="LAST" Value="4" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="TRANS1" Pos="2" >
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" />
      <ExtendedConfigItem Code="LAST" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="BIKE" Pos="3" Value="40.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="10.0" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
      <ExtendedConfigItem Code="LAP" Pos="2" Value="2" />
      <ExtendedConfigItem Code="LAP" Pos="3" Value="3" />
      <ExtendedConfigItem Code="LAP" Pos="4" Value="4" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="10.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="20.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="20.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="4" Value="40.0" />
      <ExtendedConfigItem Code="LAST" Value="4" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="TRANS2" Pos="4" >
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" />
      <ExtendedConfigItem Code="LAST" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="RUN2" Pos="5" Value="5.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="2.5" />
      <ExtendedConfigItem Code="LAPS" Value="2" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
      <ExtendedConfigItem Code="LAP" Pos="2" Value="2" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="2.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="5.0" />
      <ExtendedConfigItem Code="LAST" Value="2" />
    </ExtendedConfig>
  </Config>
</Configs>
```

**Sample (normal format, with 2 intermediates per lap in run)**

```
<Configs>
  <Config>
    <ExtendedConfig Type="EC" Code="FED_RANKING_DATE" Value="2016-07-15" />
    <ExtendedConfig Type="EC" Code="SWIM" Pos="1" Value="1.5" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="0.5" />
      <ExtendedConfigItem Code="LAPS" Value="3" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
      ...
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="TRANS1" Pos="2" >
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" />
      <ExtendedConfigItem Code="LAST" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="BIKE" Pos="3" Value="40.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="10.0" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="1" />
      ...
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="TRANS2" Pos="4" >
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" />
      <ExtendedConfigItem Code="LAST" Value="1" />
    </ExtendedConfig>
    <ExtendedConfig Type="EC" Code="RUN" Pos="5" Value="10.0" >
      <ExtendedConfigItem Code="LAP_DISTANCE" Value="2.5" />
      <ExtendedConfigItem Code="LAPS" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="1" Value="2" />
      <ExtendedConfigItem Code="LAP" Pos="2" Value="4" />
      <ExtendedConfigItem Code="LAP" Pos="3" Value="6" />
      <ExtendedConfigItem Code="LAP" Pos="4" Value="8" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="1" Value="1.25" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="2" Value="2.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="3" Value="3.75" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="4" Value="5.0" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="5" Value="6.25" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="6" Value="7.5" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="7" Value="8.75" />
      <ExtendedConfigItem Code="INTERMEDIATE" Pos="8" Value="10.0" />
      <ExtendedConfigItem Code="LAST" Value="8" />
    </ExtendedConfig>
  </Config>
```

2.2.5.6 Message Sort

There is no general message sorting rule.



2.2.6 Event Unit Weather conditions

2.2.6.1 Description

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

2.2.6.2 Header Values

The following table describes the message header attributes.

| Attribute | Value | Comment |
|-----------------|---------------------------------|--|
| CompetitionCode | CC @Competition | Unique ID for competition |
| DocumentCode | DDGEEPUU | DD according to CC @Discipline G according to CC @DisciplineGender EEE according to CC @Event P according to CC @Phase UU according to CC @Unit |
| 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. |

2.2.6.3 Trigger and Frequency

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

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 |
|-----------------------------------|---------------------------------------|----------------------------------|---|-----------------------|
| Competition (1,1) | Code Weather (1,1) | Conditions (1,N) | Code Humidity Condition (0,3) | Code Value |
| | | | Temperature (0,N) | Code Unit Value |

2.2.6.5 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 GEN only |



| | | | |
|----------|---|----------------|---------------|
| 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 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, WAT | Air, and Water temperature. |
| Unit | M | SC @TemperatureUnit | Metric system unit for temperature |
| Value | M | Numeric -##0.0 or ##0.0 | Temperature in centigrade degrees (in case of positive temperature, do not send '+') |

2.2.6.6 Message Sort

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



3 Document Control

| Version history | | |
|-----------------|------------------|---------------------------------------|
| Version | Date | Comments |
| v1.0 | 1 August 2014 | First Version |
| v1.1 | 28 August 2014 | SFA |
| v1.2 | 8 September 2014 | Minor correction |
| v1.3 | 27 November 2014 | Minor corrections |
| v1.4 | 12 February 2015 | Approved version |
| v1.5 | 6 August 2015 | CR007215 and correction in DT_WEATHER |
| v1.6 | 1 October | TE Defects fixed |
| v1.7 | 5 November 2015 | CR7795, CR8079, CR8332 |
| v1.8 | 24 March 2016 | Minor correction |
| v1.9 | 30 June 2016 | Minor correction |

File Reference: ODF/INT177- R-SOG-2016-v1.9 APP (TR)

| Change Log | | |
|------------|--------|---|
| Version | Status | Changes on version |
| v1.0 | SFR | First Version |
| v1.1 | SFA | -DT_RESULT: added CC @Segment extension to FINISHED ExtendedInfo -DT_RESULT: removed SECTOR and INTERMEDIATE ExtendedInfos -DT_RESULT: updated LAST_COMP @Pos description -DT_RESULT: added ExtendedResult Type CC @Segment with codes INTERMEDIATE, LAP, SECTION and SECTOR -DT_RESULT: removed ExtendedResult Type PROGRESS with codes SECTOR_CUM, SECTOR, INTERMED_SECTORn, SECTION_SECTORn -DT_CONFIG: updated Header Values, should send one message per event unit -DT_CONFIG: no attributes needed in Config element DT_CONFIG: added ExtendedConfig CC @Segment with ExtendedConfigItems LAP_DISTANCE, LAPS, LAP, INTERMEDIATE and LAST -DT_PARTIC / DT_PARTIC_UPDATE: added @IFId -DT_RESULT: added clarification for UNCONFIRMED trigger |
| v1.2 | SFA | -DT_PARTIC / DT_PARTIC_UPDATE: renamed RANK entry to QUAL_RANK |
| v1.3 | SFA | -DT_PLAY_BY_PLAY: fixed sample, Bib moved to Athlete element -DT_RESULT: removed Y value in PHOTO ExtendedResult |



| | | |
|------|-----|--|
| v1.4 | APP | <ul style="list-style-type: none">- Included DT_IMAGE and DT_PRESSPHOTOFINISH_LK messages- Description element for Athletes fixed to follow general definition |
| v1.5 | APP | <ul style="list-style-type: none">- DT_WEATHER definition corrected- CR007215: DT_PARTIC / DT_PARTIC_UPDATE: added START_POSITION EventEntry |
| v1.6 | APP | <ul style="list-style-type: none">- Defect 118562: DT_WEATHER: added Humidity and SKY condition- Defect 118596: DT_RESULT: updated description for SECTOR ExtendedResult- Defect 118626: DT_RESULT: added definition for StartTime attribute in UnitDateTime ExtendedInfo- Defect 118745: DT_RESULT: added clarification in Trigger and Frequency- Defect 118754: DT_PLAY_BY_PLAY: clarified that lap information should not be send for segments without laps- Defect 118788: DT_RESULT: fixed error in sample- Defect 118864: DT_CONFIG: corrected spelling error in INTERMEDIATE ExtendedConfigItem- Defect 118866: DT_CONFIG: corrected description of CC @Segment- Defect 118906: DT_RESULT: added clarification for LAST_COMP ExtendedInfo |
| v1.7 | APP | <ul style="list-style-type: none">- CR7795: DT_RESULT: added Move attribute to INTERMEDIATE and LAP ExtendedResult- Defect: DT_RESULT: clarified use of "PHOTO" in case of pending status- CR8079:<ul style="list-style-type: none">DT_PARTIC: removed START_POSITION EventEntryDT_RESULT: added START_POSITION EventUnitEntry- CR8332: DT_RESULT: clarified that when an athlete receives an IRM, his Rank should be removed and SortOrder updated in the same message that is send the IRM |
| v1.8 | APP | <ul style="list-style-type: none">- DT_RESULT: fixed error in ExtendedInfos samples |
| v1.9 | APP | <ul style="list-style-type: none">- Defect 133427: DT_RESULT: changed value format for PENALTIES to alphanumeric |