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ODF R-SOG-2020-SAL V2.1 APP

# OLYMPIC DATA FEED

## **ODF Sailing Data Dictionary**

Tokyo 2020 - Games of the XXXII Olympiad

Technology and Information Department

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ODF R-SOG-2020-SAL V2.1 APP

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# 1 Introduction

## 1.1 This document

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

## 1.2 Objective

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

## 1.3 Main Audience

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

## 1.1 2018 Youth Olympic Games

This document is to be applied for the 2018 Youth Olympic Games. All included concepts are applied except:

- Play by Play message is not applicable.

## 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 Title	Document Description
ODF General Principles Document	The document explains the environment and general principles for ODF.
ODF General Messages Interface Document	The document describes the ODF General Messages
ODF Common Codes	The document describes the ODF Common codes used across all ODF documents.
ODF Sport Codes	The document describes the ODF Sport codes used across all ODF documents
ODF Header Values	The document details the header values which show which RSCs are used in which messages.



## 2 Messages

### 2.1 Applicable Messages

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

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

Message Type	Message Name	Message extended
DT_SCHEDULE / DT_SCHEDULE_UPDATE	Competition schedule / Competition schedule update	
DT_PARTIC / DT_PARTIC_UPDATE	List of participants by discipline / List of participants by discipline update	X
DT_PARTIC_NAME	Participant Names	
DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of teams / update	X
DT_MEDALS	Medal standings	
DT_MEDALLISTS_DAY	Medallists of the day	
DT_GLOBAL_GM	Global good morning	
DT_GLOBAL_GN	Global good night	
DT_RESULT	Event Unit Start List and Results	X
DT_PLAY_BY_PLAY	Play by Play	X
DT_CURRENT	Current Information	X
DT_CUMULATIVE_RESULT	Cumulative Results	X
DT_RANKING	Event Final Ranking	X
DT_COMMUNICATION	Official Communication	X
DT_CONFIG	Configuration	X
DT_WEATHER	Event Unit Weather conditions	X
DT_MEDALLISTS	Event's Medallists	
DT_MEDALLISTS_DISCIPLINE	Medallists by discipline	
DT_LOCAL_OFF	Discipline/venue stop transmission	
DT_LOCAL_ON	Discipline/venue start transmission	
DT_KA	Keep Alive	



## 2.2 Messages

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

#### 2.2.1.1 Description

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

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

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

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

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

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	Full RSC (discipline level)	RSC at the discipline level
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.

### 2.2.1.3 Trigger and Frequency

The DT\_PARTIC message is sent as a bulk message 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 Values

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	<p>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.</p> <p>The participant containing @Code attribute being the same as the @Parent attribute will be the one with the latest information for the participant.</p> <p>The @Parent attribute will only be different from @Code in the case that critical personal information has changed from previous competitions. The typical examples are Organisation (for change of country) or Name (particularly for women changing their name at marriage). Further to be clear, @Parent and @Code can only be different if Current = "false".</p>
Status	O	CC @ParticStatus	<p>Participant's accreditation status this attribute is Mandatory in the case of @Current="true" and it is optional in the case that @Current="false".</p> <p>To delete a participant, a specific value of the Status attribute is used.</p>
GivenName	O	S(25)	Given name in WNPA format (mixed case)
FamilyName	M	S(25)	Family name in WNPA format (mixed case)
PassportGivenName	O	S(25)	Passport Given Name (Uppercase)
PassportFamilyName	O	S(25)	Passport Family Name (Uppercase)
PrintName	M	S(35)	Print name (family name in upper case + given name in mixed case)



Element: Participant (1,N)			
Attribute	M/O	Value	Description
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
TVFamilyName	M	S(25)	TV family 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.





Element: Participant (1,N)

Attribute	M/O	Value	Description
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)	IF ID (competitor's federation number for the discipline). Note: Depending on the individual this can be IPC ID or IAAF ID.

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

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

Attribute	M/O	Value	Description
Event	M	CC @Event	Full RSC of the Event

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

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



Element: Participant /Discipline /RegisteredEvent /EventEntry (0,N)				
	Type	Code	Pos	Description
	Value	M	Numeric ##0	World rank for the competitor

### 2.2.1.5 Message Sort

The message is sorted by Participant @Code



## 2.2.2 List of teams / List of teams update

### 2.2.2.1 Description

DT\_PARTIC\_TEAMS contains the list of teams related to the current competition.

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

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

### 2.2.2.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC (discipline level)	RSC at the discipline level
DocumentType	DT_PARTIC_TEAMS / DT_PARTIC_TEAMS_UPDATE	List of participant teams message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  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.



### 2.2.2.3 Trigger and Frequency

The DT\_PARTIC\_TEAMS message is sent as a bulk message 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 Values

Element: Team (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Team's ID 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.
TVTeamName	O	S(21)	TV Team Name
Gender	M	CC @DisciplineGender	Discipline Gender Code of the Team Char(1)
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 (0,N)			
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)**

**Discipline is expected unless ModificationIndicator="D"**

Attribute	M/O	Value	Description
Code	M	CC @Discipline	Full RSC of the discipline

**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	Full RSC of the event

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

Type	Code	Pos	Description
ENTRY	RANK_WLD	N/A	Pos Description: Not Used Element Expected: Always as soon as it is known. (this information can be sent in both messages)
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	Numeric ##0

### 2.2.2.5 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.

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	Full RSC	The DocumentCode will be sent according to the ODF Common Codes (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: As soon as the start list is known and with any changes / IRMs before the start. LIVE (used during the competition when nothing else applies). INTERMEDIATE (used after the competition has started and is not finished but not currently live) UNOFFICIAL OFFICIAL
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.



Attribute	Value	Comment
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.

### 2.2.3.3 Trigger and Frequency

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

- 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.
- 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 message is sent as 'INTERMEDIATE' during extended breaks:

- After all competitors have finished the unit (UNOFFICIAL / OFFICIAL) as appropriate.
- Update with any later changes (from protests etc.)

### 2.2.3.4 Message Values

Element: ExtendedInfos /UnitDateTime (0,1)			
Attribute	M/O	Value	Description
StartDate	O	DateTime	Actual start date-time. Do not include until unit starts.



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
DISPLAY	LAST_COMP	Numeric	Pos Description: Sent MARK @Pos in ExtendedInfos for the last mark passed by the most recent boat to pass any mark.	
			Element Expected: Send the last boat to pass any mark with every LIVE update	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(20) with no leading zeroes	Send the competitor ID of the last competitor to pass any mark.
UI	COURSE_AREA	N/A	Pos Description: Do not send anything Element Expected: Always, if available	
			<b>Attribute</b>	<b>M/O</b>
	Value	M	Text	Send the current course area for the unit
UI	COURSE_DESC	N/A	Pos Description: Do not send anything Element Expected: Always, if available	
			<b>Attribute</b>	<b>M/O</b>
	Value	O	S(n)	Send the description of the course to be sailed. For example: Windward/Leeward 3 Laps (W3)
UI	COURSE_SAILED	N/A	Pos Description: Do not send anything Element Expected: Always, if available	
			<b>Attribute</b>	<b>M/O</b>
	Value	O	SC @Course	Send the code for course to be sailed
UI	LEG_CURRENT	N/A	Pos Description: Do not send anything Element Expected: If applicable	
			<b>Attribute</b>	<b>M/O</b>
	Value	O	Numeric #0 or '.'	Send the current Leg. During start sequence send '0'. During racing or racing IR send '1', '2', ... n All other race status we should have '.'.
UI	LEGS_NUM	N/A	Pos Description: Do not send anything Element Expected: Always, if available	
			<b>Attribute</b>	<b>M/O</b>
	Value	O	Numeric #0	Send the number of legs





Element: ExtendedInfos /ExtendedInfo (0,N)			
Type	Code	Pos	Description
UI	MARK	Numeric 0	Pos Description: Send the mark order: 0, 1..n (0 for start mark)  Element Expected: Always, if available
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	O	Numeric #0 or S(n)	Send the different marks of the course for the event unit.  Send 'S' for Start, 'F' for Finish and the corresponding mark number or string for the rest.  For example: @Pos 0, @Value 'S' for Start mark. @Pos 1, @Value 1 for next 1 mark. @Pos 2, @Value 2 for next 2 mark. @Pos 3, @Value 1 for next 1 mark. @Pos 4, @Value 2p-2s for next 2p-2s mark. @Pos 5, @Value 1 for next 1 mark. @Pos 6, @Value 'F' for Finish mark.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If it applicable (not for start mark)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	MARK_ROUNDED		
Pos	N/A	Do not send anything	
Value	S(1)	Send Y in case of first boat has rounded this mark	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If available (not for start mark)</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	TIME		
Pos	N/A	Do not send anything	
Value	h:mm:ss	Send the elapsed time of the leader for each mark of the course and finish. Remove leading zeroes.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	WIND_DIRECTION		
Pos	N/A	Do not send anything	
Value	Numeric #0	Wind direction in degrees for each mark of the course at the moment the leader rounded the mark (including start and finish).	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



Element: ExtendedInfos /ExtendedInfo (0,N)				
Type	Code	Pos	Description	
	Code	WIND_SPEED		
	Pos	N/A	Do not send anything	
	Value	Numeric #0	Wind speed in knots for each mark of the course at the moment the leader rounded the mark (including start and finish).	
UI		MARKS_NUM	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the total number of marks planned, without including the Start and the Finish marks.
UI		OCS_NUM	N/A	Pos Description: Do not send anything Element Expected: If applies
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0 or 'TBA' or '.'	Send the number of OCS (On the Course Side) boats.  TBA means 'To Be Announced'. This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).
UI		STATUS	N/A	Pos Description: Do not send anything Element Expected: If available and whenever changes
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	SC @Status	Send the race status



**Sample**

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

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
UnitNum	O	S(6)	Race number for non-medal races (1, 2,...), or 'M' for the medal race.

Element: ExtendedInfos /VenueDescription (0,1)

Venue Names in Text.

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



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

Attribute	M/O	Value	Description
Rank	O	Text	Rank of the competitor in the corresponding event unit.
RankEqual	O	S(1)	Identifies if a rank has been equaled (Y). Only send if applicable
Result	O	Numeric #0.#	Race points of the competitor in the event unit.
ResultType	O	SC @ResultType	Result type, either POINTS or IRM or IRM_POINTS for the corresponding event unit.
IRM	O	SC @IRM	Invalid result mark for the particular event unit. Send just in the case of @ResultType is IRM or IRM_POINTS
SortOrder	M	Numeric	Sequential number with the order of the results for the particular event unit, if they were to be presented. According to the sport rules. Order of estimated finish place calculates overall position based on the position at the last mark.  If not all boats have rounded the last mark, estimate their probable position considering the previous mark.  Same as @StartSortOrder before the start.
StartSortOrder	M	Numeric	Start list order according to the sport rules (used to sort all start list competitors in an event unit).

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

Type	Code	Pos	Description	
ER	LAST_MARK	N/A	Pos Description: Do not send anything Element Expected: Send if available	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the mark order of the last mark rounded, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (so from 1 to n).
OVERALL	ESTIMATED	N/A	Pos Description: Do not send anything Element Expected: If available when LIVE after this competitor has passed the first mark	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	Numeric #0	Send the calculated overall net points based on boats finishing in their estimated finish place.
	ValueType	O	SC @ResultType	The type of data @Value.
	IRM	O	SC @IRM	Invalid result mark (if applies). Send IRM code just in the case of @ValueType is IRM or IRM_POINTS.
	Rank	O	Numeric #0	Send the estimated overall rank (finish place) of the boat in the event, based on the position at the most recent mark or their probable position.
	RankEqual	O	S(1)	Send Y if rank is equalled, otherwise do not send.



Element: Result /ExtendedResults /ExtendedResult (1,N)			
Type	Code	Pos	Description
SortOrder	O	Numeric #0	Send the estimated overall order of the boat.
<b>Sub Element: Result /Competitor /ExtendedResults /ExtendedResult /Extension</b> <b>Expected: If available when LIVE after the first mark</b>			
Attribute	Value	Description	
Code	TOTAL_PTS		
Pos	N/A	Do not send anything	
Value	Numeric ##0.0	Send the estimated overall total points based on boats finishing in their estimated finish place.	
PROGRESS	MARK	Numeric #0	Pos Description: Send the mark order, according to the @Pos of the MARK code in the ExtendedInfos, being 0 the Starting mark (though zero is not sent, so from 1 to n).  Element Expected: Send if available
Attribute	M/O	Value	Description
Value	O	h:mm:ss	Send the time of the boat at the corresponding MARK (from the Starting line). Remove leading zeroes.
ValueType	O	SC @ResultType	Send the type of data @Value (TIME).
Rank	O	Numeric #0	Send the rank (place) of the boat at the corresponding mark.
RankEqual	O	S(1)	Send 'Y' if rank is equalled, otherwise do not send
SortOrder	M	Numeric #0	Send the order of the boat at the corresponding mark.  For those competitors who have not crossed yet the current mark, the order will be according to their results in previous mark.
Diff	O	mm:ss	Send the time behind the leader at the corresponding mark.
Move	O	Numeric #0	Change in rank compared to the previous MARK. For example if one competitor is moving from rank=9 to rank=15 then Move is -6; or 0 for no change, or 2 if improving two ranks.



**Sample**

```
<Result Rank="3" ResultType="POINTS" Result="6" SortOrder="3" StartSortOrder="6" >
  <ExtendedResults>
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="1" Value="10:08" ValueType="TIME" Rank="5"
SortOrder="5" Diff="0:36" />
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="2" Value="16:27" ValueType="TIME" Rank="4"
SortOrder="4" Diff="0:19" Move="1" />
    ...
    <ExtendedResult Type="PROGRESS" Code="MARK" Pos="6" Value="31:03" ValueType="TIME" Rank="3"
SortOrder="3" Diff="0:16" Move="0" />
    <ExtendedResult Type="ER" Code="LAST_MARK" Value="6" />
    <ExtendedResult Type="OVERALL" Code="ESTIMATED" Value="5" ValueType="POINTS" Rank="3"
SortOrder="3" >
      <Extension Code="TOTAL_PTS" Value="15" />
    </ExtendedResult>
  </ExtendedResults>
</Result>
```

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	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitor's organisation
Element: Result /Competitor /Description (0,1) Used in Team events only			
Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team
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 0	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.)  For competitor @Type="A" : 1



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

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

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

For all event units except for relays

Type	Code	Pos	Description
EUE	POSITION	N/A	Pos Description: Do not send anything Element Expected: Always in case of Team events
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	M	CC @Position

### Sample

```
<Competitor Code="SALXNACRA17-SUI01" Type="T" Organisation="SUI">
  <Description TeamName="Switzerland" >
  <Composition>
    <Athlete Code="1136190" Bib="7" Order="1">
      <Description GivenName="Jane" FamilyName="Smith" Gender="W" Organisation="SUI"
      BirthDate="1994-12-15" IFId="SUISJ1629" />
      <EventUnitEntry Type="EUE" Code="POSITION" Value="H" />
    </Athlete>
  </Composition>
</Competitor>
....
```

### 2.2.3.5 Message Sort

Sort by Result @SortOrder



## 2.2.4 Play by Play

### 2.2.4.1 Description

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

The message contains a generic definition that can be used to provide results data of different nature as well as all actions in a unit.

### 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	Full RSC	Full RSC of the unit
DocumentSubcode	Not used in this discipline	
DocumentType	DT_PLAY_BY_PLAY	Play by Play message
DocumentSubtype	INCIDENT	
Version	1..V	Version number associated to the message's content. Ascendant number
ResultStatus	SC @ResultStatus	Status of the message. Possible values are: START_LIST (only used if there are actions before the start) LIVE (used during the competition when nothing else applies) UNOFFICIAL OFFICIAL (when results 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).  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.





### 2.2.4.3 Trigger and Frequency

Messages will be generated with this frequency and status

- After any actions before the start (START\_LIST)
- After every race incident (LIVE)(UNOFFICIAL if any new incident after race and before results be official)
- After the race (unit) (OFFICIAL).

### 2.2.4.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
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	O	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)			
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: Actions /Action (1,N)			
Attribute	M/O	Value	Description
Id	M	S(36)	Unique identifier for the action within the message
Period	M	S(12)	When in race, "Before start", "Start" or the time in the race m:ss.
Order	M	Numeric	Unique sequential number for all the incidents in the race, from 1 to n
ActionDesc	O	S(200)	Action/Incident description
Element: Actions /Action /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	S(1)	A for athlete or T for Team
Order	M	Numeric	Order in which the competitor should appear for the action, if there is more than one competitor. Send 1 if only 1 competitor.
Organisation	M	CC @Organisation	Competitors' organization



Element: Actions /Action /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	M	Numeric	Order of the athletes. Used to order the athletes when there are more than one athlete related to the action. Send 1 if only 1 competitor.

  

Element: Actions /Action /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

#### Sample

```
....
<UnitAction Id="123456" Period="2:30" Order="3" ActionDesc=" BAR penalized by Rule 42 (pumping)">
  <Competitor Code="1008743" Type="A" Organisation="BAR" Order="1">
    <Composition>
      <Athlete Code="1008743" Order="1" >
        <Description GivenName="Jane" FamilyName="Smits" Gender="W" Organisation="BAR"
        BirthDate="1994-12-15" />
      </Athlete>
    </Composition>
  </Competitor>
</UnitAction>
```

#### 2.2.4.5 Message Sort

Actions /Action @Order

## 2.2.5 Current Information

### 2.2.5.1 Description

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

### 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	SAL-----DAY-00dd00--	Sent at day level: dd is the Day (e.g.: 05 refers to the day 5th of the month)
DocumentSubcode	Not used	Not used
DocumentType	DT_CURRENT	Current message
Version	1..V	Version number associated to the message's content. Ascendant number
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day except when the unit or message transmission extends after midnight.  If an event unit continues after midnight (24:00), all messages produced will be considered as happening at the logical date on which the event unit began (e.g. for a session which began at 21:00 on Aug 2 and ended at 1:20 on Aug 3, the message will all be dated Aug 2).  The end of the logical day is defined by default at 03:00 a.m.  For messages corrections, like invalidating medals or Records, it will be the LogicalDate of the day of the correction.  Logical Date is expressed in the local time zone where the message was produced.
Source	SC @Source	Code indicating the system which generated the message.

### 2.2.5.3 Trigger and Frequency

- Before the start of day competition



- Every time new race information is received

### 2.2.5.4 Message Values

Element: ExtendedInfos /ExtendedInfo (1,N)				
Type	Code	Pos	Description	
EI	DATE	N/A	Pos Description: Do not send anything Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	O	DateTime	Current date and time
EI	EVENT	Numeric #0	Pos Description: Send the display order for the events 1, 2... i.e.: by Course Area, then by Event (Traditional sport order of events).  Element Expected: Always	
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
	Value	M	S(34)	Send the full event level RSC
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COURSE_AREA		
	Pos	N/A	Do not send anything	
	Value	Text	Send the current course area for the event.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	COURSE_SAILED		
	Pos	N/A	Do not send anything	
	Value	SC @Course	Send the code for course to be sailed.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	EST_NEXT_START		
	Pos	N/A	Do not send anything	
	Value	hh:mm or '-'	Send the estimated start time for the subsequent race if on the same day, otherwise send "-".	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> <b>Expected: If applicable</b>				
	<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
	Code	LEG_CURRENT		
	Pos	N/A	Do not send anything	



Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
Value	Text		Current leg information in the form leg/total legs, e.g.: 2/6. 0/n indicates start sequence else send "-", if not in start sequence or running.
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always			
Attribute	Value	Description	
Code	OCS_NUM		
Pos	N/A	Do not send anything	
Value	Numeric #0 or 'TBA' or '_'	Send the number of OCS boats. TBA means "To Be Announced". This information occurs in the following situation: during the first two minutes of the race if some boats started early (they have two minutes to return and start correctly).	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: If applicable			
Attribute	Value	Description	
Code	START_TIME		
Pos	N/A	Do not send anything	
Value	hh:mm	Send start time for the race @UNIT_NUM if the race is in progress else do not send	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: If applicable			
Attribute	Value	Description	
Code	PROTEST_TIME		
Pos	N/A	Do not send anything	
Value	hh:mm	Send protest time limited for the race @UNIT_NUM	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: Always			
Attribute	Value	Description	
Code	STATUS		
Pos	N/A	Do not send anything	
Value	SC @Status	Send Status for the Event.	
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b> Expected: If applicable			
Attribute	Value	Description	
Code	UNIT		
Pos	N/A	Do not send anything	
Value	CC @Unit	Send the full RSC for the unit of the race @UNIT_NUM.	



Element: ExtendedInfos /ExtendedInfo (1,N)			
Type	Code	Pos	Description
<b>Sub Element: ExtendedInfos /ExtendedInfo /Extension</b>			
<b>Expected: If applicable</b>			
Attribute	Value	Description	
Code	UNIT_NUM		
Pos	N/A	Do not send anything	
Value	Text	Race number for non-medal races (1, 2...), or "M" for the medal race, for one specific event unit.	

**Sample**

```

<ExtendedInfos>
  <ExtendedInfo Type="EI" Code="DATE" Value="2016-08-10T13:36:00+01:00" />
  <ExtendedInfo Type="EI" Code="EVENT" Pos="1" Value="SALMLASER-----" >
    <Extension Code="COURSE_AREA" Value="1" />
    <Extension Code="COURSE_SAILED" Value="WL" />
    <Extension Code="UNIT_NUM" Value="3" />
    <Extension Code="UNIT" Value="SALMLASER-----PREL000300--" />
    <Extension Code="START_TIME" Value="12:15" />
    <Extension Code="STATUS" Value="RAC" />
    <Extension Code="LEG_CURRENT" Value="1/6" />
    <Extension Code="OCS_NUM" Value="1" />
    <Extension Code="EST_NEXT_START" Value="14:05" />
  </ExtendedInfo>
  <ExtendedInfo Type="EI" Code="EVENT" Pos="2" Value="SALW470-----" >
  ...
</ExtendedInfo>

```

**2.2.5.5 Message Sort**

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



## 2.2.6 Cumulative Results

### 2.2.6.1 Description

The Cumulative Results is a message containing the cumulative results for the competitors in a group of units.

### 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	Full RSC	Full RSC of the event
DocumentType	DT_CUMULATIVE_RESULT	Cumulative 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 the status of the results LIVE INTERMEDIATE UNCONFIRMED OFFICIAL UNOFFICIAL PROTESTED
FeedFlag	"P"-Production "T"-Test	Test message or production message.
Date	Date	Date when the message is generated, expressed in the local time zone where the message was produced.
Time	Time	Time up to milliseconds when the message is generated, expressed in the local time zone where the message was produced.
LogicalDate	Date	Logical Date of events. This is the same as the physical day 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.



### 2.2.6.3 Trigger and Frequency

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

### 2.2.6.4 Message Values

Element: ExtendedInfos /Progress (0,1)			
Attribute	M/O	Value	Description
LastUnit	O	CC @Unit	Send the full RSC of the most recently completed unit or current unit if in progress included in the message.

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

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

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

Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Pos Description: Do not send anything Element Expected: Send if available
Attribute	M/O	Value	Description
Value	O	Numeric ##0.#	Send the overall total points for all phases of the event.

**Element: Result /ResultItems /ResultItem (1,N)**

Identifier of the unit which is included the result summary. ResultItem /Result will be for one particular previous unit.

Attribute	M/O	Value	Description
Unit	M	CC @Unit	The RSC of the schedule item included in the message
Order	M	Numeric #0	Logical order of the units, usually schedule order.

**Element: Result /ResultItems /ResultItem /Result (1,1)**

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

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

Type	Code	Pos	Description
ER	DISCARDED	N/A	Pos Description: Do not send anything Element Expected: Send if the score is to be discarded



Element: Result /ResultItems /ResultItem /Result /ExtendedResults /ExtendedResult (1,N)				
Type	Code	Pos	Description	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send Y in case the scores is to be discarded	
ER	MEDAL_RACE	N/A	Pos Description: Do not send anything Element Expected: Send if medal race	
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>	
Value	M	S(1)	Send Y if it is a medal race, otherwise do not send	

### Sample

```

<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
  <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="56" />
  <ResultItems>
    <ResultItem Unit="SALMLASER-----PREL000100--">
      <Result Rank="1" ResultType="POINTS" Result="1" SortOrder="1" />
    </ResultItem>
    <ResultItem Unit="SALMLASER-----PREL000200--">
      <Result Rank="10" ResultType="POINTS" Result="10" SortOrder="10" />
    </ResultItem>
    <ResultItem Unit="SALMLASER-----PREL000300--">
      <Result Rank="7" ResultType="POINTS" Result="7" SortOrder="7" />
    </ResultItem>
    <ResultItem Unit="SALMLASER-----PREL000400--">
      <Result Rank="13" ResultType="POINTS" Result="13" SortOrder="13" />
    </ResultItem>
    <ResultItem Unit="SALMLASER-----PREL000500--">
      <Result Rank="5" ResultType="POINTS" Result="5" SortOrder="5" />
    </ResultItem>
    <ResultItem Unit="SALMLASER-----PREL000600--">
      <Result Rank="20" ResultType="POINTS" Result="20" IRM="DNF" SortOrder="20" >
        <ExtendedResults>
          <ExtendedResult Type="ER" Code="DISCARDED" Value="Y" />
        </ExtendedResults>
      </ResultItem>
    </ResultItem>
  </ResultItems>
</Result>

```

Element: Result /Competitor (1,1)			
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	M	CC @Organisation	Competitor's organisation



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

Element: Result /Competitor /Composition /Athlete (1,N)			
Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.)  For competitor @Type="A" : 1

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

### 2.2.6.5 Message Sort

Sort by Result @SortOrder then Result /ResultItems /ResultItem /Result @SortOrder



## 2.2.7 Event Final Ranking

### 2.2.7.1 Description

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

### 2.2.7.2 Header Values

The following table describes the message header attributes.

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

### 2.2.7.3 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 or some rankings in that unit are not subject to change.

Trigger also after any change.



## 2.2.7.4 Message Values

### 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	CC @DisciplineGender	Gender code for the event unit. Must be included if it is a single gender

### Element: ExtendedInfos /VenueDescription (0,1)

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

### Element: Result (1,N)

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

Attribute	M/O	Value	Description
Rank	O	Text	Final rank of the competitor in the corresponding event.
RankEqual	O	S(1)	Identifies if a rank has been equalled. Send Y if applicable else do not send.
ResultType	O	SC @ResultType	It can be POINTS, IRM or IRM_POINTS
Result	O	Numeric ##0.#	Net points obtained
IRM	O	SC @IRM	The invalid rank mark, send if applicable.
SortOrder	M	Numeric	This attribute is a sequential number with the order of the results for the particular event, if they were to be presented. It is mostly based on the rank, but it should be used to sort out rank ties as well as results without rank.

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

Type	Code	Pos	Description
ER	TOTAL_PTS	N/A	Pos Description: Do not send anything Element Expected: Always, if available
	<b>Attribute</b>	<b>M/O</b>	<b>Value</b>
	Value	O	Numeric ##0.#
			<b>Description</b>
			Send the total points for the competitor.



### Sample

```
<Result Rank="5" ResultType="POINTS" Result="36" SortOrder="5">
  <ExtendedResults>
    <ExtendedResult Type="ER" Code="TOTAL_PTS" Value="55" />
  </ExtendedResults>
```

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes.	Competitor's ID. "NOCOMP" in the case where there is no competitor in the rank due to IRM.
Type	M	S(1)	A for athlete, T for Team
Organisation	O	CC @Organisation	Competitors' organisation if known

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

Used in Team events only

Attribute	M/O	Value	Description
TeamName	M	S(73)	Name of the team

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

Attribute	M/O	Value	Description
Code	M	S(20) with no leading zeroes	Athlete's ID
Order	M	Numeric	For competitor @Type="T": Order attribute used to sort team members in a team (i.e.: 1 for Helm, 2 for Crew etc.)  For competitor @Type="A" : 1

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

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

### 2.2.7.5 Message Sort

Sort by Result @SortOrder



## 2.2.8 Official Communication

### 2.2.8.1 Description

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

### 2.2.8.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC of the Discipline	
DocumentSubcode	Numeric	This is the Communication number. Send incremental number in the case that DocumentSubtype is NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE or PROTEST (one for each different Item) unless defined differently by sport.
DocumentType	DT_COMMUNICATION	Official communication message
DocumentSubtype	NOTICE SPORT_NOTICE COMPETITOR_NOTICE PROTEST ON_WATER LIMIT	For all sports: * NOTICE: Used for Official Communications * SPORT_NOTICE: Used for Sport Communications * COMPETITOR_NOTICE : Use for notifications to competitors * PROTEST: Protest type (Except protest by Rule 42), only for Sailing. * ON_WATER: On the water Penalties, only for Sailing. * LIMIT: Protest Time Limit, only for Sailing
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.



Attribute	Value	Comment
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.

### 2.2.8.3 Trigger and Frequency

The message should be generated as soon as the information is available.  
Trigger also after any change.

### 2.2.8.4 Message Values

Element: ExtendedInfos /SportDescription (0,1)			
Attribute	M/O	Value	Description
DisciplineName	M	S(40)	Value is Sailing
EventName	O	S(40)	Event name (not code) from Common Codes.
SubEventName	O	S(40)	EventUnit short name (not code) from Common Codes. Only include if single unit affected
Gender	O	CC @DisciplineGender	Gender code for the event unit

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

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





<b>Element: Communication /Decision (0,1)</b>			
<b>Mandatory for DocumentSubtype NOTICE, COMPETITOR_NOTICE and SPORT_NOTICE.</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
ItemNum	O	String	Sport dependent, item number if applicable
IssuedTime	O	DateTime	Decision date and time. (Mandatory in the case of NOTICE, SPORT_NOTICE, COMPETITOR_NOTICE) Example: 2006-02-26T10:00:00+01:00 Equivalent of Parties Informed
AffectsRES	O	S(1)	'Y' - The jury decision affects the results 'N' - The jury decision does not affect the results Mandatory in the case of DocumentSubtype is NOTICE
AffectsSCH	O	S(1)	'Y' - The jury decision affects the schedules 'N' - The jury decision does not affect the schedules Mandatory in the case of DocumentSubtype is NOTICE
AffectsOTH	O	S(1)	'Y' - The jury decision affects other areas 'N' - The jury decision does not affect other areas Mandatory in the case of DocumentSubtype is NOTICE
Unit	O	CC @Unit	Full RSC Sent if the official communication applies to the gender, event, phase, or unit level. (can be at any level as applicable)

<b>Element: Communication /Decision /Subtitle (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
-	M	Free Text	Communication Subtitle. It is the title placed in the ORIS report next to "Official Communication"

<b>Element: Communication /Decision /Summary (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
-	M	Free Text	Summary of the communication. Should contain the event description.

<b>Element: Communication /Decision /Details (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
-	M	Free Text	Body of the communication. Include the description.

<b>Element: Communication /Decision /IssuedBy (0,1)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
-	M	Free Text	Communication author



<b>Element: Communication /Decision /SignedBy (0,2)</b>			
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Code	O	S(20) with no leading zeroes	ID of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	S(30)	Decision of the Function of the Signed person
Order	M	Numeric	Send official order

<b>Element: Communication /Decision /ExtendedComms /ExtendedComm (1,N)</b>			
<b>Type</b>	<b>Code</b>	<b>Pos</b>	<b>Description</b>
ON_WATER	PENALTY	Numeric #0	Pos Description: Send the Penalty number for this competitor (allow multiple per competitor)  Element Expected: When available for each competitor with an on water penalty
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	S(20)	Send the competitor ID.
<b>Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: Always</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	UNIT_NUM		
Pos	N/A	Do not send anything	
Value	S(2)	Send the race identifier (number or M for medal)	
<b>Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	ACTION_COMP		
Pos	N/A	Do not send anything	
Value	S(80)	Action by the competitor	
<b>Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	RULE		
Pos	N/A	Do not send anything	
Value	S(80)	Rule Information	
<b>Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension Expected: When available</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	



Element: Communication /Decision /ExtendedComms /ExtendedComm (1,N)			
Type	Code	Pos	Description
Code	ACTION_JURY		
Pos	N/A	Do not send anything	
Value	S(80)	Action taken by the Jury	
LIMIT	EVENT	N/A	Pos Description: Do not send anything. Element Expected: When applicable in a day
<b>Attribute</b>	<b>M/O</b>	<b>Value</b>	<b>Description</b>
Value	M	CC @Event	Send the full RSC of the event in which the limit applies
<b>Sub Element: Communication /Decision /ExtendedComms /ExtendedComm /Extension</b> <b>Expected: If there is a time limit applicable</b>			
<b>Attribute</b>	<b>Value</b>	<b>Description</b>	
Code	LIMIT		
Pos	N/A	Do not send anything	
Value	DateTime	Send the time limit	

Element: Communication /Protest (0,1)			
Attribute	M/O	Value	Description
Status	M	SC @ProtestStatus	Status of protest
HearingTime	O	DateTime	Hearing time Example: 2012-07-26T10:00:00+01:00
DecisionTime	O	DateTime	Protest Decision Time Example: 2012-07-26T10:00:00+01:00
Protestor	O	Free text	(Initiator)
Protestee	O	Free text	(Respondent)
Witness	O	Free text	
Interpreter	M	Y or N	Interpreter required
Rule	M	String	Rule applicable
Unit	O	CC @Unit	Full RSC at unit level Sent if the protest applies to the gender, event, phase, or unit level. (can be at any level)

Element: Communication /Protest /Type (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Type of protest. Denotes the different options.

Element: Communication /Protest /Details (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Protest details



Element: Communication /Protest /DecisionShort (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision short

Element: Communication /Protest /DecisionLong (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Decision

Element: Communication /Protest /Description (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Description of the incident

Element: Communication /Protest /FactsFound (1,1)			
Attribute	M/O	Value	Description
-	M	Free text	Facts Found

Element: Communication /Protest /Conclusion (1,1)			
Attribute	M/O	Value	Description
-	O	Free text	Conclusion

Element: Communication /Protest /Jury (1,N)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Official ID
FamilyName	O	S(25)	Family name of the Jury
GivenName	O	S(25)	Given name of the Jury
Order	O	Numeric	Order of the official, if more than one official. Send 1 if only one.

Element: Communication /Protest /SignedBy (0,1)			
Attribute	M/O	Value	Description
Code	O	S(20) with no leading zeroes	Key of the Signed Name, to uniquely identify this element
FamilyName	O	S(25)	Family name of the person associated to the sign
GivenName	O	S(25)	Given name of the person associated to the sign
Function	M	CC @ResultsFunction	Function of the Signed person

Element: Communication /ImageData (0,1)			
Attribute	M/O	Value	Description
-	M	Text	The ImageData element contains a body consisting of one Base64-encoded PNG or JPG file.



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### **2.2.8.5 Message Sort**

There are not specific sorting requirements



## 2.2.9 Configuration

### 2.2.9.1 Description

The Configuration is a message containing general configuration for each event in sailing.

Send before the competition for each event in separate messages.

### 2.2.9.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	Sent this message for each event. Send RSC at event level.
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.

### 2.2.9.3 Trigger and Frequency

The message is sent prior to any ODF Sports message sending one message for each event.

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



### 2.2.9.4 Message Values

Element: Configs /Config (1,N)			
Attribute	M/O	Value	Description
Unit	M	SC @Phase	Full RSC of the phase.
Element: Configs /Config /ExtendedConfig (1,N)			
Type	Code	Pos	Description
EC	RACES_NUM	N/A	Element Expected: Always
Attribute	M/O	Value	Description
Value	M	Numeric #0	Send the total number of planned races by phase.

#### Sample

```

....
<Configs>
  <Config Unit="SALMLASER-----PREL-----">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="10" />
  </Config>
...
  <Config Unit="SALMLASER-----FNL-----">
    <ExtendedConfig Type="EC" Code="RACES_NUM" Value="1" />
  </Config>

```

### 2.2.9.5 Message Sort

There is no message sorting rule.



## 2.2.10 Event Unit Weather conditions

### 2.2.10.1 Description

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

### 2.2.10.2 Header Values

The following table describes the message header attributes.

Attribute	Value	Comment
CompetitionCode	CC @Competition	Unique ID for competition
DocumentCode	Full RSC	
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	<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.

### 2.2.10.3 Trigger and Frequency

The message is sent whenever updates available (not more often than 15 minute intervals).

### 2.2.10.4 Message Values

Element: Weather /Conditions (1,N)			
Attribute	M/O	Value	Description
Code	M	GSC @WeatherPoint	GEN for general
Humidity	O	Numeric ##0	Humidity in %

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





Attribute	M/O	Value	Description
Code	M	SKY	Weather conditions type
Value	M	CC @WeatherConditions	Codes that describe the Weather Conditions.
Element: Weather /Conditions /Temperature (0,N) Send with three different @Code in the case of Winter conditions.			
Attribute	M/O	Value	Description
Code	M	AIR	Air temperature
Unit	M	SC @TemperatureUnit	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 '+')

### 2.2.10.5 Message Sort

There is no special sort order requirement for this message.

### 3 Document Control

Version history		
Version	Date	Comments
v1.0	3 January 2018	First version
V1.1	20 February 2018	Updated with feedback
V1.2	12 March 2018	Updated for publication
V1.3	26 July 2018	Updated
V2.0	8 August 2018	Updated
V2.1	25 October 2018	Approved

**File Reference: ODF R-SOG-2020-SAL V2.1 APP**

Change Log		
Version	Status	Changes on version
v1.0	SFR	First version
V1.1	SRF	Updated internal version
V1.2	SFR	DT_PARTIC: Add WLD_RANK DT_PARTIC_TEAMS: Add WLD_RANK DT_CURRENT: Add PROTEST_TIME Other minor clarifications
V1.3	SFR	DT_CUMULATIVE_RESULT: Correct use of ExtendedResult for Discarded & Medal Race. DT_PLAY_BY_PLAY: Message added
V2.0	SFA	CR 15039: Add DT_PARTIC_NAME to applicable messages. CR 16671: Add TVFamilyName in DT_PARTIC message. CR16537: Move LAST_UNIT to ExtendedInfos/Progress in cumulative results
V2.1	APP	Status change